

Modern System Reference Document

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THE BASICS

Dice Notation

These rules use the following die notations:

d4 = four sided die

d6 = six sided die

d8 = eight sided die

d10 = ten sided die

d12 = twelve sided die

d20 = twenty sided die

d% = percentile dice

Die rolls are expressed in the format:

[#] die type [+/- modifiers]

Example: 3d6+2 means: "Roll 3 six sided dice. Add the result of the three dice together. Add 2."

Rounding Fractions

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger.

Exception: Certain rolls, such as damage and hit points, have a minimum of 1.

Multiplying

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

Basic Task Resolution System

These rules assume a standardized system for determining the success or failure of any given task. That system is:

d20 + Modifiers vs. Target Number

The Modifiers and Target Number are determined by the type of task.

If the result of the d20 roll + the Modifiers equals or exceeds the Target Number, the test is successful. Any other result is a failure.

A "natural 20" on the die roll is not an automatic success. A

"natural 1" on the die roll is not an automatic failure, unless the rules state otherwise.

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ABILITY SCORES

Every character has six basic Ability Scores:

Strength (STR)

Dexterity (DEX)

Constitution (CON)

Intelligence (INT)

Wisdom (WIS)

Charisma (CHA)

The Score of these Abilities ranges from 0 to infinity. A limit, if any, will be specified in the rules. The normal human range is 3 to 18. It is possible for a creature to have a score of "none". A score of "none" is not the same as a score of "0". A score of "none" means that the creature does not possess the ability at all. The modifier for a score of "none" is +0.

A character with a CON of 0 is dead. A 0 in any other score means the character is helpless and cannot move.

Keeping track of negative ability score points is never necessary. A character's ability score can't drop below 0.

Ability Modifiers

Each ability will have a modifier. The modifier can be calculated using this formula:

$(\text{ability}/2) - 5$ [round result down]

The modifier is the number you add to or subtract from the die roll when your character tries to do something related to that ability. A positive modifier is called a bonus, and a negative modifier is called a penalty.

Use of Ability Scores

Strength

Any creature that can physically manipulate other objects has at least 1 point of Strength.

A creature with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack instead of a Strength modifier.

Dexterity

Any creature that can move has at least 1 point of Dexterity.

A creature with no Dexterity score can't move. If it can act, it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature fails all Reflex saves and Dexterity checks.

Constitution

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

Any living creature has at least 1 point of Constitution.

A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects. The creature is also immune to ability damage, ability drain, energy drain, and massive damage, and always fails Constitution checks.

Intelligence

Any creature that can think, learn, or remember has at least 1 point of Intelligence.

A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-influencing effects (charms, compulsions, phantasms, patterns and morale effects) and automatically fails Intelligence checks.

Wisdom

Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom.

Anything with no Wisdom score is an object, not a creature.

Anything without a Wisdom score also has no Charisma score, and vice versa.

Charisma

Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma.

Changing Ability Scores

Ability scores can increase with no limit.

Poisons, diseases, and other effects can cause temporary ability damage. Ability points lost to damage return naturally, typically at a rate of 1 point per day for each affected ability.

As a character ages, some ability scores go up and others go down.

When an ability score changes, the modifier associated with that score also changes.

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ALLEGIANCES

The allegiances system is optional.

A character may have up to three allegiances, listed in order from most important to least important. These allegiances are indications of what the character values in life, and may encompass people, organizations, or ideals. A character may have no allegiances (being either a free spirit or a lone wolf) or may change allegiances as he or she goes through life. Also, just because the character fits into a certain category of people doesn't mean the character has to have that category as an allegiance.

If the character acts in a way that is detrimental to his or her allegiance, the GM may choose to strip the character of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions.

Pledging Allegiance

A hero's allegiance can take the form of loyalty to a person, to an organization, to a belief system, to a nation, or to an ethical or moral philosophy. In general, a character can discard an allegiance at any time, but may only gain a new allegiance after attaining a new level.

Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

Allegiances include, but are not limited to, the following examples.

Person or Group: This includes a leader or superior, a family, a group of linked individuals (such as a band of adventurers or a cell of secret agents), or a discrete unit within a larger organization (such as members of the character's squad or platoon, or individuals whose safety the character is responsible for).

Organization: This may be a company or corporation, a gathering of like-minded individuals, a fraternal brotherhood, a secret society, a branch of the armed forces, a local, state, or national government, a university, an employer, or an otherwise established authority.

Nation: This may or may not be the nation that the hero currently resides in. It may be where the individual was born, or where the hero resides after emigrating to a new home.

Belief System: This is usually a particular faith or religion, but can also be a specific philosophy or school of thought. Belief systems could also include political beliefs or philosophical outlooks.

Ethical Philosophy: This describes how one feels about order, as represented by law and chaos. An individual with a lawful outlook tends to tell the truth, keep his or her word, respect authority, and honor tradition, and he or she expects others to do likewise. An individual with a chaotic outlook tends to follow his or her instincts and whims, favor new ideas and experiences,

and behave in a subjective and open manner in dealings with others.

Moral Philosophy: This describes one's attitude toward others, as represented by good and evil. An individual with a good allegiance tends to protect innocent life. This belief implies altruism, respect for life, and a concern for the dignity of other creatures. An evil allegiance shows a willingness to hurt, oppress, and kill others, and to debase or destroy innocent life.

Allegiances and Influence

An allegiance can create an empathic bond with others of the same allegiance. With the GM's permission, the character gains a +2 circumstance bonus on Charisma-based skill checks when dealing with someone of the same allegiance—as long as the character has had some interaction with the other character to discover the connections and bring the bonus into play.

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STARTING OCCUPATION

A hero may hold other jobs as his or her career unfolds, but the benefits of a starting occupation are only applied once, at the time of character creation.

Many starting occupations have a prerequisite that the character must meet to qualify for the occupation. Each occupation provides a number of additional permanent class skills that the character can select from a list of choices. Once selected, a permanent class skill is always considered to be a class skill for the character. If the skill selected is already a class skill for the character, he or she gains a one-time competence bonus for that skill.

Some starting occupations provide a Reputation bonus or a bonus feat (in addition to the two feats a 1st-level character already receives). Finally, a starting occupation increases the character's Wealth bonus.

Choose one occupation from the available selections and apply the benefits to the character as noted in the occupation's description.

Academic

Academics include librarians, archaeologists, scholars, professors, teachers, and other education professionals.

Prerequisite: Age 23+.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Craft (writing), Decipher Script, Gather Information, Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, tactics, technology, or theology and philosophy), Research, or add a new Read/Write Language or a new Speak Language.

Wealth Bonus Increase: +3.

Adventurer

Adventurers include professional daredevils, big-game hunters, relic hunters, explorers, extreme sports enthusiasts, field scientists, thrill-seekers, and others called to face danger for a variety of reasons.

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Climb, Demolitions, Disable Device, Drive, Escape Artist, Intimidate, Jump, Knowledge (arcane lore, streetwise, tactics, or technology), Move Silently, Pilot, Ride, Spot, Survival, Swim, Treat Injury.

Bonus Feat: Select one of the following: Archaic Weapons Proficiency, Brawl, or Personal Firearms Proficiency.

Wealth Bonus Increase: +1.

Athlete

Athletes include amateur athletes of Olympic quality and professional athletes of all types, including gymnasts, weight trainers, wrestlers, boxers, martial artists, swimmers, skaters, and those who engage in any type of competitive sport.

Prerequisite: Strength 13 or Dexterity 13.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Balance, Climb, Drive, Jump, Ride, Swim, Tumble.

Bonus Feat: Select either Archaic Weapons Proficiency or Brawl.

Wealth Bonus Increase: +1.

Blue Collar

Blue collar occupations include factory work, food service jobs, construction, service industry jobs, taxi drivers, postal workers, and other jobs that are usually not considered to be desk jobs.

Prerequisite: Age 18+.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Craft (electronic, mechanical, or structural), Climb, Drive, Handle Animal, Intimidate, Repair, Ride.

Wealth Bonus Increase: +2.

Celebrity

A celebrity is anyone who, for whatever reason, has been thrust into the spotlight of the public eye. Actors, entertainers of all types, newscasters, radio and television personalities, and more fall under this starting occupation.

Prerequisite: Age 15+.

Skills: Choose one of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bluff, Craft (visual art or writing), Diplomacy, Disguise, Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, or wind instruments).

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +4.

Creative

The creative starting occupation covers artists of all types who fan their creative spark into a career. Illustrators, copywriters, cartoonists, graphic artists, novelists, magazine columnists, actors, sculptors, game designers, musicians, screenwriters, photographers, and web designers all fall under this occupation.

Prerequisite: Age 15+.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bluff, Computer Use, Craft (visual art or writing), Disguise, Forgery, Knowledge (arcane lore or art), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, or wind instruments), Spot.

Wealth Bonus Increase: +2.

Criminal

This illicit starting occupation reveals a background from the wrong side of the law. This occupation includes con artists, burglars, thieves, crime family soldiers, gang members, bank robbers, and other types of career criminals.

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Disable Device, Disguise, Forgery, Gamble, Hide, Knowledge (streetwise), Move Silently, Sleight of Hand.

Bonus Feat: Select either Brawl or Personal Firearms

Proficiency.

Wealth Bonus Increase: +1.

Dilettante

Dilettantes usually get their wealth from family holdings and trust funds. The typical dilettante has no job, few responsibilities, and at least one driving passion that occupies his or her day. That passion might be a charity or philanthropic foundation, an ideal or cause worth fighting for, or a lust for living a fun and carefree existence.

Prerequisite: Age 18+.

Skills: Choose one of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Gamble, Intimidate, Knowledge (current events or popular culture), Ride, or add a new Speak Language.

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +6.

Doctor

A doctor can be a physician (general practitioner or specialist), a surgeon, or a psychiatrist.

Prerequisite: Age 25+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Craft (pharmaceutical), Computer Use, Knowledge (behavioral sciences, earth and life sciences, or technology), Search, Treat Injury.

Wealth Bonus Increase: +4.

Emergency Services

Rescue workers, firefighters, paramedics, hazardous material handlers, and emergency medical technicians fall under this category.

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Balance, Climb, Computer Use, Drive, Jump, Knowledge (behavioral sciences, earth and life sciences, or technology), Search, Treat Injury, Swim.

Wealth Bonus Increase: +2.

Entrepreneur

Entrepreneurs have an obsession about being their own boss. They believe in themselves, have an abundance of confidence, and the ability to acquire the funds necessary to bankroll their newest moneymaking venture. These small to large business owners have a knack for putting together business plans, gathering resources, and getting a new venture off the ground. They rarely want to stick around after the launch, however, as they prefer to put their energies into the next big thing.

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bluff, Diplomacy, Gamble, Knowledge (business, current events, or technology).

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +4.

Investigative

There are a number of jobs that fit within this occupation, including investigative reporters, photojournalists, private investigators, police detectives, criminologists, criminal profilers, espionage agents, and others who use their skills to gather evidence and analyze clues.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Computer Use, Craft (visual art or writing), Decipher Script, Forgery, Gather Information, Investigate, Knowledge (behavioral sciences, civics, earth and life sciences, or streetwise), Research, Search, Sense Motive.

Bonus Feat: Select either Brawl or Personal Firearms Proficiency.

Wealth Bonus Increase: +2.

Law Enforcement

Law enforcement personnel include uniformed police, state troopers, federal police, federal agents, SWAT team members, and military police.

Prerequisite: Age 20+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Diplomacy, Drive, Gather Information, Intimidate, Knowledge (civics, earth and life sciences, streetwise, or tactics), Listen.

Bonus Feat: Select one of the following: Combat Martial Arts, Light Armor Proficiency, or Personal Firearms Proficiency.

Wealth Bonus Increase: +1.

Military

Military covers any of the branches of the armed forces, including army, navy, air force, and marines, as well as the various elite training units such as Seals, Rangers, and Special Forces.

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Climb, Demolitions, Drive, Hide, Knowledge (tactics), Move Silently, Navigate, Pilot, Survival, Swim.
Bonus Feat: Select one of the following: Brawl, Combat Martial Arts, Light Armor Proficiency, or Personal Firearms Proficiency.
Wealth Bonus Increase: +1.

Religious

Ordained clergy of all persuasions, as well as theological scholars and experts on religious studies fall within the scope of this starting occupation.
Prerequisite: Age 23+.
Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Decipher Script, Knowledge (arcane lore, art, behavioral sciences, history, streetwise, or theology and philosophy), Listen, Sense Motive.
Wealth Bonus Increase: +2.

Rural

Farm workers, hunters, and others who make a living in rural communities fall under this category.
Prerequisite: Age 15+.
Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Balance, Climb, Drive, Handle Animal, Repair, Ride, Survival, Swim.
Bonus Feat: Select either Brawl or Personal Firearms Proficiency.
Wealth Bonus Increase: +1.

Student

A student can be in high school, college, or graduate school. He or she could be in a seminary, a military school, or a private institution. A college-age student should also pick a major field of study.
Prerequisite: Age 15+.
Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, technology, or theology and philosophy), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, or wind instruments), Research.
Wealth Bonus Increase: +1.

Technician

Scientists and engineers of all types fit within the scope of this starting occupation.
Prerequisite: Age 23+.
Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Craft (chemical, electronic, mechanical, or structural), Knowledge (business, earth and life sciences, physical sciences, or technology), Repair, Research.
Wealth Bonus Increase: +3.

White Collar

Office workers and desk jockeys, lawyers, accountants, insurance agents, bank personnel, financial advisors, tax preparers, clerks, sales personnel, real estate agents, and a variety of mid-level managers fall within the scope of this starting occupation.
Prerequisite: Age 23+.
Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Diplomacy, Knowledge (art, business, civics, earth and life sciences, history, physical sciences, or technology), Research.
Wealth Bonus Increase: +3.

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REPUTATION

Reputation is used to determine whether another character (a GM character) recognizes a character. Those who recognize the hero are more likely to help the hero or do what he or she asks, provided the reputation has a positive connotation to the character who recognizes the hero. A high Reputation bonus also makes it difficult for the hero to mask his or her identity. Most of the time, a hero doesn't decide to use his or her reputation. The GM decides when a hero's reputation can be relevant to a scene or encounter. At the moment it becomes relevant, the GM makes a Reputation check for a GM character who might be influenced in some fashion due to the hero's fame or notoriety, as detailed below.

Fame and Infamy

Most characters with a high Reputation bonus (+4 or higher) are considered well known within their profession or social circle. Whether this has a positive or negative connotation depends on the point of view of the person who recognizes the hero.

When a character has a positive opinion of a hero's reputation, the hero is considered to be famous by that character. Fame, when recognized, provides a bonus to certain Charisma-based skill checks.

When a character has a negative opinion of a hero's reputation, the hero is considered to be infamous by that character. Also, at the GM's option, a hero might be considered infamous in certain situations due to events that have transpired in the campaign.

Infamy, when recognized, provides a penalty to certain Charisma-based skill checks.

Using the Reputation Bonus

Whenever the GM decides that a character's reputation can be a factor in an encounter, the GM makes a Reputation check (DC 25) for the GM character involved. A Reputation check is 1d20 + the hero's Reputation bonus + the GM character's Int modifier. (Some Knowledge skill modifiers might apply instead of the Int modifier, if the hero would be well known in the field covered by the Knowledge skill.) Modifiers to the Reputation check depend on the hero and the GM character in question, as shown below. Note that if the GM character has no possible way of recognizing a hero, then the Reputation check automatically fails.

If the GM character succeeds at the Reputation check, he or she recognizes the hero. This provides a +4 bonus or a -4 penalty on checks involving the following skills for the duration of the encounter: Bluff, Diplomacy, Gather Information, Intimidate, and Perform.

Situation	Reputation Check Modifier
The hero is famous, known far and wide with either a positive or negative connotation	+10
GM character is part of the hero's professional or social circle	+5
The hero has some small amount of fame or notoriety	+2

The GM must decide that a character's fame or infamy can come into play in a given situation to make a Reputation check necessary. A character who doesn't know, or know of, the hero can't be influenced by his or her reputation.

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WEALTH

Every character has a Wealth bonus that reflects his or her buying power—a composite of income, credit rating, and savings. A character's Wealth bonus serves as the basis of the character's Wealth check, which is used to purchase equipment and services for the character.

Wealth Bonus

To determine a character's starting Wealth bonus, roll 2d4 and add the wealth bonus for the character's starting occupation, plus (if appropriate) the bonus from the Windfall feat.

Over the course of play, the hero's Wealth bonus will decrease as the hero purchases expensive items and increase as the hero gains levels.

A character's Wealth bonus can never fall below +0, and there is no limit to how high the Wealth bonus can climb.

Since Wealth is an abstract concept, it's sometimes difficult to determine how financially well off a character is. To get a general sense of how financially solvent a character is at any given time, check the table below.

Wealth Bonus	Financial Condition
+0	Impoverished or in debt
+1 to +4	Struggling
+5 to +10	Middle class
+11 to +15	Affluent
+16 to +20	Wealthy
+21 to +30	Rich
+31 or higher	Very rich

Purchasing Equipment

Wealth checks are used to determine what characters can afford and what gear they might reasonably have access to. Every character has a Wealth bonus that reflects his or her buying power. Every object and service has a purchase DC. To purchase an object, make a Wealth check against the purchase DC.

The Wealth Check

A Wealth check is a 1d20 roll plus a character's current Wealth bonus. The Wealth bonus is fluid. It increases as a character gains Wealth and decreases as the character makes purchases.

If the character succeeds on the Wealth check, the character gains the object. If the character fails, he or she can't afford the object at the time.

If the character's current Wealth bonus is equal to or greater than the DC, the character automatically succeeds.

If the character successfully purchases an object or service with a purchase DC that's higher than his or her current Wealth bonus, the character's Wealth bonus decreases.

Wealth and the Starting Hero

A newly created 1st-level character's Wealth bonus is +0 plus:

- Wealth provided by the character's starting occupation.
- Bonus from the Windfall feat, if taken.
- 2d4 die roll.
- +1 for having 1 to 4 ranks in the Profession skill.

Shopping and Time

Buying less common objects generally takes a number of hours equal to the purchase DC of the object or service, reflecting the time needed to locate the wanted materials and close the deal.

Getting a license or buying an object with a restriction rating increases the time needed to make purchases.

Taking 10 and Taking 20

A character can usually take 10 or take 20 when making a Wealth check. Taking 20 requires 20 times as long as normal. Also, there is a penalty for spending beyond a character's means. Whenever a character buys an object that has a purchase DC higher than his or her current Wealth bonus, the character's Wealth bonus decreases (see below).

Try Again?

A character can try again if he or she fails a Wealth check, but not until the character has spent an additional number of hours shopping equal to the purchase DC of the object or service.

Aid Another

One other character can make an aid another attempt to help a character purchase an object or service. If the attempt is successful, that character provides the purchaser with a +2 bonus on his or her Wealth check. The character who provides the aid reduces his or her Wealth bonus by +1.

Losing Wealth

Any time a character purchases an object or service with a purchase DC higher than his or her current Wealth bonus, or one with a purchase DC of 15 or higher, the character's Wealth bonus goes down. How much the Wealth bonus is reduced depends on how expensive the object is.

	Wealth Bonus Decrease
Object or Service Purchase DC 15 or higher	1 point
1–10 points higher than current Wealth bonus	1 point
11–15 points higher than current Wealth bonus	1d6 points
16 or more points higher than current	2d6 points

Along with this loss, any time a character buys an object or service with a purchase DC of 15 or higher, the character

reduces his or her current Wealth bonus by an additional 1 point.

A character's Wealth bonus only goes down if he or she successfully buys an object or service. If the character attempts to buy something and the check fails, his or her Wealth bonus is unaffected.

Wealth Bonus of +0

A character's Wealth bonus can never decrease to less than +0. If a character's Wealth bonus is +0, the character doesn't have the buying power to purchase any object or service that has a purchase DC of 10 or higher, and can't take 10 or take 20.

Regaining Wealth

A character's Wealth bonus recovers as the character advances. Every time a character gains a new level, make a Profession check. (If the character has no ranks in the skill, this check is a Wisdom check.) The DC is equal to the character's current Wealth bonus. If the character succeeds, his or her current Wealth bonus increases by +1. For every 5 points by which the character exceeds the DC, he or she gains an additional +1 to his or her Wealth bonus.

Wealth Awards

Adventuring may result in characters finding valuable items. In such cases, the benefit translates into a Wealth award.

Selling Stuff

To sell something, a character first needs to determine its sale value. Assuming the object is undamaged and in working condition, the sale value is equal to the object's purchase DC (as if purchased new) minus 3.

Selling an object can provide an increase to a character's Wealth bonus. The increase is the same amount as the Wealth bonus loss the character would experience if the character purchased an object with a purchase DC equal to the sale value.

Regardless of the character's current Wealth bonus, he or she gains a Wealth bonus increase of 1 whenever the character sells an object with a sale value of 15 or higher. If a character sells an object with a sale value less than or equal to his or her current Wealth bonus, and that sale value is 14 or lower, the character gains nothing.

A character cannot legally sell restricted objects unless the character is licensed to own them. A character also cannot legally sell objects that have been reported as stolen. Selling objects illegally usually requires that the character have contacts in the black market, and reduces the sale value by an additional 3.

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DEFENSE

Defense represents how hard it is for opponents to land a solid, damaging blow on a character (or object). It's the attack roll result that an opponent needs to achieve to hit a target. The average, unarmored civilian has a Defense of 10. A hero's Defense is equal to:

10 + Dexterity modifier + class bonus + equipment bonus + size modifier

Dexterity Modifier

If the character's Dexterity is high, the character is particularly adept at dodging blows or gunfire. If the character's Dexterity is low, the character is particularly inept at it.

Sometimes the character can't use his or her Dexterity bonus. If the character can't react to a blow, he or she can't use his or her Dexterity bonus to Defense.

Class Bonus

A character's class and level grant an innate bonus to Defense. This bonus measures the character's combat savvy and applies in all situations, even when the character is flat-footed or would lose his or her Dexterity bonus for some other reason.

Equipment Bonus

If the character wears armor, it provides a bonus to the character's Defense. This bonus represents the armor's ability to protect the character from blows.

Armor provides a minimum bonus to anyone who wears it, but a character who is proficient in the use of a certain type of armor receives a larger bonus to Defense.

Sometimes the character can't use the equipment's bonus to Defense. If an attack will damage the character just by touching him or her, the character can't add an equipment bonus (see Touch Attacks).

Size Modifier

The bigger an opponent is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Size modifiers are shown on the Table below.

Table: Size Modifiers

Size	Size Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium-size	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Other Modifiers

Other factors can add to Defense.

Feats: Some feats give a bonus to Defense.

Natural Armor: Some creatures have natural armor, which usually consists of scales, fur, or layers of thick muscle.

Dodge Bonuses: Some other Defense bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies the character his or her Dexterity bonus also denies the character dodge bonuses. Unlike most sorts of bonuses, dodge bonuses stack with each other.

Magical Effects: Some campaigns may include magic. Some magical effects offer enhancement bonuses to armor (making it more effective) or deflection bonuses that ward off attacks.

Touch Attacks

Some attacks disregard armor. In these cases, the attacker makes a touch attack roll (either a ranged touch attack roll or a melee touch attack roll). The attacker makes his or her attack roll as normal, but the character's Defense does not include any equipment bonus or armor bonus. All other modifiers, such as class bonus, Dexterity modifier, and size modifier, apply normally.

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SAVING THROWS

Generally, when a hero is subject to an unusual or magical attack, he or she gets a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a 1d20 roll plus a bonus based on the hero's class and level (the hero's base save bonus) and an ability modifier.

A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success.

A character's saving throw bonus is:

Base save bonus + ability modifier

The Difficulty Class for a save is determined by the attack itself.

The three different kinds of saving throws are:

Fortitude: These saves measure the character's ability to stand up to massive physical punishment or attacks against his or her vitality and health such as poison and paralysis. Apply the character's Constitution modifier to his or her Fortitude saving throws.

Reflex: These saves test the character's ability to dodge massive attacks such as explosions or car wrecks. (Often, when damage is inevitable, the character gets to make a Reflex save to take only half damage.) Apply the character's Dexterity modifier to his or her Reflex saving throws.

Will: These saves reflect the character's resistance to mental influence and domination as well as to many magical effects. Apply the character's Wisdom modifier to his or her Will saving throws.

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ACTION POINTS

Action points provide characters with the means to affect game play in significant ways. A character always has a limited amount of action points, and while the character replenishes this supply with every new level he or she attains, the character must use them wisely. A character can spend 1 action point to do one of these things:

- Alter a single d20 roll used to make an attack, a skill check, an ability check, a level check, or a saving throw.
- Use a class talent or class feature during your turn for which the expenditure of 1 action point is required.

When a character spends 1 action point to improve a d20 roll, add 1d6 to the d20 roll to help meet or exceed the target number. A character can declare the use of 1 action point to alter a d20 roll after the roll is made—but only before the GM reveals the result of that roll (whether the attack or check or saving throw succeeded or failed). A character can't use an action point on a skill check or ability check when he or she is taking 10 or taking 20.

When a character spends 1 action point to use a class feature, he or she gains the benefit of the feature but doesn't roll a d6. In this case, the action point is not a bonus to a d20 roll.

A character can only spend 1 action point in a round. If a character spends a point to use a class feature, he or she can't spend another one in the same round to improve a die roll, and vice versa.

Depending on the hero's character level (see the table below), he or she may be able to roll more than one d6 when spending 1 action point. If the character does so, apply the highest result and disregard the other rolls.

Character Level	Action Point Dice Rolled
1st–7th	1d6
8th–14th	2d6
15th–20th	3d6

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DEATH, DYING, AND HEALING

Injury and Death

Hit points measure how hard a character is to kill. Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.

Effects of Hit Point Damage

At 0 hit points, a character is disabled.

At from -1 to -9 hit points, a character is dying.

At -10 or lower, a character is dead.

Massive Damage

Any time a character takes damage from a single hit that exceeds the character's massive damage threshold, that damage is considered massive damage. A character's massive damage threshold is equal to the character's current Constitution score; it can be increased by taking the Improved Damage Threshold feat.

When a character takes massive damage that doesn't reduce his or her hit points to 0 or lower, the character must make a Fortitude save (DC 15). If the character fails the save, the character's hit point total is immediately reduced to -1. If the save succeeds, the character suffers no ill effect beyond the loss of hit points.

Creatures immune to critical hits are also immune to the effects of massive damage.

Nonlethal Damage

Nonlethal damage is dealt by unarmed attackers and some weapons. Melee weapons that deal lethal damage can be wielded so as to deal nonlethal damage, but the attacker takes a -4 penalty on attack rolls for trying to deal nonlethal damage instead of lethal damage. A ranged weapon that deals lethal damage can't be made to deal nonlethal damage (unless it is used as an improvised melee weapon).

Nonlethal damage does not affect the target's hit points. Instead, compare the amount of nonlethal damage from an attack to the target's Constitution score. If the amount is less than the target's Constitution score, the target is unaffected by the attack.

If the damage equals or exceeds the target's Constitution score, the target must make a Fortitude save (DC 15). If the target succeeds on the save, the target is dazed for 1 round. If the target fails, he or she is knocked unconscious for 1d4+1 rounds.

Disabled (0 Hit Points)

When a character's current hit points drop to exactly 0, the character is disabled. The character is not unconscious, but he or she is close to it. The character can only take a single move or attack action each turn (but not both, nor can the character take full-round actions). The character can take nonstrenuous move

actions without further injuring his or herself, but if the character attacks or perform any other action the GM deems as strenuous, the character takes 1 point of damage after completing the act. Unless the activity increased the character's hit points, the character is now at -1 hit points, and is dying. Healing that raises the character above 0 hit points makes him or her fully functional again, just as if the character had never been reduced to 0 or lower.

A character can also become disabled when recovering from dying. In this case, it's a step up along the road to recovery, and the character can have fewer than 0 hit points (see *Stable Characters and Recovery*).

Dying (-1 to -9 Hit Points)

When a character's current hit points drop below 0, the character is dying. A dying character has a current hit point total between -1 and -9 inclusive.

A dying character immediately falls unconscious and can take no actions.

A dying character loses 1 hit point every round. This continues until the character dies or becomes stable naturally or with help (see below).

Dead (-10 hit points or lower)

When a character's current hit points drop to -10 or lower, he or she is dead. A character can also die if his or her Constitution is reduced to 0.

Stable Characters and Recovery

A dying character (one with -1 to -9 hit points) is unconscious and loses 1 hit point every round until he or she becomes stable or dies.

Recovering without Help

Each round, a dying character makes a Fortitude saving throw (DC 20). If the save fails, the character loses 1 hit point and must make another save on his or her turn the next round.

If the save succeeds, the character becomes stable. A stable character stops losing hit points every round, but remains unconscious.

If no one tends to the stable character (see below), he or she remains unconscious for 1 hour, at which point he or she makes a Fortitude save (DC 20). If the save succeeds, the stable character regains consciousness, becoming disabled (see above). The character's current hit point total remains where it is, however, even though it's negative. If the save fails, the character remains unconscious.

An unaided stable, conscious character who has negative hit points (and is disabled) doesn't heal naturally. Instead, each day the character makes a Fortitude save (DC 20) to start recovering hit points naturally that day; if the save fails, he or she loses 1 hit point.

Once an unaided character starts recovering hit points naturally, the character is no longer in danger of losing additional hit points (even if his or her current hit point total is still negative).

Recovering with Help

A dying character can be made stable by the use of the Treat Injury skill (DC 15).

One hour after a tended, dying character becomes stable, he or she makes a Fortitude save (DC 20) to regain consciousness. If successful, the character becomes disabled (see above). If the character remains unconscious, he or she makes the same Fortitude save every hour until he or she becomes conscious. Even while unconscious, the character recovers hit points naturally, and he or she can return to normal activity when his or her hit points rise to 1 or higher.

Healing

After taking damage, a character can recover hit points through natural healing (over the course of days) or through medical technology (somewhat faster). In some campaign settings, magical healing is also available. In any case, a character can't regain hit points past his or her full normal total.

Natural Healing

A character recovers 1 hit point per character level per evening of rest (8 hours of sleep).

Healing Ability Damage

Ability damage returns at the rate of 1 point per evening of rest (8 hours of sleep). Complete bed rest (24 hours) restores 2 points per day.

Temporary Hit Points

Certain effects can give a character temporary hit points. When a character gains temporary hit points, make a note of his or her current hit points before adding the temporary hit points. When the temporary hit points go away, the character's hit points drop to that score. If the character's hit points are already below that score at that time, all the temporary hit points have already been lost, and the character's hit point total does not drop.

When temporary hit points are lost, they can't be restored as real hit points can be, even with medical treatment or magic.

Increases in Constitution Score and Current Hit Points

An increase in a character's Constitution score—even a temporary one—can give the character more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored through normal healing. When a character's Constitution drops back down to its previous score after a temporary increase, the character's full normal hit points go down accordingly.

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CONDITION SUMMARY

A number of adverse conditions can affect the way a character operates, as defined here. If more than one condition affects a character, apply both if possible. If not possible, apply only the most severe condition.

Ability Damaged

The character has lost 1 or more ability score points. The loss is temporary, and these points return at a rate of 1 per evening of rest. This differs from “effective” ability loss, which is an effect that goes away when the condition causing it goes away.

Ability Drained

The character has lost 1 or more ability score points. The loss is permanent.

Blinded

The hero can’t see at all, and thus everything has total concealment to him or her. The character has a 50% chance to miss in combat. Furthermore, the blinded character has an effective Dexterity of 3, along with a –4 penalty on the use of Strength-based and Dexterity-based skills. This –4 penalty also applies to Search checks and any other skill checks for which the GM deems sight to be important. The character can’t make Spot checks or perform any other activity (such as reading) that requires vision. Heroes who are blind long-term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (at the GM’s discretion).

Cowering

The hero is frozen in fear, loses his or her Dexterity bonus, and can take no actions. In addition, the character takes a –2 penalty to his or her Defense. The condition typically lasts 10 rounds.

Dazed

Unable to act, a dazed character can take no actions, but still gets the benefit of his or her normal Defense. This condition typically lasts 1 round.

Dead

A character dies when his or her hit points drop to –10 or lower, or when his or her Constitution drops to 0.

Deafened

The hero can’t hear and takes a –4 penalty on initiative checks. The character can’t make Listen checks. Heroes who are

deafened long-term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (at the GM’s discretion).

Disabled

The character has 0 hit points. The character can take only a single move action or attack action, and takes 1 point of damage after any action.

Dying

The character is near death and unconscious, with –1 to –9 wound points. The character can take no actions, and each round a dying character loses 1 hit point until he or she dies or becomes stable.

Entangled

An entangled character takes a –2 penalty on attack rolls in addition to a –4 penalty to Dexterity. If the entangling bonds are anchored to an immobile object, the entangled hero can’t move. Otherwise, the character can move at half speed, but can’t run or charge.

Exhausted

Heroes who are exhausted move at half speed and cannot run or charge. Furthermore, they take a –6 penalty to Strength and Dexterity. After 1 hour of complete, uninterrupted rest, an exhausted character becomes fatigued.

Fatigued

Characters who are fatigued can’t run or charge and take a penalty of –2 to Strength and Dexterity. After 8 hours of complete, uninterrupted rest, a fatigued character is no longer fatigued.

Flat-Footed

A character who has not yet acted during a combat is flat-footed, not reacting normally to the situation. A flat-footed character loses his or her Dexterity bonus to Defense.

Grappled

When grappled, a hero can’t undertake any action other than attacking with his or her bare hands, attacking with a light weapon, or attempting to break free from his or her opponent. The character loses his or her Dexterity bonus to Defense, except on attacks from characters with whom he or she is grappling.

Helpless

Paralyzed, sleeping, or unconscious characters are helpless. A helpless character has an effective Defense of 5 + size modifier. An attacker can attempt a coup de grace against a helpless character.

Nauseated

Characters who are nauseated are unable to attack or do anything else requiring attention or concentration. The only action such a character can take is a single move action per turn.

Panicked

A panicked character flees as fast as possible and cowers (see Cowering, above) if unable to get away. The character defends normally but cannot attack.

Paralyzed

Heroes who are paralyzed fall to the ground, unable to move (they have an effective, but not actual, Dexterity and Strength of 0). They are helpless.

Pinned

A pinned character is held immobile (but not helpless) in a grapple. The character takes a –4 penalty to Defense against melee attacks and loses his or her Dexterity bonus to Defense.

Prone

An attacker who is prone (lying on the ground) takes a –4 penalty on melee attack rolls and can't use bows or thrown ranged weapons. The character gains a +4 bonus to Defense against ranged attacks, but takes a –4 penalty to Defense against melee attacks.

Shaken

A shaken character takes a –2 penalty on attack rolls, saving throws, and skill checks.

Stable

A stable character is no longer dying, but is still unconscious.

Stunned

A character who becomes stunned loses his or her Dexterity bonus, drops what he or she is holding, and can take no attack or move actions. In addition, the character takes a –2 penalty to Defense. The condition typically lasts 1 round.

Unconscious

An unconscious character is unable to defend him or herself. The character is helpless and typically falls prone.

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ENVIRONMENT & HAZARDS

Darkness and Light

It's a rare mission that doesn't end up in the dark somewhere, and heroes need a way to see. See Table: Light Sources for the radius that a light source illuminates and how long it lasts.

Table: Light Sources

Item	Light	Duration
Candle	5 feet	12 hours
Torch	20 feet	2 hours
Halogen lantern	40 feet	24 hours
Flashlight	20 feet*	6 hours

*Creates a beam 30 feet long and 5 feet high.

Heat and Cold

Heat and cold deal damage that cannot be recovered until the character counteracts or escapes the inclement temperature. As soon as the character suffers any damage from heat or cold, he or she is considered fatigued.

A character not properly equipped to counteract the heat or cold must attempt a Fortitude saving throw each hour (DC 15, +1 for each previous check). Failure means that the character loses 1d4 hit points. Heavy clothing or armor provides a -4 penalty on saves against heat but grants a +4 equipment bonus on saves against cold. A character who succeeds at a Survival check (DC 15) gains a +4 competence bonus on the save (see the Survival skill).

Searing heat or bitter cold (desert or arctic conditions) forces a character to make a Fortitude save every 10 minutes. Failure means that the character loses 1d6 hit points. Appropriate clothing and successful use of the Survival skill can modify the save, as noted above.

Catching on Fire

Heroes exposed to open flames might find their clothes, hair, or equipment on fire. Heroes at risk of catching fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If a hero's clothes or hair catch fire, he or she takes 1d6 points of damage immediately. In each subsequent round, the burning hero must make another Reflex saving throw. Failure means he or she takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once the character succeeds at the saving throw, he or she is no longer on fire.)

A hero on fire may automatically extinguish the flames by jumping into enough water to douse him or herself. If no body of water is at hand, rolling on the ground or smothering the fire with blankets or the like permits the hero another save with a +4 bonus.

Starvation and Thirst

Sometimes heroes might find themselves without food and water. In normal climates, heroes need at least 1/2 gallon of fluids and about 1/4 pound of decent food per day to avoid the threat of starvation. In very hot climates, heroes need two or three times as much water to avoid dehydration.

A character can go without water for one day plus a number of hours equal to his or her Constitution score. After this, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of damage.

A character can go without food for three days, in growing discomfort. After this, the character must make a Constitution check each day (DC 10, +1 for each previous check) or sustain 1d6 points of damage.

Damage from thirst or starvation cannot be recovered until the hero gets water or food, as needed. Even magical or psionic effects that restore hit points cannot heal this damage.

Suffocation and Drowning

A character in an airless environment (underwater, vacuum) can hold his or her breath for a number of rounds equal to his or her Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round to continue holding his or her breath. Each round, the DC of the Constitution check increases by 1.

When the character fails one of these Constitution checks, he or she begins to suffocate or drown. In the next round, the character falls unconscious with 0 hit points. In the following round, the character drops to -1 hit points and is dying. In the third round after failing the check, the character dies of suffocation or drowning.

Smoke

Characters breathing heavy smoke or similar toxic gases must make a Constitution check (DC 10, +1 for each previous check) each round or spend that round choking and coughing.

Characters who choke for 2 consecutive rounds take 1d6 points of damage.

Smoke also obscures vision, giving one-half concealment (20% miss chance) to characters within it.

Strangulation

When a character is strangled by an instrument or an attacker, use the rules below.

A character can strangle or choke a target of the same size category or one size category larger or smaller. The strangling attempt incurs an attack of opportunity.

To begin the choke, the attacker must succeed at an opposed grapple check. If the grapple succeeds, the attacker can choose to deal normal unarmed damage as well as choke the target. The target can hold his or her breath for a number of rounds equal to his or her Constitution score. After this period of time, the target must make a Constitution check (DC 10, +1 for each previous check) every round to continue holding his or her breath. The target begins to suffocate on a failed check (see Suffocation and Drowning).

If at any time the target breaks free or slips free of the grapple, the stranglehold is broken (although any damage that was dealt remains). Note that a grappled target who is not pinned can use his or her attack action to strangle his or her attacker.

Falling

A character takes 1d6 points of damage for every 10 feet of a fall, to a maximum of 20d6 points. If the character succeeds on a Reflex saving throw (DC 10, +1 for each 10 feet fallen), this damage is halved. If the saving throw fails, full damage is applied.

A character can make a Tumble check (DC 15) to treat a fall as if it were 10 feet shorter when determining the damage and Reflex saving throw DC required by the fall.

Falling Objects

Objects that fall upon characters (or creatures or vehicles) deal damage based on their size and the distance fallen, as noted on Table: Damage from Falling Objects.

Objects deal the initial damage given in Table: Damage from Falling Objects if they fall 10 feet or less. An object deals an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage). Objects of Fine size are too small to deal damage, regardless of the distance fallen.

A successful Reflex save indicates that the target takes half damage. The size of the falling object determines the save DC. If the save fails by 10 or more, and the object is at least three size categories larger than the character, the character is pinned under the fallen object. A pinned character cannot move but is not helpless. The character can make a Strength check to lift the object off him or herself or an Escape Artist check (DC 20) to get out from underneath. The GM can modify the DCs for these checks based on the circumstances.

Table: Damage from Falling Objects

Object Size	Examples	Initial Damage	Reflex Save DC	Strength Check DC
Fine	Penny	0	n/a	n/a
Diminutive	Paperweight	1	0	n/a
Tiny	Wrench	1d3	5	n/a
Small	Vase	1d4	10	5
Medium-size	Briefcase	1d6	15	10
Large	Garbage can	2d6	20	20
Huge	Oil barrel	4d6	25	30
Gargantuan	Piano	8d6	30	40
Colossal	Vehicle	10d6	35	50

Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes a poisonous substance, inhales a poisonous gas, or is

otherwise poisoned, the character must make a Fortitude saving throw. If the character fails, he or she takes the poison's initial damage (usually ability damage). Even if the character succeeds, he or she typically faces secondary damage 1 minute later. This secondary damage also requires a Fortitude saving throw to avoid.

Poisons are detailed in the Craft(chemical) skill description. Poisonous liquids are usually administered through injection or by application to a weapon. Poisonous gases must be inhaled to be effective. Poisonous solids are usually ingested with food or drink.

Perils of Using Poison

A character has a 5% chance (roll of 1 on 1d20) to expose him or herself to a poison whenever the character applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a 1 on an attack roll with a poisoned weapon must succeed at a Reflex saving throw (DC 15) or accidentally poison him or herself with the weapon.

Poison Immunity

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures and creatures without metabolisms are immune to poison. Oozes and certain kinds of creatures are immune to poison, as detailed in their descriptions, though it is conceivable that a special poison could be synthesized specifically to harm them.

Disease

When a character is exposed to a treatable disease, the character must make an immediate Fortitude saving throw. The victim must make this roll when he or she comes into contact with an infectious carrier, touches an item smeared with diseased matter, consumes food or drink tainted with a disease, or suffers damage from a contaminated attack. If the character succeeds, the disease has no effect on him or her—the character's immune system fights off the infection. If the character fails the save, he or she takes damage after an incubation period; once per day thereafter, the character must succeed at a Fortitude saving throw to avoid secondary damage. Two successful saving throws in a row indicate that the character has fought off the disease and recovers, taking no more damage.

The characteristics of some treatable diseases are summarized on Table: Diseases.

Type: The disease's method of delivery—ingested, inhaled, or via an injury—and the DC needed to save. Some injury diseases can be transmitted by a wound as small as an insect bite. Most diseases that are inhaled can also be ingested (and vice versa).

Incubation Period: The amount of time before initial damage takes effect (if the victim fails his or her Fortitude save).

Initial Damage: The damage the victim takes after the incubation period.

Secondary Damage: The amount of damage the hero takes one day after taking initial damage, if he or she fails a second saving throw. This damage is taken each day the saving throw fails.

Table 7–11: Diseases

Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Anthrax	Inhaled/Injury DC 16	1d2 days	1 Con	1d4 Con*
Small pox	Inhaled/Contact DC 15	2d4 days	1 Str and 1 Con	1d2 Str and 1d2 Con
Pneumonia	Inhaled DC 12	1d4 days	1 Str	1d3 Str and 1d3 Con
Hantavirus	Injury DC 14	1 day	1d2 Str	1d2 Str* and 1d2 Con*
Necrotizing faciitis	Contact DC 13	1d6 days	1 Con	1d3 Con*
West Nile virus	Injury DC 12	1d4 days	1 Dex and 1 Con	1d2 Dex and 1d2 Con*
Salmonellosis	Ingested DC 13	1 day	1 Str and 1 Dex	1 Str and 1d3 Dex

*If damage is sustained, make a second saving throw to avoid 1 point being permanently drained (instead of damaged).

Acid

Corrosive acids deal damage each round of exposure. The amount of damage varies depending on the acid's strength, as noted on Table: Acid Damage.

Table: Acid Damage

Acid Strength	Splash Attack*	Total Immersion*
Mild	1d6	1d10
Potent	2d6	2d10
Concentrated	3d6	3d10

*Damage per round of exposure.

Acid damage from an attack reduces hit points. A character fully immersed in acid takes potentially more damage per round of exposure than a character splashed with acid.

The fumes from most acids are inhaled poisons. Those who come within 5 feet of a large body of acid must make a Fortitude save (DC 15) or take 1 point of temporary Constitution damage. A second save must succeed 1 minute later to avoid taking another 1d4 points of Constitution damage.

Electricity

Electrical hazards come in many forms, including stun guns, downed power lines, and electric security fences. Table: Electricity Damage gives damage values for various electrical hazards based on relative voltage. A character can make a Fortitude saving throw to reduce the damage by half. If that character is not grounded or is otherwise insulated from the current, a successful save indicates that no damage is suffered.

Table: Electricity Damage

Type	Examples	Damage	Fort DC
Jolt	Car battery, stun gun	1d3	10
Low voltage	Fuse box, electrical socket	2d6	15
Medium voltage	Industrial transformer, electric fence	4d6	15
High voltage	Power line, electric chair, lightning	8d6	20

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BASIC CHARACTER CLASSES

Basic Class Descriptions

Ability

This entry tells which ability is typically associated with that class.

Hit Die

The die type used by characters of the class to determine the number of hit points gained per level.

A player rolls one die of the given type each time his or her character gains a new level. The character's Constitution modifier is applied to the roll. Add the result to the character's hit point total. Even if the result is 0 or lower, the character always gains at least 1 hit point. A 1st-level character gets the maximum hit points rather than rolling (although the Constitution modifier is still applied).

Action Points

The number of action points gained per level.

Class Skills

This section of a class description provides a list of class skills and also gives the number of skill points the character starts with at 1st level and the number of skill points gained each level thereafter. A character's Intelligence modifier is applied to determine the total skill points gained each level (but always at least 1 point per level, even for a character with an Intelligence penalty).

A 1st-level character starts with 4 times the number of skill points he or she receives upon attaining each level beyond 1st. The maximum ranks a character can have in a class skill is the character's level +3.

A character can also buy skills from other classes' skill lists. Each skill point buys a half rank in these cross-class skills, and a character can only buy up to half the maximum ranks of a class skill.

Starting Feats

The feats gained at 1st level in the class.

Class Table

This table details how a character improves as he or she attains higher levels in the class. It includes the following information.

Level: The character's level in the class.

Base Attack Bonus: The character's base attack bonus and number of attacks.

Fort Save: The base save bonus for Fortitude saving throws. The character's Constitution modifier also applies.

Ref Save: The base save bonus for Reflex saving throws. The character's Dexterity modifier also applies.

Will Save: The base save bonus for Will saving throws. The character's Wisdom modifier also applies.

Class Features: Level-dependent class features, each explained in the section that follows.

Defense Bonus: The character's bonus to Defense. The character's Dexterity modifier and equipment bonus also applies.

Reputation Bonus: The character's base Reputation bonus.
Class Features

This entry details special characteristics of the class, including bonus feats and unique talents, that are gained as a character attains higher levels in the class.

Talents

Every basic class offers a selection of talents to choose from. A character gains a talent upon attaining each odd-numbered level in a class (including 1st level). Talents are considered to be extraordinary abilities. Some talents have prerequisites that must be met before a character can select them.

Bonus Feats

Every basic class offers a selection of bonus feats to choose from. A character gains a bonus feat upon attaining each even-numbered level in a class. These bonus feats are in addition to the feats that all characters receive as they attain new levels. Some feats have prerequisites that must be met before a character can select them.

The Strong Hero

Ability: Strength

Hit Die: 1d8

Action Points: Strong heroes gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Strong hero's class skills (and the key ability for each skill) are:

Climb (Str), Craft (structural) (Int), Handle Animal (Cha), Jump (Str), Knowledge (current events, popular culture, streetwise, tactics) (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Speak Language (none), and Swim (Str).

Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (3 + Int modifier)x4.

Skill Points at Each Additional Level: 3 + Int modifier.

Table: The Strong Hero

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defense Bonus	Reputation Bonus
1 st	+1	+1	+0	+0	Talent	+1	+0
2nd	+2	+2	+0	+0	Bonus feat	+2	+0
3rd	+3	+2	+1	+1	Talent	+2	+0
4th	+4	+2	+1	+1	Bonus feat	+3	+0
5th	+5	+3	+1	+1	Talent	+3	+1
6th	+6/+1	+3	+2	+2	Bonus feat	+3	+1
7th	+7/+2	+4	+2	+2	Talent	+4	+1
8th	+8/+3	+4	+2	+2	Bonus feat	+4	+1
9th	+9/+4	+4	+3	+3	Talent	+5	+2
10th	+10/+5	+5	+3	+3	Bonus feat	+5	+2

Starting Feats

In addition to the two feats all characters get at 1st level, a Strong hero begins play with the Simple Weapons Proficiency feat.

Class Features

The following are class features of the Strong hero.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Strong hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Extreme Effort Talent Tree

A Strong hero can push him or herself to make an extreme effort. The effort must relate either to a Strength check or a Strength-based skill check. You must decide to use this ability before making the check.

Extreme Effort: The effort requires a full-round action and provides a +2 bonus on the check.

Improved Extreme Effort: The effort requires a full-round action and provides a +2 bonus that stacks with the bonus provided by extreme effort (+4 total).

Prerequisite: Extreme effort.

Advanced Extreme Effort: The effort requires a full-round action and provides a +2 bonus that stacks with the bonuses provided by extreme effort and improved extreme effort (+6 total).

Prerequisites: Extreme effort, improved extreme effort.

Ignore Hardness Talent Tree

The Strong hero has an innate talent for finding weaknesses in objects. This allows a Strong hero to ignore some of an object's hardness when making a melee attack to break it.

Ignore Hardness: The Strong hero ignores 1 point of an object's hardness.

Improved Ignore Hardness: The Strong hero ignores 1 additional point of an object's hardness (for a total of 2).

Prerequisite: Ignore hardness.

Advanced Ignore Hardness: The Strong hero ignores 1 additional point of an object's hardness (for a total of 3).

Prerequisites: Ignore hardness, improved ignore hardness.

Melee Smash Talent Tree

The Strong hero has an innate talent that increases melee damage.

Melee Smash: The Strong hero receives a +1 bonus on melee damage.

Improved Melee Smash: The Strong hero receives an additional +1 bonus on melee damage (+2 total).

Prerequisite: Melee smash.

Advanced Melee Smash: The Strong hero receives an additional +1 bonus on melee damage (+3 total).

Prerequisites: Melee smash, improved melee smash.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Strong hero gains a bonus feat. This feat must be selected from the following list, and the Strong hero must meet any prerequisites.

Animal Affinity, Archaic Weapons Proficiency, Athletic, Blind-Fight, Brawl, Cleave, Combat Martial Arts, Combat Reflexes, Great Cleave, Improved Brawl, Improved Combat Martial Arts, Power Attack, Weapon Focus.

The Fast Hero

Ability: Dexterity

Hit Die: 1d8

Action Points: Fast heroes gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Fast hero's class skills (and the key ability for each skill) are: Balance (Dex), Craft (mechanical) (Int), Drive (Dex), Escape Artist (Dex), Hide (Dex), Knowledge (current events, popular culture, streetwise) (Int), Move Silently (Dex), Pilot (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Sleight of Hand (Dex), Speak Language (none), and Tumble (Dex).

Also, the starting occupation the character selects can provide additional class skills to choose from.

Skill Points at 1st Level: (5 + Int modifier) x4.

Skill Points at Each Additional Level: 5 + Int modifier.

Table: The Fast Hero

Base					Reputation		
Class	Attack	Fort	Ref	Will	Class	Defense	Reputation
Level	Bonus	Save	Save	Save	Features	Bonus	Bonus
1st	+0	+0	+1	+0	Talent	+3	+0
2nd	+1	+0	+2	+0	Bonus feat	+4	+0
3rd	+2	+1	+2	+1	Talent	+4	+1
4th	+3	+1	+2	+1	Bonus feat	+5	+1
5th	+3	+1	+3	+1	Talent	+5	+1
6th	+4	+2	+3	+2	Bonus feat	+6	+2
7th	+5	+2	+4	+2	Talent	+6	+2
8th	+6/+1	+2	+4	+2	Bonus feat	+7	+2
9th	+6/+1	+3	+4	+3	Talent	+7	+3
10th	+7/+2	+3	+5	+3	Bonus feat	+8	+3

Starting Feats

In addition to the two feats all characters get at 1st level, a Fast hero begins play with the Simple Weapons Proficiency feat.

Class Features

All of the following are class features of the Fast hero.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Fast hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Defensive Talent Tree

The Fast hero gains the ability to improve his or her innate defensive talents as the hero attains new levels.

Evasion: If the Fast hero is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Fast hero suffers no damage if he or she makes a successful saving throw. Evasion can only be used when wearing light armor or no armor.

Uncanny Dodge 1: The Fast hero retains his or her Dexterity bonus to Defense regardless of being caught flat-footed or struck by a hidden attacker. (The hero still loses his or her Dexterity bonus to Defense if the hero is immobilized.)

Prerequisite: Evasion.

Uncanny Dodge 2: The Fast hero can no longer be flanked; the hero can react to opponents on opposite sides of him or herself as easily as he or she can react to a single attacker.

Prerequisites: Evasion, uncanny dodge 1.

Defensive Roll: The Fast hero can roll with a potentially lethal attack to take less damage from it. When the Fast hero would be reduced to 0 hit points or less by damage in combat (from a ranged or melee attack), the Fast hero can attempt to roll with the damage.

A Fast hero spends 1 action point to use this talent. Once the point is spent, the hero makes a Reflex saving throw (DC = damage dealt). If the save succeeds, he or she takes only half damage. The Fast hero must be able to react to the attack to execute a defensive roll—if the hero is immobilized, he or she can't use this talent.

Since this effect would not normally allow a character to make a Reflex save for half damage, the Fast hero's evasion talent doesn't apply to the defensive roll.

Prerequisites: Evasion, uncanny dodge 1.

Opportunist: The Fast hero can spend 1 action point to use this talent. Once the point is spent, the hero can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the Fast hero's attack of opportunity for that round. Even a Fast hero with the Combat Reflexes feat can't use this talent more than once per round.

Prerequisite: Evasion.

Increased Speed Talent Tree

The Fast hero can increase his or her natural base speed.

Increased Speed: The Fast hero's base speed increases by 5 feet.

Improved Increased Speed: The Fast hero's base speed increases by 5 feet. This talent stacks with increased speed (10 feet total).

Prerequisite: Increased speed.

Advanced Increased Speed: The Fast hero's base speed increases by 5 feet. This talent stacks with increased speed and improved increased speed (15 feet total).

Prerequisites: Increased speed, improved increased speed.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Fast hero gains a bonus feat. This feat must be selected from the following list, and the Fast hero must meet any prerequisites.

Acrobatic, Combat Expertise, Combat Throw, Defensive Martial Arts, Double Tap, Elusive Target, Focused, Improved Disarm, Mobility, Personal Firearms Proficiency, Point Blank Shot, Stealthy, Weapon Finesse.

The Tough Hero

Ability: Constitution

Hit Die: 1d10

Action Points: Tough heroes gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills

The Tough hero's class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Craft (mechanical, structural) (Int), Drive (Dex), Intimidate (Cha), Knowledge (current events, popular culture, streetwise) (Int), Profession (Wis), Read/Write Language (none), Ride (Dex), Speak Language (none), Spot (Wis), and Survival (Wis).

Also, the starting occupation the character selects can provide additional class skills to choose from.

Skill Points at 1st Level: (3 + Int modifier) x4.

Skill Points at Each Additional Level: 3 + Int modifier.

Table: The Tough Hero

Base		Fort	Ref	Will	Class	Defense	Reputation
Level	Attack Bonus	Save	Save	Save	Features	Bonus	Bonus
1st	+0	+1	+0	+0	Talent	+1	+0
2nd	+1	+2	+0	+0	Bonus feat	+2	+0
3rd	+2	+2	+1	+1	Talent	+2	+1
4th	+3	+2	+1	+1	Bonus feat	+3	+1
5th	+3	+3	+1	+1	Talent	+3	+1
6th	+4	+3	+2	+2	Bonus feat	+3	+2
7th	+5	+4	+2	+2	Talent	+4	+2
8th	+6/+1	+4	+2	+2	Bonus feat	+4	+2
9th	+6/+1	+4	+3	+3	Talent	+5	+3
10th	+7/+2	+5	+3	+3	Bonus feat	+5	+3

Starting Feats

In addition to the two feats all characters get at 1st level, a Tough hero begins play with the Simple Weapons Proficiency feat.

Class Features

All of the following are class features of the Tough hero.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Tough hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Damage Reduction Talent Tree

The Tough hero has an innate talent to ignore a set amount of damage from most weapons, but not from energy or special attack forms (which may or may not exist, depending on the campaign). Before the hero can select a talent from this tree the hero must have previously selected at least one talent from the Energy Resistance or Unbreakable Talent Tree.

Damage Reduction 1/—: The Tough hero ignores 1 point of damage from melee and ranged weapons.

Prerequisite: One other talent from either the Energy Resistance Talent Tree or the Unbreakable Talent Tree.

Damage Reduction 2/—: The Tough hero ignores an additional 1 point of damage from melee and ranged weapons (DR 2/— total).

Prerequisites: Damage reduction 1/—, one other talent from either the Energy Resistance Talent Tree or the Unbreakable Talent Tree.

Damage Reduction 3/—: The Tough hero ignores an additional 1 point of damage from melee and ranged weapons (DR 3/— total).

Prerequisites: Damage reduction 1/—, damage reduction 2/—, one other talent from either the Energy Resistance Talent Tree or the Unbreakable Talent Tree.

Energy Resistance Talent Tree

The Tough hero is particularly resistant to certain kinds of deadly energy effects. These talents can be selected in any order.

Acid Resistance: The Tough hero ignores an amount of acid damage equal to his or her Constitution modifier.

Cold Resistance: The Tough hero ignores an amount of cold damage equal to his or her Constitution modifier.

Electricity Resistance: The Tough hero ignores an amount of electricity damage equal to his or her Constitution modifier.

Fire Resistance: The Tough hero ignores an amount of fire damage equal to his or her Constitution modifier.

Sonic/Concussion Resistance: The Tough hero ignores an amount of sonic or concussion damage equal to his or her Constitution modifier.

Unbreakable Talent Tree

The Tough hero is particularly resilient thanks to the following talents.

Remain Conscious: The Tough hero gains the ability to continue to perform actions when he or she would otherwise be considered unconscious and dying. When the Tough hero's hit points reach -1, the hero can perform as though he or she were disabled, making either an attack action or a move action every round until the hero reaches -10 hit points (and dies) or the hero's hit points return to 1 or higher. The hero can choose to succumb to unconsciousness if he or she thinks that doing so might prevent him or her from taking more damage.

Robust: The Tough hero becomes especially robust, gaining a number of hit points equal to his or her Tough level as soon as he or she selects this talent. Thereafter, the hero gains +1 hit point with each level of Tough he or she gains.

Second Wind: The Tough hero can spend 1 action point to gain a second wind. When the hero does this, he or she recovers a number of hit points equal to his or her Constitution modifier. This talent does not increase the Tough hero's hit points beyond the character's full normal total.

Stamina: The Tough hero recovers twice as fast as normal. So, the hero recovers 2 hit points per character level per evening of rest, 2 points of temporary ability damage per evening of rest, and awakens in half the normal time after being knocked unconscious.

Prerequisite: Robust.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Tough hero gains a bonus feat. This feat must be selected from the following list, and the Tough hero must meet any prerequisites.

Alertness, Athletic, Brawl, Confident, Endurance, Great Fortitude, Improved Brawl, Improved Bull Rush, Improved Feint, Knockout Punch, Power Attack, Streetfighting, Toughness, Vehicle Expert.

The Smart Hero

Ability: Intelligence

Hit Die: 1d6

Action Points: Smart heroes gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Table: The Smart Hero

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+1	Talent	+0	+1
2nd	+1	+0	+0	+2	Bonus feat	+1	+1
3rd	+1	+1	+1	+2	Talent	+1	+1
4th	+2	+1	+1	+2	Bonus feat	+1	+2
5th	+2	+1	+1	+3	Talent	+2	+2
6th	+3	+2	+2	+3	Bonus feat	+2	+2
7th	+3	+2	+2	+4	Talent	+2	+3
8th	+4	+2	+2	+4	Bonus feat	+3	+3
9th	+4	+3	+3	+4	Talent	+3	+3
10th	+5	+3	+3	+5	Bonus feat	+3	+4

Starting Feats

In addition to the two feats all characters get at 1st level, a Smart hero begins play with the Simple Weapons Proficiency feat.

Class Features

All of the following are class features of the Smart hero.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Smart hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Research Talent Tree

The Smart hero has a natural aptitude for study and fact-finding. These talents can be selected in any order.

Savant: Select one of the skills listed in the following paragraph. The Smart hero gets to add a bonus equal to his or her Smart level when making checks with that skill. A Smart hero can take this talent multiple times; each time it applies to a different skill. Computer Use, Craft (any single skill), Decipher Script, Demolitions, Disable Device, Forgery, Investigate, Knowledge (any single skill), Navigate, Repair, Research, Search.

Class Skills: The Smart hero's class skills (and the key ability for each skill) are: Computer Use (Int), Craft (chemical, electronic, mechanical, pharmaceutical, structural, visual art, writing) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Forgery (Int), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), and Speak Language (none).

Also, the starting occupation the hero selects can provide additional class skills to choose from.

Skill Points at 1st Level: (9 + Int modifier) x4.

Skill Points at Each Additional Level: 9 + Int modifier.

Linguist: With this talent, the Smart hero becomes a master linguist. Whenever the hero encounters a new language, either spoken or written, he or she can make an Intelligence check to determine if he or she can understand it. The check is made with a bonus equal to the hero's Smart level + the hero's Intelligence modifier. For a written language, the bonus applies to a Decipher Script check instead.

The DC for the check depends on the situation: DC 15 if the language is in the same group as a language the hero has as a Read/Write Language or Speak Language skill; DC 20 if the language is unrelated to any other languages the hero knows; and DC 25 if the language is ancient or unique. With this special ability, a Smart hero can glean enough meaning from a conversation or document to ascertain the basic message, but this ability in no way simulates actually being able to converse or fluently read and write in a given language.

Prerequisite: At least 1 rank in either Read/Write Language or Speak Language for each of three different languages.

Strategy Talent Tree

The Smart hero has the brainpower to see solutions in most situations. These talents can be selected in any order, but before the hero can select a talent from this tree he or she must have previously selected at least one talent from the Research Talent Tree.

Exploit Weakness: After 1 round of combat, the Smart hero can designate one opponent and try to find ways to gain an advantage by using brains over brawn. The Smart hero uses a

move action and makes an Intelligence check (DC 15) with a bonus equal to his or her Smart level. If the check succeeds, for the rest of the combat the Smart hero uses his or her Intelligence bonus instead of either Strength or Dexterity bonus on attack rolls as the hero finds ways to outthink his opponent and notices weaknesses in his opponent's fighting style.

Prerequisite: One talent from the Research Talent Tree.

Plan: Prior to a dramatic situation, either combat- or skill-related, the Smart hero can develop a plan of action to handle the situation. Using this talent requires preparation; a Smart hero can't use this talent when surprised or otherwise unprepared for a particular situation.

The Smart hero makes an Intelligence check (DC 10) with a bonus equal to his or her Smart level. The result of the check provides the Smart hero and allies with a circumstance bonus. A Smart hero can't take 10 or 20 when making this check.

Check Result	Bonus
9 or lower	+0 (check failed)
10-14	+1
15-24	+2
25 or higher	+3

This bonus can be applied to all skill checks and attack rolls made by the Smart hero and his or her allies, but the bonus only lasts for the first 3 rounds. After that time, reduce the bonus by 1 point (to a minimum of +0) for every additional round the situation continues, as the vagaries of circumstance begin to unravel even the best-laid plans.

Prerequisite: One talent from the Research Talent Tree.

Trick: The Smart hero has the ability to temporarily confuse a target (a GM character) through the use of ploy and deception. The target must have an Intelligence score of 3 or higher to be susceptible to a trick, must be within 30 feet of the hero, and must be able to hear and understand the hero.

To play a trick on a target, the hero must use a full-round action and make an Intelligence check (DC 15), adding his or her Smart level as a bonus. If the Intelligence check succeeds, the target can try to think quickly and ignore the trick.

The target resists the trick by making a Reflex saving throw (DC 10 + Smart hero's class level + Smart hero's Int bonus). If the saving throw fails, the target becomes dazed (unable to act, but can defend normally) for 1 round.

Table: The Dedicated Hero

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+1	Talent	+1	+1
2nd	+1	+2	+0	+2	Bonus feat	+2	+1
3rd	+2	+2	+1	+2	Talent	+2	+1
4th	+3	+2	+1	+2	Bonus feat	+3	+2
5th	+3	+3	+1	+3	Talent	+3	+2
6th	+4	+3	+2	+3	Bonus feat	+3	+2
7th	+5	+4	+2	+4	Talent	+4	+3
8th	+6/+1	+4	+2	+4	Bonus feat	+4	+3
9th	+6/+1	+4	+3	+4	Talent	+5	+3
10th	+7/+2	+5	+3	+5	Bonus feat	+5	+4

Starting Feats

In addition to the two feats all characters get at 1st level, a Dedicated hero begins play with the Simple Weapons Proficiency feat.

A trick can only be played on a particular target once per encounter. After the first trick in an encounter, whether the attempt succeeds or not, that target becomes wary and immune to such ploys.

Prerequisite: One talent from the Research Talent Tree.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Smart hero gains a bonus feat. This feat must be selected from the following list, and the Smart hero must meet any prerequisites.

Builder, Cautious, Combat Expertise, Educated, Gearhead, Improved Disarm, Improved Trip, Iron Will, Lightning Reflexes, Meticulous, Studious, Vehicle Expert, Weapon Focus.

The Dedicated Hero

Ability: Wisdom

Hit Die: 1d6

Action Points: Dedicated heroes gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Dedicated hero's class skills (and the key ability for each skill) are: Craft (pharmaceutical, visual art, writing) (Int), Gamble (Wis), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), and Treat Injury (Wis). Also, the starting occupation the hero selects can provide additional class skills to choose from.

Skill Points at 1st Level: (5 + Int modifier) x4.

Skill Points at Each Additional Level: 5 + Int modifier.

Class Features

The following are class features of the Dedicated hero.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Dedicated hero selects a talent from the following talent trees. Some trees have a set

order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Empathic Talent Tree

The Dedicated hero's innate talents give him or her a great capacity for empathy.

Empathy: The Dedicated hero has a knack for being sensitive to the feelings and thoughts of others without having those feelings and thoughts communicated in any objectively explicit manner.

This innate talent provides a bonus on checks involving interaction skills (Bluff, Diplomacy, Handle Animal, Intimidate, Perform, and Sense Motive), provided the hero spends at least 1 minute observing his or her target prior to making the skill check. The bonus is equal to the hero's Dedicated level.

Improved Aid Another: The Dedicated hero's bonus on attempts to aid another increases by +1 on a successful aid another check. This talent can be selected multiple times, each time increasing the bonus by +1.

Prerequisite: Empathy.

Intuition: The Dedicated hero has an innate ability to sense trouble in the air. The Dedicated hero can make a Will saving throw (DC 15). On a successful save, the hero gets a hunch that everything is all right, or the hero gets a bad feeling about a specific situation, based on the GM's best guess relating to the circumstances. This talent is usable a number of times per day equal to the character's Dedicated level.

Prerequisite: Empathy.

Healing Talent Tree

The Dedicated hero has a talent for healing.

Healing Knack: The hero has a knack for the healing arts. The hero receives a +2 bonus on all Treat Injury skill checks.

Healing Touch 1: The Dedicated hero's ability to restore damage with a medical kit or perform surgery with a surgery kit increases by +2 hit points.

Prerequisite: Healing knack.

Healing Touch 2: The Dedicated hero's ability to restore damage with a medical kit or perform surgery with a surgery kit increases by +2 hit points, which stacks with healing touch 1 for a total of +4 hit points.

Prerequisites: Healing knack, healing touch 1.

Insightful Talent Tree

The Dedicated hero's innate insightfulness serves her well.

Skill Emphasis: The Dedicated hero chooses a single skill and receives a +3 bonus on all checks with that skill. This bonus does not allow the hero to make checks for a trained-only skill if the hero has no ranks in the skill.

Aware: The Dedicated hero is intuitively aware of his or her surroundings. The hero adds his or her base Will saving throw bonus to Listen or Spot checks to avoid surprise.

Prerequisite: Skill emphasis.

Faith: The Dedicated hero has a great deal of faith. It might be faith in self, in a higher power, or in both. This unswerving belief allows the Dedicated hero to add his or her Wisdom modifier to the die roll whenever the hero spends 1 action point to improve the result of an attack roll, skill check, saving throw, or ability check.

Prerequisite: Skill emphasis.

Cool Under Pressure: The Dedicated hero selects a number of skills equal to 3 + the hero's Wisdom modifier. When making a check with one of these skills, the Dedicated hero can take 10 even when distracted or under duress.

Prerequisite: Skill emphasis plus either faith or aware.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Dedicated hero gains a bonus feat. This feat must be from this list, and the Dedicated hero must meet any prerequisites.

Advanced Firearms Proficiency, Alertness, Archaic Weapons Proficiency, Attentive, Blind-Fight, Deceptive, Educated, Far Shot, Iron Will, Medical Expert, Meticulous, Surgery, Track, Weapon Focus.

The Charismatic Hero

Ability: Charisma

Hit Die: 1d6

Action Points: Charismatic heroes gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Charismatic hero's class skills (and the key ability for each skill) are: Bluff (Cha), Craft (visual art, writing) (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, popular culture, streetwise, theology and philosophy) (Int), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, wind instruments) (Cha), Profession (Wis), Read/Write Language (none), and Speak Language (none).

Also, the starting occupation the hero selects can provide additional class skills to choose from.

Skill Points at 1st Level: (7 + Int modifier) x4.

Skill Points at Each Additional Level: 7 + Int modifier.

Table: The Charismatic Hero

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Talent	+0	+2
2nd	+1	+2	+2	+0	Bonus feat	+1	+2
3rd	+1	+2	+2	+1	Talent	+1	+2
4th	+2	+2	+2	+1	Bonus feat	+1	+3
5th	+2	+3	+3	+1	Talent	+2	+3
6th	+3	+3	+3	+2	Bonus feat	+2	+3
7th	+3	+4	+4	+2	Talent	+2	+4
8th	+4	+4	+4	+2	Bonus feat	+3	+4
9th	+4	+4	+4	+3	Talent	+3	+4
10th	+5	+5	+5	+3	Bonus feat	+3	+5

Starting Feats

In addition to the two feats all characters get at 1st level, a Charismatic hero begins play with the Simple Weapons Proficiency feat.

Class Features

All of the following are class features of the Charismatic hero.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Charismatic hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Charm Talent Tree

The Charismatic hero has an innate talent for being charming and captivating.

Charm: The Charismatic hero gets a bonus on all Charisma-based skill checks made to influence members of his chosen gender. (Some characters are charming to members of the opposite gender, others to members of the same gender.) The bonus is equal to the character's Charismatic level.

A Charismatic hero can only charm Gamemaster characters with attitudes of indifferent or better. The charm bonus can't be used against characters who are unfriendly or hostile.

Favor: The Charismatic hero has the ability to acquire minor aid from anyone he or she meets. By making a favor check, a Charismatic hero can gain important information without going through the time and trouble of doing a lot of research. Favors can also be used to acquire the loan of equipment or documents, or to receive other minor assistance in the course of an adventure.

A Charismatic hero spends 1 action point to activate this talent. To make a favor check, roll a d20 and add the character's favor bonus, equal to the character's Charismatic level. The GM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 30 for formidable and highly dangerous, expensive, or illegal favors. A Charismatic hero can't take 10 or 20 on this check, nor can the hero retry the check for the same (or virtually the same) favor. Favors should help advance the plot of an adventure. A favor that would enable a character to avoid an adventure altogether should always be unavailable to the character, regardless of the result of a favor check.

The GM should carefully monitor a Charismatic hero's use of favors to ensure that this ability isn't abused. The success or failure of a mission shouldn't hinge on the use of a favor, and getting a favor shouldn't replace good roleplaying or the use of other skills. The GM may disallow any favor deemed to be disruptive to the game.

Prerequisite: Charm.

Captivate: The Charismatic hero has the ability to temporarily beguile a target (a GM character) through the use of words and bearing. The target must have an Intelligence score of 3 or higher to be susceptible to a captivate attempt, must be within 30 feet of the hero, and must be able to see, hear, and understand the hero.

To captivate a target, the hero must use an attack action and make a Charisma check (DC 15), adding his or her Charismatic level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the captivation attempt by making a Will saving throw (DC 10 + Charismatic hero's class level + Charismatic hero's Cha bonus). If the saving throw fails, the hero becomes the target's sole focus. The target pays no attention to anyone else for 1 round. This focusing of the target's attention allows other characters to take actions of which the captivated target is unaware. The effect ends immediately if the target is attacked or threatened.

A Charismatic hero can concentrate to keep a target captivated for additional rounds. The Charismatic hero concentrates all his or her effort on the task, and the target gets to make a new Will save each round. The effect ends when the hero stops concentrating, or when the target succeeds on the save.

Prerequisites: Charm, Favor.

Fast-Talk Talent Tree

The Charismatic hero has an innate talent for bending the truth and dazzling others with a combination of words, mannerisms, and charm.

Fast-Talk: The Charismatic hero has a way with words when attempting to con and deceive. With this talent, he or she applies his or her Charismatic level as a bonus on any Bluff, Diplomacy, or Gamble checks the hero makes while attempting to lie, cheat, or otherwise bend the truth.

Dazzle: The Charismatic hero has the ability to dazzle a target (a GM character) through sheer force of personality, a winning smile, and fast-talking. The target must have an Intelligence score of 3 or higher to be susceptible to a dazzle attempt, must be within 30 feet of the hero, and must be able to see, hear, and understand the hero.

To dazzle a target, the hero must use an attack action and make a Charisma check (DC 15), adding his or her Charismatic level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the dazzle attempt by making a Will saving throw (DC 10 + Charismatic hero's class level + Charismatic hero's Cha bonus). If the save fails, the target receives a -1 penalty on attack rolls, ability checks, skill checks, and saving throws for a number of rounds equal to the character's Charismatic level.

This talent can be selected multiple times, each time worsening the dazzled penalty by -1.

Prerequisite: Fast-talk.

Taunt: The Charismatic hero has the ability to temporarily rattle a target (a GM character) through the use of insults and goading. The target must have an Intelligence score of 3 or higher to be susceptible to a taunt, must be within 30 feet of the hero, and must be able to hear and understand the hero.

To taunt a target, the hero must use an attack action and make a Charisma check (DC 15), adding his or her Charismatic level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the taunt by making a Will saving throw (DC 10 + Charismatic hero's class level + Charismatic hero's Cha bonus). If the save fails, the target becomes dazed (unable to act, but can defend normally) for 1 round.

A taunt can be played on an opponent any number of times.

Prerequisites: Fast-talk, dazzle.

Leadership Talent Tree

The Charismatic hero has a talent for leadership and inspiration.

Coordinate: The Charismatic hero has a knack for getting people to work together. When the hero can spend a full round directing his or her allies and makes a Charisma check (DC 10), the hero provides any of his or her allies within 30 feet a +1 bonus on their attack rolls and skill checks. The bonus lasts for a number of rounds equal to the hero's Charisma modifier.

The hero can coordinate a number of allies equal to one-half his or her Charismatic level, rounded down (to a minimum of one ally).

Inspiration: The Charismatic hero can inspire his or her allies, bolstering them and improving their chances of success. An ally must listen to and observe the Charismatic hero for a full round for the inspiration to take hold, and the hero must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to the hero's Charisma modifier.

An inspired ally gains a +2 morale bonus on saving throws, attack rolls, and damage rolls.

A Charismatic hero can't inspire him or herself. The hero can inspire a number of allies equal to one-half his or her Charismatic level, rounded down (to a minimum of one ally).

Prerequisite: Coordinate.

Greater Inspiration: The Charismatic hero can inspire his or her allies to even greater heights, bolstering them and improving their chances of success. An ally must listen to and observe the Charismatic hero for a full round for the greater inspiration to take hold, and the hero must make a Charisma check (DC 10).

The effect lasts for a number of rounds equal to the hero's Charisma modifier.

An inspired ally gains an additional +1 morale bonus on saving throws, attack rolls, and damage rolls, which stacks with the bonus from inspiration for a total of a +3 morale bonus.

A Charismatic hero can't inspire him or herself. The hero can inspire a number of allies equal to one-half his or her Charismatic level, rounded down (to a minimum of one ally).

Prerequisites: Coordinate, inspiration.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Charismatic hero gains a bonus feat. This feat must be selected from the following list, and the Charismatic hero must meet any prerequisites.

Agile Riposte, Creative, Deceptive, Dodge, Frightful Presence, Iron Will, Lightning Reflexes, Low Profile, Point Blank Shot, Renown, Trustworthy, Windfall.

Multiclass Characters

A character may add new classes as he or she progresses in levels, thereby becoming a multiclass character. The class abilities from all of a character's classes combine to determine a multiclass character's overall abilities.

Class and Level Features

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

Level

"Character level" is a character's total number of levels. It is used to determine when feats and ability score increases are gained.

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

Hit Points

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

Base Attack Bonus

Add the base attack bonuses for each class to get the hero's base attack bonus. A resulting value of +6 or higher provides the hero with multiple attacks.

Base Attack Bonus	Additional Attacks at
+6	+1
+7	+2
+8	+3
+9	+4
+10	+5
+11	+6/+1
+12	+7/+2
+13	+8/+3
+14	+9/+4
+15	+10/+5
+16	+11/+6/+1
+17	+12/+7/+2
+18	+13/+8/+3
+19	+14/+9/+4
+20	+15/+10/+5

To use multiple attacks in the same round, a character must use a full attack, which is a full-round action.

Saving Throws

Add the base save bonuses for each class together.

Defense Bonus

Add the Defense bonuses for each class together.

Reputation Bonus

Add Reputation bonuses together.

Skills

A multiclass hero uses his or her character level to determine the maximum ranks the hero can have in a skill. If a skill is a class skill for any of a multiclass hero's classes, then use character level to determine a skill's maximum rank. (The maximum rank for a class skill is 3 + character level.)

When a multiclass hero gains a level in a class, he or she spends that level's skill points as a member of that class. Only that class's class skills may be purchased as class skills. All other skills, including skills for another class the hero has levels in, are considered cross-class skills when ranks in those skills are purchased at this level.

Class Features

The character gets all class features (talents, bonus feats, or other special abilities) of all classes for the levels he or she possesses.

Feats

A multiclass character receives a new feat every three character levels, regardless of individual class level. Taking one level in a new class does not entitle a character to receive the two feats that a beginning 1st-level character gets.

Ability Increases

A multiclass character increases one ability score by +1 every four character levels, regardless of individual class level.

Adding a Second Class

When a character with one class gains a level, he or she may choose to increase the level of his or her current class or pick up a new class at 1st level. This could be a basic class or, if the character qualifies for it, an advanced class.

The character gains the 1st-level base attack bonus, base save bonuses, class skills, other class features of the new class, hit points of the appropriate die type, and the new class's number of skill points gained at each additional level (not that number x4, as is the case for a 1st-level character).

Picking up a new class is not exactly the same as starting a character in that class. When picking up a new class, a hero doesn't receive maximum hit points but should roll the new Hit Die.

Advancing a Level

Each time a multiclass character attains a new level, the hero either increases one of his or her current class levels by one or picks up a new class at 1st level.

When a multiclass character increases one of his or her class levels by one, the character gets all the standard benefits that characters receive for attaining the new level in that class: more hit points, possible bonuses on attack rolls, Defense, and saving throws (depending on the class and the new level), a new class feature (as defined by the class), and new skill points.

Skill points are spent according to the class that the multiclass character just advanced in. Skills are purchased at the cost appropriate for that class.

In general, a character can have levels in as many different classes as there are classes.

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ADVANCED CLASSES

An advanced class represents a focus and a calling for the experienced adventurer. It provides a specialization and a range of power and ability to give a character that something extra to set him or her apart.

Although each advanced class naturally builds from a certain basic class, every advanced class is available to all characters who fulfill the prerequisites of the class, regardless of what basic classes they have gained levels in. The associations between basic classes and advanced classes are summarized on the following table. The advanced classes are presented in this chapter in the order given below.

Basic Class ¹	Advanced Class
Strong	Soldier; Martial Artist
Fast	Gunslinger; Infiltrator
Tough	Daredevil; Bodyguard
Smart	Field Scientist; Techie
Dedicated	Field Medic; Investigator
Charismatic	Personality; Negotiator

¹ The given basic class provides the fastest path to both of the associated advanced classes, though not the only path.

The Gamemaster may add advanced classes specifically suited to his or her campaign. Conversely, the GM can decide that certain advanced classes aren't available in the campaign. Check with your GM before selecting an advanced class.

Table: The Soldier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Weapon Focus	+1	+0
2nd	+1	+2	+2	+0	Weapon specialization	+1	+0
3rd	+2	+2	+2	+1	Bonus feat	+2	+0
4th	+3	+2	+2	+1	Tactical aid	+2	+0
5th	+3	+3	+3	+1	Improved critical	+3	+1
6th	+4	+3	+3	+2	Bonus feat	+3	+1
7th	+5	+4	+4	+2	Improved reaction	+4	+1
8th	+6	+4	+4	+2	Greater weapon specialization	+4	+1
9th	+6	+4	+4	+3	Bonus feat	+5	+2
10th	+7	+5	+5	+3	Critical strike	+5	+2

Class Features

The following features pertain to the Soldier advanced class.

Weapon Focus

At 1st level, a Soldier gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Soldier chooses a specific weapon. The soldier can choose unarmed strike or

Qualifying for an Advanced Class

Advanced classes are like basic classes, except that they have requirements that must be met before a character can attain 1st level in the class. A character who qualifies can choose an advanced class as an additional class as he or she gains levels, using the multiclassing rules. Some combination of base attack bonus, feats, and skill ranks determines whether a character is eligible to gain a level in an advanced class.

Soldier

Requirements

To qualify to become a Soldier, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skill: Knowledge (tactics) 3 ranks.

Feat: Personal Firearms Proficiency.

Class Information

Hit Die: 1d10

Action Points: 6 + one-half character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Soldier's class skills (and the key ability for each skill) are: Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, history, popular culture, tactics) (Int), Listen (Wis), Navigate (Int), Profession (Wis), Read/_ Write Language (none), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 5 + Int modifier.

grapple as the weapon. The soldier must be proficient with the chosen weapon.

The soldier adds +1 to all attack rolls made using the selected weapon.

Weapon Specialization

At 2nd level, a Soldier gains weapon specialization with a specific melee or ranged weapon that he or she also has applied the Weapon Focus feat or class feature to. The soldier gets a +2 bonus on damage rolls with the chosen weapon.

Bonus Feats

At 3rd, 6th, and 9th level, the Soldier gets a bonus feat. The bonus feat must be selected from the following list, and the Soldier must meet all the prerequisites of the feat to select it. Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Brawl, Burst Fire, Cleave, Combat Reflexes, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Power Attack.

Tactical Aid

As an attack action, the Soldier provides tactical aid to any single ally (but not him or herself) within sight and voice range of the soldier's position.

As a full-round action, the Soldier provides tactical aid to all of his or her allies (including him or herself) within sight and voice range of the soldier's position.

This aid provides either a competence bonus on attack rolls or a dodge bonus to Defense (Soldier's choice). This bonus is equal to the Soldier's Intelligence modifier (minimum +1), and it lasts for a number of rounds equal to one-half of the Soldier's level in the advanced class, rounded down.

Improved Critical

For the weapon the Soldier has applied weapon specialization to the Soldier's threat range increases by one.

Improved Reaction

At 7th level, a Soldier gains a +2 competence bonus on initiative checks.

Greater Weapon Specialization

At 8th level, a Soldier gains greater weapon specialization with the weapon he or she selected at 2nd level. This ability

Table: The Martial Artist

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+2	+0	Living weapon 1d6	+1	+0
2nd	+2	+0	+3	+0	Flying kick	+2	+0
3rd	+3	+1	+3	+1	Bonus feat	+2	+0
4th	+4	+1	+4	+1	Living weapon 1d8	+3	+0
5th	+5	+1	+4	+1	Iron fist (one attack)	+4	+1
6th	+6	+2	+5	+2	Bonus feat	+4	+1
7th	+7	+2	+5	+2	Flurry of blows	+5	+1
8th	+8	+2	+6	+2	Living weapon 1d10	+6	+1
9th	+9	+3	+6	+3	Bonus feat	+6	+2
10th	+10	+3	+7	+3	Iron fist (all attacks)	+7	+2

Class Features

The following features pertain to the Martial Artist advanced class.

Living Weapon

The Martial Artist attacks with either fist interchangeably, or even with elbows, knees, and feet. This means that the Martial

increases the bonus on damage rolls to +4 when using the selected weapon.

Critical Strike

At 10th level, a Soldier gains the ability to automatically confirm a threat as a critical hit when attacking with the weapon he or she has applied weapon specialization to, eliminating the need to make a roll to confirm the critical hit.

Martial Artist

Requirements

To qualify to become a Martial Artist, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skill: Jump 3 ranks.

Feats: Combat Martial Arts, Defensive Martial Arts.

Class Information

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the martial artist attains a new level in this class.

Class Skills

The Martial Artist's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture, theology and philosophy) (Int), Move Silently (Dex), Perform (dance) (Cha), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

Artist may even make unarmed strikes when his or her hands are full, and there is no such thing as an off-hand attack for a Martial Artist striking unarmed.

The Martial Artist also deals more damage with unarmed strikes. At 1st level, the martial artist deals 1d6 points of damage with an unarmed strike. At 4th level, damage increases to 1d8. At 8th level, it increases to 1d10.

Flying Kick

Starting at 2nd level, a Martial Artist can use a charge to deliver a devastating flying kick to an opponent. At the end of this charge, the martial artist adds his or her class level as a bonus to the damage he or she deals with an unarmed strike.

Bonus Feats

At 3rd, 6th, and 9th level, the Martial Artist gets a bonus feat. The bonus feat must be selected from the following list, and the Martial Artist must meet all the prerequisites of the feat to select it.

Acrobatic, Advanced Combat Martial Arts, Archaic Weapons Proficiency, Combat Reflexes, Combat Throw, Elusive Target, Exotic Melee Weapon Proficiency, Improved Combat Throw, Unbalance Opponent.

Iron Fist

At 5th level, a Martial Artist gains the ability to spend 1 action point to increase the damage he or she deals to a single opponent with a single unarmed strike. The martial artist declares the use of the action point after making a successful unarmed strike. The result of the action point roll is added to the damage roll for that attack.

At 10th level, this ability improves. The Martial Artist now adds the result of the action point roll to all successful attacks he or she makes in a round.

Flurry of Blows

At 7th level, a Martial Artist gains the ability to strike with a flurry of blows at the expense of accuracy. The Martial Artist must be unarmored to use this talent, and he or she must make unarmed strikes to gain the benefit. With a flurry of blows, the Martial Artist may make one extra attack in a round at his or her highest base attack bonus. This attack and each other attack

Table: The Gunslinger

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Close combat shot	+1	+0
2nd	+1	+0	+2	+2	Weapon focus	+1	+0
3rd	+2	+1	+2	+2	Bonus feat	+2	+1
4th	+3	+1	+2	+2	Defensive position	+2	+1
5th	+3	+1	+3	+3	Lightning shot	+3	+1
6th	+4	+2	+3	+3	Bonus feat	+3	+2
7th	+5	+2	+4	+4	Sharp-shooting	+4	+2
8th	+6	+2	+4	+4	Greater weapon focus	+4	+2
9th	+6	+3	+4	+4	Bonus feat	+5	+3
10th	+7	+3	+5	+5	Bullseye	+5	+3

Class Features

The following features pertain to the Gunslinger advanced class.

Close Combat Shot

At 1st level, a Gunslinger gains the ability to make a ranged attack with a Medium-size or smaller firearm while in a threatened area without provoking an attack of opportunity.

Weapon Focus

made in the round take a -2 penalty. Using this ability is a full-round action.

Gunslinger

Requirements

To qualify to become a Gunslinger, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Sleight of Hand 6 ranks, Tumble 6 ranks.

Feat: Personal Firearms Proficiency.

Class Information

Hit Die: 1d10

Action Points: 6 + one-half character level, rounded down, every time the gunslinger attains a new level in this class.

Class Skills

The Gunslinger's class skills (and the key ability for each skill) are: Bluff (Cha), Demolitions (Int), Drive (Dex), Escape Artist (Dex), Gamble (Wis), Intimidate (Cha), Knowledge (current events, popular culture, streetwise) (Int), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), Survival (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

At 2nd level, a Gunslinger gains the Weapon Focus class feature, providing the benefit of the feat with the same name.

The Gunslinger must choose a specific personal firearm.

The gunslinger adds +1 to all attack rolls you make using the selected personal firearm.

Bonus Feats

At 3rd, 6th, and 9th level, the Gunslinger gets a bonus feat. The bonus feat must be selected from the following list, and the Gunslinger must meet all the prerequisites of the feat to select it. Advanced Firearms Proficiency, Advanced Two-Weapon Fighting, Burst Fire, Dead Aim, Double Tap, Far Shot,

Improved Two-Weapon Fighting, Precise Shot, Quick Draw, Quick Reload, Shot on the Run, Skip Shot, Strafe, Two-Weapon Fighting.

Defensive Position

Starting at 4th level, the Gunslinger gains an additional +2 cover bonus to Defense and an additional +2 cover bonus on Reflex saves whenever he or she has one-quarter, one-half, three-quarters, or nine-tenths cover.

Lightning Shot

Starting at 5th level, a Gunslinger can make a flurry of ranged attacks with a personal firearm at the expense of accuracy. With a lightning shot, the Gunslinger may make one extra ranged attack with a personal firearm in a round at his or her highest base attack bonus. This attack and each other attack made in the round take a –2 penalty. Using lightning shot is a full-round action. The Gunslinger can't take more than a 5-foot step and use lightning shot in the same round.

Sharp-Shooting

At 7th level, if the Gunslinger uses a personal firearm to attack a target, the cover bonus to the target's Defense for one-quarter, one-half, three-quarters, or nine-tenths cover is reduced by 2.

Greater Weapon Focus

At 8th level, a Gunslinger receives a +1 competence bonus on attack rolls made with the firearm selected for the Weapon Focus ability at 2nd level. This bonus stacks with the earlier bonus.

Bullseye

At 10th level, a Gunslinger becomes so adept at using the firearm to which he or she has applied Weapon Focus and

Table: The Infiltrator

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Sweep	+1	+1
2nd	+1	+0	+3	+0	Improvised implements	+2	+1
3rd	+1	+1	+3	+1	Bonus feat	+2	+1
4th	+2	+1	+4	+1	Improved evasion	+3	+2
5th	+2	+1	+4	+1	Skill mastery	+4	+2
6th	+3	+2	+5	+2	Bonus feat	+4	+2
7th	+3	+2	+5	+2	Improvised weapon damage	+5	+3
8th	+4	+2	+6	+2	Improved sweep	+6	+3
9th	+4	+3	+6	+3	Bonus feat	+6	+3
10th	+5	+3	+7	+3	Without a trace	+7	+4

Sweep

An Infiltrator knows how to size up an area and get the lay of the land in a single sweep of his or her eyes. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the Infiltrator (but not behind him or her). The Infiltrator can use this bonus at the start of an encounter.

Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

Greater Weapon Focus that the gunslinger's attacks with that firearm can deal extra damage. With a successful attack, before damage is rolled, the gunslinger can spend 1 action point to deal +3d6 points of damage.

Infiltrator

Requirements

To qualify to become an Infiltrator, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Hide 6 ranks, Move Silently 6 ranks.

Class Information

The following information pertains to the Infiltrator advanced class.

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the infiltrator attains a new level in this class.

Class Skills

The Infiltrator's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Disguise (Cha), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Investigate (Int), Jump (Str), Knowledge (art, business, current events, popular culture, streetwise) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Search (Int), Sleight of Hand (Dex), Speak Language (none), Tumble (Dex).

Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Infiltrator advanced class.

Improvised Implements

At 2nd level, an Infiltrator no longer takes a –4 penalty when wielding an improvised weapon. Also, the Infiltrator is able to make do without proper equipment in certain circumstances: the Infiltrator no longer takes a –4 penalty when using the Climb and Disable Device skills without the proper tools.

Bonus Feats

At 3rd, 6th, and 9th level, the Infiltrator gets a bonus feat. The bonus feat must be selected from the following list, and the Infiltrator must meet all the prerequisites of the feat to select it.

Acrobatic, Alertness, Armor Proficiency (light), Athletic, Attentive, Brawl, Cautious, Defensive Martial Arts, Dodge, Elusive Target, Meticulous, Mobility, Nimble, Renown, Run, Stealthy.

Improved Evasion

If an Infiltrator of 4th level or higher is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Infiltrator suffers no damage if he or she makes a successful saving throw and only half damage on a failed save. Improved evasion can only be used when wearing light armor or no armor.

For an Infiltrator who does not have evasion (see the Fast hero class description), improved evasion counts as evasion for the purpose of meeting the prerequisites on the Fast hero's defensive talent tree.

Skill Mastery

At 5th level, an Infiltrator selects a number of skills from his or her class list equal to 3 + his or her Intelligence modifier. When making a check using one of these skills, the Infiltrator may take 10 even if stress and distractions would normally prevent him or her from doing so.

Improvised Weapon Damage

At 7th level, an Infiltrator's attacks with improvised weapons deal more damage. The Infiltrator treats an improvised weapon as one size category larger than it is for the purpose of determining the damage it deals.

Improved Sweep

At 8th level, an Infiltrator's ability to get the lay of the land improves. Now the Infiltrator not only spots potential perils with a successful check, he or she can determine the relative strength of these dangers. A successful check relates the danger's strength compared to the Infiltrator: stronger (higher level or Hit Dice), on par (same level or HD), or weaker (lower level or HD).

Table: The Daredevil

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+0	Fearless	+1	+0
2nd	+1	+3	+0	+0	Nip-up	+2	+0
3rd	+1	+3	+1	+1	Bonus feat	+2	+1
4th	+2	+4	+1	+1	Action boost	+3	+1
5th	+2	+4	+1	+1	Adrenaline rush (one ability score)	+4	+1
6th	+3	+5	+2	+2	Bonus feat	+4	+2
7th	+3	+5	+2	+2	Delay damage	+5	+2
8th	+4	+6	+2	+2	Adrenaline rush (two ability scores)	+6	+2
9th	+4	+6	+3	+3	Bonus feat	+6	+3
10th	+5	+7	+3	+3	Damage threshold	+7	+3

Class Features

The following features pertain to the Daredevil advanced class.

Fearless

A Daredevil gains a +4 morale bonus on Will saves to resist fear effects and on level checks to oppose Intimidate checks.

Without a Trace

At 10th level, when an Infiltrator uses any of the following skills: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently, and Sleight of Hand, those using Investigate, Listen, Search, or Spot to detect the Infiltrator's activity take a -4 penalty.

Daredevil

Requirements

To qualify to become a Daredevil, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Concentration 6 ranks, Drive 6 ranks.

Feat: Endurance.

Class Information

The following information pertains to the Daredevil advanced class.

Hit Die: 1d10

Action Points: 6 + one-half character level, rounded down, every time he or she attains a new level in this class.

Class Skills

The Daredevil's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Demolitions (Int), Drive (Dex), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture) (Int), Perform (act) (Cha), Pilot (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Speak Language (none), Spot (Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

Nip-Up

A Daredevil of 2nd level or higher can stand up from a prone position as a free action.

Bonus Feats

At 3rd, 6th, and 9th level, the Daredevil gets a bonus feat. The bonus feat must be selected from the following list, and the Daredevil must meet all the prerequisites of the feat to select it. Acrobatic, Armor Proficiency (light), Armor Proficiency (medium), Athletic, Brawl, Cautious, Dodge, Force Stop, Improved Brawl, Improved Damage Threshold, Improved Knockout Punch, Knockout Punch, Mobility, Nimble, Spring Attack, Streetfighting, Surface Vehicle Operation, Toughness, Vehicle Dodge, Vehicle Expert.

Action Boost

This ability, gained at 4th level, allows a Daredevil to spend 2 action points in a round. A Daredevil can spend 1 action point, see the result of the roll, and then decide to spend a second point, as long as he or she does so before the Gamemaster reveals the result of the action action.

Adrenaline Rush

At 5th level, a Daredevil can temporarily increase one of his or her physical ability scores (Strength, Dexterity, or Constitution). The Daredevil spends 1 action point and gets to increase the selected ability score by 1d4+1 points. The increase lasts for a number of rounds equal to his or her class level. At the end of the duration, the Daredevil is fatigued for 1d4+1 rounds. At 8th level, a Daredevil can temporarily increase two physical ability scores. At the end of the duration, the Daredevil is fatigued for 1d6+2 rounds.

Delay Damage

Once per day, a Daredevil of 7th level or higher can delay the damage dealt by a single attack or effect for a number of rounds equal to his or her class level.

Table: The Bodyguard

Class Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1st	+0	+1	+2	+0	Harm's way	+1	+0
2nd	+1	+2	+3	+0	Combat sense +1	+1	+0
3rd	+2	+2	+3	+1	Bonus feat	+2	+1
4th	+3	+2	+4	+1	Sudden action	+2	+1
5th	+3	+3	+4	+1	Improved charge	+3	+1
6th	+4	+3	+5	+2	Bonus feat	+3	+2
7th	+5	+4	+5	+2	Defensive strike	+4	+2
8th	+6	+4	+6	+2	Combat sense +2	+4	+2
9th	+6	+4	+6	+3	Bonus feat	+5	+3
10th	+7	+5	+7	+3	Blanket protection	+5	+3

Class Features

The following features pertain to the Bodyguard advanced class.

Harm's Way

Once per round, if the Bodyguard is adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), the Bodyguard can subject him or herself to the attack in the ally's stead. If the attack hits the Bodyguard, he or her takes damage normally. If it misses, it also misses the ally. The Bodyguard must declare his or her intention to place him or herself in harm's way before the attack roll is made. The Bodyguard selects his or her ally either prior to combat or

Damage Threshold

A 10th-level Daredevil increases his or her massive damage threshold by 3 points. This increase stacks with the increase provided by the Improved Damage Threshold feat.

Bodyguard

Requirements

To qualify to become a Bodyguard, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Concentrate 6 ranks, Intimidate 6 ranks.

Feat: Personal Firearms Proficiency.

Class Information

The following information pertains to the Bodyguard advanced class.

Hit Die: 1d12

Action Points: 6 + one-half character level, rounded down, every time the Bodyguard attains a new level in this class.

Class Skills

The Bodyguard's class skills (and the key ability for each skill) are: Concentrate (Con), Disguise (Cha), Drive (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioral sciences, civics, current events, streetwise) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 3 + Int modifier.

immediately after the Bodyguard makes his or her initiative check. The Bodyguard can't change his or her ally for the duration of the combat.

Combat Sense

This ability allows a Bodyguard of 2nd level or higher to designate a single opponent during his or her action and receive a +1 competence bonus on attacks against that opponent. The Bodyguard can select a new opponent on any action. At 8th level, the competence bonus increases to +2.

Bonus Feats

At 3rd, 6th, and 9th level, the Bodyguard gets a bonus feat. The bonus feat must be selected from the following list, and the Bodyguard must meet all the prerequisites of the feat to select it. Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Attentive, Combat Expertise, Combat Reflexes, Double Tap, Improved Brawl, Improved Feint, Improved Knockout Punch, Knockout Punch, Precise Shot, Quick Draw, Quick Reload, Streetfighting, Vehicle Expert.

Sudden Action

Once per day, a Bodyguard of 4th level or higher can focus his or her effort to burst into sudden action when the situation calls for it. The Bodyguard can change his or her place in the initiative order, moving higher in the count by a number less than or equal to his or her class level, as the Bodyguard sees fit. The Bodyguard can declare the use of this ability at the start of any round, before anyone else takes an action.

Improved Charge

A Bodyguard of 5th level or higher can make a charge without having to move in a straight line. All other charge rules apply, but the Bodyguard can alter his or her direction when making a charge to avoid obstacles.

Defensive Strike

At 7th level, if an opponent makes a melee attack against the Bodyguard and misses while the Bodyguard is using the total defense option, the Bodyguard can attack that opponent on his or her next turn (as an attack action) with a +4 bonus on his or her attack roll. The Bodyguard gains no bonus against an opponent who doesn't attack the Bodyguard or against an opponent who makes a successful attack.

Blanket Protection

At 10th level, a Bodyguard can use his or her expertise to provide protection for up to six allies (not including him or

Table: The Field Scientist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Smart defense	+0	+0
2nd	+1	+2	+2	+0	Scientific improvisation	+1	+0
3rd	+1	+2	+2	+1	Bonus feat	+1	+1
4th	+2	+2	+2	+1	Skill mastery	+1	+1
5th	+2	+3	+3	+1	Minor breakthrough	+2	+1
6th	+3	+3	+3	+2	Bonus feat	+2	+2
7th	+3	+4	+4	+2	Smart survival	+2	+2
8th	+4	+4	+4	+2	Smart weapon	+3	+2
9th	+4	+4	+4	+3	Bonus feat	+3	+3
10th	+5	+5	+5	+3	Major breakthrough	+3	+3

Class Features

The following features pertain to the Field Scientist advanced class.

herself). The Bodyguard spends 1 action point and takes a full-round action to issue orders and directions. Doing this provides the Bodyguard's allies with a +1 insight bonus to Defense for 3 rounds.

Field Scientist

Requirements

To qualify to become a Field Scientist, a character must fulfill the following criteria.

Skills: 6 ranks in either Craft (chemical) or Craft (electronic), plus 6 ranks in Knowledge (earth and life sciences), Knowledge (physical sciences), or Knowledge (technology), plus 6 ranks in Research.

Class Information

The following information pertains to the Field Scientist - advanced class.

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the Field Scientist attains a new level in this class.

Class Skills

The Field Scientist's class skills (and the key ability for each skill) are: Computer Use (Int), Craft (chemical, electronic, mechanical, pharmaceutical), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Investigate (Int), Knowledge (behavioral sciences, earth and life sciences, physical sciences, technology) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Research (Int), Search (Int), Speak Language (none).

Skill Points at Each Level: 7 + Int modifier.

Smart Defense

A Field Scientist applies his or her Intelligence bonus and his or her Dexterity bonus to his or her Defense. Any situation that would deny the Field Scientist his or her Dexterity bonus to Defense also denies the Intelligence bonus.

Scientific Improvisation

At 2nd level, a Field Scientist gains the ability to improvise solutions using common objects and scientific know-how. This ability lets the Field Scientist create objects in a dramatic situation quickly and cheaply, but that have a limited duration. By spending 1 action point and combining common objects with a Craft check that corresponds to the function desired, the Field Scientist can build a tool or device to deal with any situation. The DC for the Craft check is equal to 5 + the purchase DC of the object that most closely matches the desired function. Only objects that can normally be used more than once can be improvised.

Electronic devices, special tools, weapons, mechanical devices, and more can be built with scientific improvisation. It takes a full-round action to make an object with scientific improvisation. The object, when put into use, lasts for a number of rounds equal to the Field Scientist's class level, or until the end of the current encounter, before it breaks down. It can't be repaired.

Bonus Feats

At 3rd, 6th, and 9th level, the Field Scientist gets a bonus feat. The bonus feat must be selected from the following list, and the Field Scientist must meet all the prerequisites of the feat to select it.

Archaic Weapons Proficiency, Attentive, Cautious, Combat Expertise, Educated, Gearhead, Personal Firearms Proficiency, Point Blank Shot, Renown, Studious.

Skill Mastery

At 4th level, a Field Scientist selects a number of skills from his or her class list equal to 3 + his or her Intelligence modifier. When making a skill check using one of these skills, the Field Scientist may take 10 even if stress and distractions would normally prevent him or her from doing so.

Minor Breakthrough

Upon attaining 5th level, a Field Scientist receives credit for a minor scientific breakthrough that earns him or her the recognition of her peers. The Field Scientist chooses one of the following Knowledge skills: behavioral sciences, earth and life sciences, physical sciences, or technology. When dealing with others with at least 1 rank in the same Knowledge skill, the Field Scientist gains a +2 bonus on Reputation checks. This minor breakthrough also provides the Field Scientist with a +3 Wealth bonus increase.

Smart Survival

Table: The Techie

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Jury-rig +2	+1	+0
2nd	+1	+0	+0	+3	Extreme machine	+1	+0
3rd	+1	+1	+1	+3	Bonus feat	+2	+1
4th	+2	+1	+1	+4	Build robot	+2	+1
5th	+2	+1	+1	+4	Mastercraft	+3	+1
6th	+3	+2	+2	+5	Bonus feat	+3	+2
7th	+3	+2	+2	+5	Jury-rig +4	+4	+2
8th	+4	+2	+2	+6	Mastercraft	+4	+2
9th	+4	+3	+3	+6	Bonus feat	+5	+3
10th	+5	+3	+3	+7	Mastercraft	+5	+3

A Field Scientist of 7th level or higher can spend 1 action point to reduce the damage dealt by a single attack or effect by 5 points.

Smart Weapon

At 8th level, the Field Scientist selects one weapon that he or she is proficient in and can use with one hand. With the selected weapon, the Field Scientist can use his or her Intelligence modifier instead of Strength or Dexterity modifier on attack rolls.

Major Breakthrough

At 10th level, the Field Scientist gains a +2 bonus on Reputation checks when dealing with individuals who have at least 1 rank in any of the following Knowledge skills: behavioral sciences, earth and life sciences, physical sciences, or technology. This bonus stacks with the bonus provided by the minor breakthrough ability.

This major breakthrough also provides the Field Scientist with a +3 Wealth bonus increase.

Techie

Requirements

To qualify to become a Techie, a character must fulfill the following criteria.

Skills: Computer Use 6 ranks, either Craft (electronic) 6 ranks or Craft (mechanical) 6 ranks, and Disable Device 6 ranks.

Class Information

The following information pertains to the Techie advanced class.

Hit Die: 1d6

Action Points: 6 + one-half character level, rounded down, every time the Techie attains a new level in this class.

Class Skills

The Techie's class skills (and the key ability for each skill) are: Computer Use (Int), Craft (electronic, mechanical) (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Knowledge (behavioral sciences, earth and life sciences, physical sciences, popular culture, technology) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none), Spot (Wis).
Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Techie advanced class.

Jury-Rig

A Techie gains a +2 competence bonus on Repair skill checks made to attempt temporary or jury-rigged repairs. See the Repair skill for details on jury-rigging.

At 7th level, this competence bonus increases to +4.

Extreme Machine

If it has mechanical or electronic components, a Techie of 2nd level or higher can get maximum performance out of it.

By spending 1 action point and making either a Craft (electronic) or Craft (mechanical) check (whichever is appropriate for the machine in question), the Techie can temporarily improve a machine's performance—at the risk of causing the machine to need repairs later. The DC for the Craft check depends on the type of improvement being made, as shown on the table below.

Improvement	Craft DC	Repair Chance (d%)
Ranged Weapons		
+1 to damage	15	01–25
+2 to damage	20	01–50
+3 to damage	25	01–75
+5 ft. to range increment	15	01–25
+10 ft. to range increment	25	01–50
Electronic Devices		
+1 equipment bonus	15	01–25
+2 equipment bonus	20	01–50
+3 equipment bonus	25	01–75
Vehicles		
+1 on initiative checks	20	01–25
+1 to maneuver	25	01–50
+2 to maneuver	30	01–75

The Techie performs the extreme modifications in 1 hour. The Techie can't take 10 or take 20 on this check. If the check succeeds, the effect of the improvement lasts for a number of minutes equal to his or her Techie class level, beginning when the object is first put into use. The Techie selects the single improvement he or she wants to make prior to making the check. After the duration of the effect ends, the machine reverts to its previous state and a repair chance percentile roll is made. The result of this roll indicates whether the machine requires repairs before it can be used again.

Bonus Feats

At 3rd, 6th, and 9th level, the Techie gets a bonus feat. The bonus feat must be selected from the following list, and the Techie must meet all the prerequisites of the feat to select it. Builder, Cautious, Combat Expertise, Educated, Gearhead, Personal Firearms Proficiency, Point Blank Shot, Studious.

Build Robot

A Techie of 4th level or higher can build remote-controlled robots that are Tiny or Diminutive in size. These robots serve as the Techie's eyes, ears, or hands out to a predetermined distance away from the character when the Techie wants to use one of the following skills: Computer Use, Demolitions, Disable Device, Listen, Repair, or Spot.

The Techie must have at least 1 rank in the skill that he wants to program into the robot. The Techie can only control one robot at a time, and only one of his robots can be active at any time.

Follow these steps to build a robot.

Wealth Check: The purchase DC for the components needed to construct a robot is based on the robot's size.

Size	Purchase DC
Diminutive	18
Tiny	15

Make the Wealth check to purchase and gather the necessary components prior to starting construction.

Construct Frame: The robot's body determines its size, shape, locomotion, and hit points. The DC of the Craft (mechanical) check is set by the robot's size and modified by the form of locomotion selected.

Size	Craft DC
Diminutive	15
Tiny	12

Components	DC Modifier
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Frame Shape and Locomotion ¹

Bipedal	+4
Quadruped	+3
Treads	+2
Wheels	+1

External Components ²

Manipulators ³	+3
Audio/visual sensor	+2

Remote Range ¹

Remote control link, 100 feet	+1
Remote control link, 200 feet	+3
Remote control link, 300 feet	+5

1 Select only one of the options in this category.

2 Select one or more of the options in this category.

3 Necessary for a robot built to use any skill except Listen or Spot.

Select a frame size and form, add manipulators and sensors as necessary, and choose a type of remote control link. Add all the modifiers to determine the check's DC. Make the Craft (mechanical) check to construct the robot's frame.

It takes a Techie 30 hours to construct a Diminutive robot frame or 12 hours to construct a Tiny robot frame.

A Diminutive robot can be 6 to 12 inches long or tall and weighs about 1 pound. A Tiny robot can be 13 to 24 inches long or tall and weighs up to 3 pounds. Statistics for these robots can be found in the Creature listings.

Construct the Electronics: The next step is to build the internal electronics for the robot and install them in the frame. The DC is based on the size of the robot and modified by the number of components that need to be wired together. For a Diminutive robot, the DC is 20. For a Tiny robot, the DC is 15. Add +1 to the DC for each external component and +2 for the remote link. Make the Craft (electronic) check.

It takes a Techie 12 hours to wire a Diminutive robot or 6 hours to wire a Tiny robot.

For example, wiring the electronics for the Tiny robot described above requires a check against DC 19 after 6 hours of work.

Program the Robot: The Techie programs the robot as the final step. Decide how many ranks of the appropriate skill to program into the robot, up to the number of ranks the Techie has in the skill. A Techie's robot can only contain programming for one skill. Make the Computer Use check to program the robot. The DC for the Computer Use check is 20, modified by the number of ranks the Techie wants to program into the robot (+1 to the DC for each rank). It takes 1 hour to program the robot. **Reprogramming:** A robot can be reprogrammed at any time. Doing this requires 1 hour of work and a Computer Use check (DC 20 + the number of ranks programmed into the robot).

Mastercraft

At 5th level, the Techie becomes adept at creating mastercraft objects. He or she applies the mastercraft ability to one of his or her Craft skills (electronic or mechanical). From this point on, he or she can build mastercraft objects using that skill.

With Craft (electronic), the Techie can build electronic devices. With Craft (mechanical), the Techie can build mechanical devices, including weapons.

On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The cost to build a mastercraft object is equal to the purchase DC for the components (see the appropriate Craft skill description) + the bonus provided by the mastercraft feature. A Techie can add the mastercraft feature to an existing ordinary object by making the Wealth check and then making the Craft check as though he or she were constructing the object from scratch.

In addition to the Wealth check, the Techie must also pay a cost in experience points equal to 25 x his or her Techie level x the bonus provided by the mastercraft feature. The XP must be paid before making the Craft check. If the expenditure of these XP would drop the Techie to below the minimum needed for his or her current level, then the XP can't be paid and the Techie can't use the mastercraft ability until he or she gains enough additional XP to remain at his or her current level after the expenditure is made.

When successfully completed, a mastercraft object provides a +1 bonus to its quality compared to an ordinary object of the same type. All weapons and armor, and certain other types of

equipment, such as computers and electronic devices, can be constructed as mastercraft objects.

At 8th level, the Techie can add the mastercraft ability to another Craft skill, or he or she can improve his or her ability in the skill selected at 5th level, so that his or her mastercraft objects provide a +2 bonus.

At 10th level, the Techie adds another +1 bonus to his or her mastercraft ability. If the Techie focuses his or her ability on one Craft skill, his or her mastercraft objects now provide a +3 bonus. If the Techie already has the ability for both Craft skills, he or she chooses which one to improve to a +2 bonus.

The Craft DC for a mastercraft object is the same as for a normal object of the same type, as described in the Craft skill, with the following modification: For a +1 object, add +3 to the Craft DC; for a +2 object, add +5 to the Craft DC; and for a +3 object, add +10 to the Craft DC.

Field Medic

Requirements

To qualify to become a Field Medic, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Treat Injury 6 ranks, Spot 6 ranks.

Feat: Surgery.

Class Information

The following information pertains to the Field Medic advanced class.

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the Field Medic attains a new level in this class.

Class Skills

The Field Medic's class skills (and the key ability for each skill) are: Computer Use (Int), Concentrate (Con), Craft (pharmaceutical) (Int), Diplomacy (Cha), Drive (Dex), Knowledge (behavioral sciences, current events, earth and life sciences, popular culture, technology) (Int), Listen (Wis), Pilot (Dex), Profession (Wis), Read/Write Language (none), Research (Int), Speak Language (none), Spot (Wis), Treat Injury (Wis).

Skill Points at Each Level: 5 + Int modifier.

Table: The Field Medic

Class Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1st	+0	+2	+0	+1	Medical specialist +1	+1	+1
2nd	+1	+3	+0	+2	Expert healer	+1	+1
3rd	+1	+3	+1	+2	Bonus feat	+2	+1
4th	+2	+4	+1	+2	Medical mastery	+2	+2
5th	+2	+4	+1	+3	Medical specialist +2	+3	+2
6th	+3	+5	+2	+3	Bonus feat	+3	+2
7th	+3	+5	+2	+4	Minor medical miracle	+4	+3
8th	+4	+6	+2	+4	Medical specialist +3	+4	+3
9th	+4	+6	+3	+4	Bonus feat	+5	+3
10th	+5	+7	+3	+5	Medical miracle	+5	+4

Class Features

The following features pertain to the Field Medic advanced class.

Medical Specialist

The Field Medic receives a competence bonus on Treat Injury checks. At 1st level, the bonus is +1. It increases to +2 at 5th level, and to +3 at 8th level.

Expert Healer

At 2nd level and higher, the Field Medic's ability to restore hit points with a medical kit or surgery kit and a successful use of the Treat Injury skill improves. In addition to the normal hit point recovery rate (1d4 for a medical kit, 1d6 per patient's character level for surgery), the Field Medic restores 1 hit point for every level he or she has in this advanced class.

Bonus Feats

At 3rd, 6th, and 9th level, the Field Medic gets a bonus feat. The bonus feat must be selected from the following list, and the Field Medic must meet all the prerequisites of the feat to select it.

Armor Proficiency (light), Armor Proficiency (medium), Cautious, Defensive Martial Arts, Dodge, Educated, Improved Initiative, Medical Expert, Personal Firearms Proficiency, Surface Vehicle Operation, Vehicle Expert.

Medical Mastery

When making a Treat Injury skill check, a Field Medic of 4th level or higher may take 10 even if stress and distractions would normally prevent him or her from doing so.

Minor Medical Miracle

At 7th level or higher, a Field Medic can save a character reduced to -10 hit points or lower. If the Field Medic is able to administer aid within 3 rounds of the character's death, he or she can make a Treat Injury check. The DC for this check is 30, and the Field Medic can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 15) to stabilize and be restored to 0 hit points.

Table: The Investigator

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Profile	+1	+1
2nd	+1	+0	+2	+2	Contact, low-level	+1	+1
3rd	+2	+1	+2	+2	Bonus feat	+2	+1
4th	+3	+1	+2	+2	Nonlethal force	+2	+2
5th	+3	+1	+3	+3	Contact, mid-level	+3	+2
6th	+4	+2	+3	+3	Bonus feat	+3	+2
7th	+5	+2	+4	+4	Discern lie	+4	+3
8th	+6	+2	+4	+4	Contact, high-level	+4	+3
9th	+6	+3	+4	+4	Bonus feat	+5	+3
10th	+7	+3	+5	+5	Sixth sense	+5	+4

If the Field Medic fails the skill check or the patient fails the save, the dead character can't be saved.

Medical Miracle

At 10th level, a Field Medic can revive a character reduced to -10 hit points or lower. If the Field Medic is able to administer aid within 3 minutes of the character's death, he or she can make a Treat Injury check. The DC for this check is 40, and the Field Medic can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 20) to stabilize and be restored to 1d6 hit points.

If the Field Medic fails the skill check or the patient fails the Fortitude save, the dead character can't be restored.

Investigator

Requirements

To qualify to become an Investigator, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Investigate 6 ranks, Listen 6 ranks, Sense Motive 6 ranks.

Class Information

The following information pertains to the Investigator advanced class.

Hit Die: 1d6

Action Points: 6 + one-half character level, rounded down, every time the Investigator attains a new level in this class.

Class Skills

The Investigator's class skills (and the key ability for each skill) are: Bluff (Cha), Computer Use (Int), Disable Device (Dex), Drive (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (behavioral sciences, civics, current events, streetwise) (Int), Listen (Wis), Profession (Wis), Read/_Write Language (none), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Investigator advanced class.

Profile

By making a Gather Information check (DC 15) when talking to witnesses of a crime, the Investigator compiles a rough mental picture of the suspect. This mental picture provides a physical description, including distinguishing markings and visible mannerisms. Success makes the profile accurate, at least concerning a particular suspect as seen by witnesses. (For this Gather Information check, no money changes hands.) The Investigator can expand the profile by making an Investigate check (DC 15) involving the crime scene or other evidence linked to the suspect. If successful, the Investigator combines eyewitness accounts with forensic evidence to develop a profile of the suspect's method of operation. This provides a +2 circumstance bonus on any skill checks made to uncover additional evidence or otherwise locate and capture the suspect.

Contact

An Investigator of 2nd level or higher cultivates associates and informants. Each time the Investigator gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his or her character wants to gain, but the contact must be an ordinary character, not a heroic character.

A contact will not accompany an Investigator on missions or risk his or her life. A contact can, however, provide information or render a service (make a specific skill check on the Investigator's behalf).

At 2nd level, the Investigator gains a low-level contact, at 5th level a mid-level contact, and at 8th level a high-level contact. The Investigator can't call on the same contact more than once in a week, and when he or she does call on a contact, compensation may be required for the assistance the contact renders. In general, a professional associate won't be compensated monetarily, but instead will consider that the Investigator owes him or her a favor. Contacts with underworld or street connections usually demand monetary compensation for the services they render, and experts in the use of skills normally want to be paid for the services they provide.

For underworld or street contacts, this expense is represented by a Wealth check against a purchase DC of 10 for the low-level contact, 15 for the mid-level contact, or 20 for the high-level contact. For skilled experts, the purchase DC is 10 + the ranks the expert has in the appropriate skill.

Bonus Feats

At 3rd, 6th, and 9th level, the Investigator gets a bonus feat. The bonus feat must be selected from the following list, and the Investigator must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Brawl, Defensive Martial Arts, Dodge, Double Tap, Educated, Knockout Punch, Personal Firearms Proficiency, Point Blank Shot.

Nonlethal Force

At 4th level, an Investigator becomes adept at using nonlethal force to subdue an opponent. From this point on, he or she can deal nonlethal damage with a weapon that normally deals lethal damage (if he or she so chooses) without taking the normal -4 penalty on the attack roll.

Discern Lie

At 7th level, an Investigator develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Investigator must be able to see and hear (but not necessarily understand) the individual under scrutiny.

With a successful Sense Motive check opposed by the subject's Bluff check result or against DC 10 (whichever is greater), the Investigator can tell whether the subject is deliberately and knowingly speaking a lie. This ability doesn't reveal the truth, uncover unintentional inaccuracies, or necessarily reveal omissions in information.

Sixth Sense

At 10th level, an Investigator becomes so attuned at solving mysteries that he or she finds a way to put two and two together and rarely misses a clue. Whenever the Investigator spends 1 action point to improve the result of a skill check made using certain skills (see below), the Investigator gets to add an additional 1d6 to the result.

The skills that sixth sense applies to are Gather Information, Investigate, Listen, Research, Search, and Spot.

Personality

Requirements

To qualify to become a Personality, a character must fulfill the following criteria.

Skills: Diplomacy 6 ranks, Perform (select one) 6 ranks.

Feat: Renown.

Class Information

The following information pertains to the Personality advanced class.

Hit Die: 1d6

Action Points: 6 + one-half character level, rounded down, every time the Personality attains a new level in this class.

Class Skills

The Personality's class skills (and the key ability for each skill) are: Bluff (Cha), Craft (visual arts) (Int), Craft (writing) (Int), Diplomacy (Cha), Knowledge (art, behavioral sciences, business, civics, current events, popular culture) (Int), Perform (act, dance, sing, stand-up) (Cha), Profession (Wis), Read/_Write Language (none), Speak Language (none).

Skill Points at Each Level: 5 + Int modifier.

Table: The Personality

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Unlimited access	+0	+2
2nd	+1	+2	+2	+0	Bonus class skill	+1	+2
3rd	+1	+2	+2	+1	Bonus feat	+1	+2
4th	+2	+2	+2	+1	Royalty	+1	+3
5th	+2	+3	+3	+1	Winning smile	+2	+3
6th	+3	+3	+3	+2	Bonus feat	+2	+3
7th	+3	+4	+4	+2	Bonus class skill	+2	+4
8th	+4	+4	+4	+2	Royalty	+3	+4
9th	+4	+4	+4	+3	Bonus feat	+3	+4
10th	+5	+5	+5	+3	Compelling performance	+3	+5

Class Features

The following features pertain to the Personality advanced class.

Unlimited Access

When others would normally make a Diplomacy check or Bluff check to smooth-talk or trick their way into a private party or invitation-only event, the Personality adds a bonus equal to his or her Personality level.

When a Personality buys a ticket to a show or for transportation, he or she can make a Diplomacy check to get that ticket upgraded. DCs are given below.

Upgrade	Diplomacy DC
Seat at sporting event to field pass	10
Hotel room to suite	15
Concert or theater ticket to backstage pass	20
Economy transportation to first-class	25

Bonus Class Skill

At 2nd and again at 7th level, the Personality designates one cross-class skill as a class skill. Once designated, the skill is considered a class skill every time the character adds a new level of Personality.

Bonus Feats

At 3rd, 6th, and 9th level, the Personality gets a bonus feat. The bonus feat must be selected from the following list, and the Personality must meet all the prerequisites of the feat to select it. Alertness, Animal Affinity, Combat Expertise, Confident, Creative, Deceptive, Defensive Martial Arts, Educated, Trustworthy.

Royalty

At 4th and 8th level, a Personality's activities in the public eye generate extra income. This income provides a Wealth bonus increase of +4.

Winning Smile

At 5th level, a Personality develops such a force of personal magnetism that he or she can convince a single target to regard him or her as a trusted friend. (If the target is currently being threatened or attacked by the Personality or his or her allies, this ability won't work.)

The target makes a Will saving throw to avoid being persuaded by the Personality's words and actions. The DC is 10 + Personality's class level + Personality's Charisma bonus.

This ability doesn't enable the Personality to control the target, but the target perceives the Personality's words and actions in the most favorable way. The Personality can try to give the target orders, but he or she must win an opposed Charisma check to convince the target to perform any actions the target wouldn't normally undertake. The target never obeys suicidal or obviously harmful orders, and any act by the Personality or his or her allies that threatens the target breaks the mood and clears the target's head. Otherwise, a target remains won over for 1 minute per Personality level.

After the duration expires, the GM determines the reaction and attitude of the target based on what the Personality compelled the target to do.

Compelling Performance

At 10th level, a Personality's force of personal magnetism increases to the point that he or she can arouse a single emotion of his or her choice—despair, hope, or rage—in a target. To use this ability, the Personality must spend 1 action point. The emotion he or she arouses affects one target (a GM character) within 15 feet of the Personality (or within 15 feet of a television, radio, or telephone that broadcasts the Personality's performance). The performance requires a full-round action, and its effects on the target last for 1d4+1 rounds.

The target makes a Will saving throw. The DC is 10 + Personality's class level + Personality's Charisma bonus. If the target succeeds at the saving throw, he or she is immune to the compulsion of this performance. If the target fails, he or she reacts to the emotion as described below.

Despair: The target takes a –2 morale penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Hope: The target gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Rage: The target gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a –1 penalty to Defense. In a dramatic situation, the target is compelled to fight, regardless of the danger.

Negotiator

Requirements

To qualify to become a Negotiator, a character must fulfill the following criteria.

Skills: Bluff 6 ranks, Diplomacy 6 ranks.

Feat: Alertness.

Class Information

The following information pertains to the Negotiator advanced class.

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the Negotiator attains a new level in this class.

Table: The Negotiator

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+2	Conceal motive	+0	+1
2nd	+1	+2	+0	+3	React first	+1	+1
3rd	+2	+2	+1	+3	Bonus feat	+1	+1
4th	+3	+2	+1	+4	Talk down one opponent	+1	+2
5th	+3	+3	+1	+4	No sweat	+2	+2
6th	+4	+3	+2	+5	Bonus feat	+2	+2
7th	+5	+4	+2	+5	Talk down several opponents	+2	+3
8th	+6	+4	+2	+6	Sow distrust	+3	+3
9th	+6	+4	+3	+6	Bonus feat	+3	+3
10th	+7	+5	+3	+7	Talk down all opponents	+3	+4

Class Features

All of the following are features of the Negotiator advanced class.

Conceal Motive

A Negotiator gets to add a bonus equal to his or her Negotiator level whenever he or she opposes a Sense Motive check.

React First

Starting at 2nd level, a Negotiator gains the ability to react first when trying to make a deal or mediate a settlement. The Negotiator must make contact and speak to the participants prior to the start of combat. If he or she does this, he or she gains a free readied action that allows the Negotiator to make either a move or attack action if either side in the negotiation (other than the Negotiator) decides to start hostilities. The Negotiator gets to act before any initiative checks are made, in effect giving him or her the benefit of surprise.

Bonus Feats

At 3rd, 6th, and 9th level, the Negotiator gets a bonus feat. The bonus feat must be selected from the following list, and the Negotiator must meet all the prerequisites of the feat to select it. Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Attentive, Confident, Dead Aim, Deceptive, Educated, Far Shot, Iron Will, Personal Firearms Proficiency, Trustworthy.

Class Skills

The Negotiator's class skills (and the key ability for each skill) are: Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Drive (Dex), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (behavioral sciences, business, civics, current events, popular culture, streetwise) (Int), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 5 + Int modifier.

Talk Down

A Negotiator of 4th level or higher can talk his or her way out of trouble. Either prior to the start of hostilities or during combat, the Negotiator can talk down a single opponent within 15 feet of his or her position or otherwise able to hear the Negotiator's voice. The target must be able to understand the Negotiator. That opponent immediately stops fighting and reverts to an indifferent attitude regarding the Negotiator and the situation in general. Any hostile action by the Negotiator or by one of the Negotiator's allies directed at the opponent allows the opponent to act as he or she sees fit.

To initiate this talent, the Negotiator must spend a full-round action talking to his or her opponent. The opponent makes a Will saving throw. The DC is equal to 10 + Negotiator's class level + Negotiator's Charisma bonus. If the save fails, the opponent stops fighting. If the save succeeds, the opponent continues as normal.

At 7th level, a Negotiator can talk down a number of opponents equal to his or her Charisma bonus within 15 feet of his or her position or within 15 feet of a television, radio, or telephone broadcasting the Negotiator's message.

At 10th level, the range extends to 30 feet and covers all opponents who can hear and understand the Negotiator's voice.

No Sweat

Starting at 5th level, whenever a Negotiator spends 1 action point to improve the result of a die roll, he or she rolls an additional 1d6. The Negotiator can then select the highest die roll to add to his or her d20 roll.

Sow Distrust

A Negotiator of 8th level or higher can turn one character against another. The Negotiator must spend a full-round action and know the name of the character he or she is attempting to persuade as well as the name of the character toward whom the target's distrust will be directed. The target must be able to hear and understand the Negotiator.

The target makes a Will save. The DC is equal to $10 + \text{Negotiator's class level} + \text{Negotiator's Charisma bonus}$. If the target fails the save, his or her attitude toward the other designated character worsens by one step: helpful turns to friendly, friendly to indifferent, indifferent to unfriendly, unfriendly to hostile (see the Diplomacy skill). The target makes a Will save whenever the Negotiator uses this talent against him or her. As long as the target continues to fail the Will save, the Negotiator can continue taking full-round actions to worsen the target's attitude toward a designated character. When the target's attitude drops to hostile, he or she attacks the designated character.

A successful Will save doesn't restore previous attitude shifts, but it does render the target immune for 24 hours to further attempts by the Negotiator to sow distrust.

The Negotiator can't use this talent on his or her allies.

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ORDINARIES

“Ordinaries” are nonheroic supporting characters and extras. Ordinaries are built using the six basic classes (Strong, Fast, Tough, Smart, Dedicated, and Charismatic) and have starting occupations, skills, and feats. As they gain levels, ordinaries increase their skill points, base attack bonus, saving throw modifiers, Defense bonus, and Reputation bonus—just as heroes do. However, ordinaries differ from heroes in several ways.

An ordinary character has:

- The standard starting ability score package
- Random starting hit points
- No action points
- No class features
- No levels in an advanced class

Starting Ability Scores

Ordinaries do not roll their ability scores. They start with the standard score package: 15, 14, 13, 12, 10, 8. The GM can assign the scores as he or she sees fit. At 4th level and every four character levels thereafter (8th, 12th, and so on), an ordinary adds 1 point to one ability score—just as heroes do.

Hit Points

Unlike heroes, ordinaries do not automatically receive maximum hit points at 1st level. The GM should roll an ordinary’s starting hit points normally.

Action Points

Unlike heroes, ordinary characters do not receive action points. They do not gain action points as they increase in level, either.

Class Features

Ordinary characters gain none of the Class Features (talents or bonus feats) listed under each basic class.

Advanced Classes

Although ordinaries can multiclass freely between the six basic classes, they cannot take levels in any advanced class.

Ordinaries are limited to the six basic classes.

Children

Children (newborns to age 11) are handled differently from other characters. They do not have classes or levels. They begin with the same ability score package as ordinaries (15, 14, 13, 12, 10, 8), but their ability scores are reduced as follows: –3 Str, –1 Dex, –3 Con, –1 Int, –1 Wis, –1 Cha.

Children have 1d4 hit points plus their Constitution modifier (minimum 1 hit point). They have no skills, feats, action points, or occupations. Their base attack bonus is +0, they have a +0 modifier on all saving throws (plus any modifiers for high or low ability scores), and their Reputation bonus is +0. Children have a +0 modifier to Defense and a normal speed of 20 feet. Children have no effective attacks and should be treated as noncombatants.

When a child turns 12, he or she is considered a young adult and takes his or her first level in one of the six basic classes. At that point, the character becomes an ordinary (or hero, in some cases).

Challenge Ratings

An ordinary character has a Challenge Rating equal to his or her character level –1. A 1st-level ordinary has a Challenge Rating of 1/2.

Children have a Challenge Rating of 0, and heroes receive no experience points for “defeating” them.

Heroic GM Characters

Heroic allies and antagonists are built the same way as heroic player characters. Challenge Rating: A heroic supporting character has a Challenge Rating equal to his or her character level.

Hit Points: Heroic supporting characters gain maximum hit points at 1st level, just as heroic player characters do.

Action Points: Heroic supporting characters gain action points. However, few of them have the maximum number of action points for their level (because they will have spent some of them). Assume that a heroic supporting character has a number of action points remaining equal to one-half his or her class level.

Class Features: Heroic supporting characters gain all the class features (talents and bonus feats) available to the six basic heroic classes.

Access to Advanced Classes: Supporting characters with levels in one or more heroic basic classes can take levels in an advanced class, provided they meet the prerequisites for that class.

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FEATS

Feat Descriptions

Here is the format for feat descriptions.

Feat Name: The name of the feat.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, and/or the minimum ranks in a skill that a character must have to acquire this feat. This entry is absent if a feat has no prerequisite.

A character can gain a feat at the same level at which he or she gains all the prerequisites.

A character can't use a feat if the character has lost a prerequisite.

Benefit: What the feat enables a character to do.

Normal: What a character who does not have this feat is limited to or restricted from doing. If there is no particular drawback to not possessing the feat, this entry is absent.

Special: Additional facts about the feat.

Feats

Acrobatic

Benefit: The character gets a +2 bonus on all Jump checks and Tumble checks.

Special: Remember that the Tumble skill can't be used untrained.

Advanced Combat Martial Arts

Prerequisites: Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +8.

Benefit: When the character scores a critical hit on an opponent with an unarmed strike, the character deals triple damage.

Normal: An unarmed strike critical hit deals double damage.

Advanced Firearms Proficiency

Prerequisite: Personal Firearms Proficiency.

Benefit: The character can fire any personal firearm on autofire without penalty (provided, of course, that it has an autofire setting).

Normal: Characters without this feat take a -4 penalty on attack rolls made with personal firearms set on autofire.

Advanced Two-Weapon Fighting

Prerequisites: Dexterity 13, Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +11.

Benefit: The character gets a third attack with his or her offhand weapon, albeit at a -10 penalty. This feat also allows the character to use a melee weapon in one hand and a ranged weapon in the other.

Agile Riposte

Prerequisites: Dexterity 13, Dodge.

Benefit: Once per round, if the opponent the character has designated as his or her dodge target (see the Dodge feat) makes a melee attack or melee touch attack against the character and misses, the character may make an attack of opportunity with a melee weapon against that opponent. Resolve and apply the effects from both attacks simultaneously.

Even a character with the Combat Reflexes feat can't use the Agile Riposte feat more than once per round. This feat does not grant more attacks of opportunity than the character is normally allowed in a round.

Aircraft Operation

Select a class of aircraft (heavy aircraft, helicopters, jet fighters, or spacecraft). The character is proficient at operating that class of aircraft.

The heavy aircraft class includes jumbo passenger airplanes, large cargo planes, heavy bombers, and any other aircraft with three or more engines. Helicopters include transport and combat helicopters of all types. Jet fighters include military fighter and ground attack jets. Spacecraft are vehicles such as the space shuttle and the lunar lander.

Prerequisite: Pilot 4 ranks.

Benefit: The character takes no penalty on Pilot checks or attack rolls made when operating an aircraft of the selected class.

Normal: Characters without this feat take a -4 penalty on Pilot checks made to operate an aircraft that falls in any of these classes, and on attacks made with aircraft weapons. There is no penalty when the character operates a general-purpose aircraft.

Special: The character can gain this feat multiple times. Each time the character takes the feat, the character selects a different class of aircraft.

Alertness

Benefit: The character gets a +2 bonus on all Listen checks and Spot checks.

Animal Affinity

Benefit: The character gets a +2 bonus on all Handle Animal checks and Ride checks.

Special: Remember that the Handle Animal skill can't be used untrained.

Archaic Weapons Proficiency

Benefit: The character takes no penalty on attack rolls when using any kind of archaic weapon.

Normal: A character without this feat takes the -4 nonproficient penalty when making attacks with archaic weapons.

Armor Proficiency (heavy)

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Armor Proficiency (light)

Benefit: When the character wears a type of armor with which the character is proficient, the character gets to add the armor's entire equipment bonus to his or her Defense.

Normal: A character who wears armor with which he or she is not proficient takes an armor penalty on checks involving the

following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble.

Also, a character who wears armor with which he or she is not proficient adds only a portion of the armor's equipment bonus to his or her Defense.

Armor Proficiency (medium)

Prerequisite: Armor Proficiency (light).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Athletic

Benefit: The character gets a +2 bonus on all Climb checks and Swim checks.

Attentive

Benefit: The character gets a +2 bonus on all Investigate checks and Sense Motive checks.

Special: Remember that the Investigate skill can't be used untrained.

Blind-Fight

Benefit: In melee combat, every time the character misses because of concealment, the character can reroll the miss chance roll one time to see if the character actually hits.

The character takes only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half.

Brawl

Benefit: When making an unarmed attack, the character receives a +1 competence bonus on attack rolls, and the character deals nonlethal damage equal to 1d6 + his or her Strength modifier.

Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

Builder

Benefit: Pick two of the following skills: Craft (chemical), Craft (electronic), Craft (mechanical), and Craft (structural). The character gets a +2 bonus on all checks with those skills.

Special: The character can select this feat twice. The second time, the character applies it to the two skills he or she didn't pick originally. Remember that Craft (chemical), Craft (electronic), and Craft (mechanical) cannot be used untrained.

Burst Fire

Prerequisites: Wisdom 13, Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: When using an automatic firearm with at least five bullets loaded, the character may fire a short burst as a single attack against a single target. The character receives a -4 penalty on the attack roll, but deal +2 dice of damage.

Firing a burst expends five bullets and can only be done if the weapon has five bullets in it.

Normal: Autofire uses ten bullets, targets a 10-foot-by-10-foot area, and can't be aimed at a specific target. Without this feat, if a character attempts an autofire attack at a specific target, it simply counts as a normal attack and all the extra bullets are wasted.

Special: If the firearm has a three-round burst setting, firing a burst expends three bullets instead of five and can be used if the weapon has only three bullets in it.

Cautious

Benefit: The character gets a +2 bonus on all Demolitions checks and Disable Device checks.

Special: Remember that the Demolitions skill and the Disable Device skill can't be used untrained.

Cleave

Prerequisites: Strength 13, Power Attack.

Benefit: If the character deals an opponent enough damage to make the opponent drop (either by knocking the opponent out due to massive damage or by reducing the opponent's hit points to less than 0), the character gets an immediate extra melee attack against another opponent adjacent to the character. The character can't take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. The character can use this ability once per round.

Combat Expertise

Prerequisite: Intelligence 13.

Benefit: When the character uses the attack action or the full attack action in melee, the character can take a penalty of up to -5 on his or her attack roll and add the same number (up to +5) to the character's Defense. This number may not exceed the character's base attack bonus. The changes to attack rolls and Defense last until the character's next action. The bonus to the character's Defense is a dodge bonus (and as such it stacks with other dodge bonuses the character may have).

Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attacks and gain a +2 dodge bonus to Defense.

Combat Martial Arts

Prerequisite: Base attack bonus +1.

Benefit: With an unarmed strike, the character deals lethal or nonlethal damage (the character's choice) equal to 1d4 + the character's Strength modifier. The character's unarmed attacks count as armed, which means that opponents do not get attacks of opportunity when the character attacks them unarmed. The character may make attacks of opportunity against opponents who provoke such attacks.

Normal: Without this feat, a character deals only 1d3 points of nonlethal damage. Unarmed attacks normally provoke attacks of opportunity, and unarmed combatants cannot normally make attacks of opportunity.

Combat Reflexes

Benefit: The maximum number of attacks of opportunity the character may make each round is equal to the character's Dexterity modifier + 1. The character can still only make one attack of opportunity on a single opponent.

With this feat, the character may also make attacks of opportunity when flat-footed.

Normal: A character without the Combat Reflexes feat can make only one attack of opportunity per round and can't make attacks of opportunity when flat-footed.

Special: The Combat Reflexes feat doesn't allow a Fast hero with the opportunist talent to use that talent more than once per round.

Combat Throw

Prerequisite: Defensive Martial Arts.

Benefit: The character gains a +2 bonus on opposed Strength and Dexterity checks any time the character attempts trip or grapple attacks, or when the character tries to avoid a trip or grapple attack made against him or her.

Confident

Benefit: The character gets a +2 bonus on all Gamble checks and Intimidate checks, and on level checks to resist intimidation.

Creative

Benefit: Pick two of the following skills: Craft (visual art), Craft (writing), Perform (act), Perform (dance), Perform (keyboards), Perform (percussion instruments), Perform (sing), Perform (stand-up), Perform (string instruments), and Perform (wind instruments). The character gets a +2 bonus on all checks with those two skills.

Special: A character can select this feat as many as five times. Each time, the character selects two new skills from the choices given above.

Dead Aim

Prerequisites: Wisdom 13, Far Shot.

Benefit: Before making a ranged attack, the character may take a full-round action to line up your shot. This grants the character a +2 circumstance bonus on his or her next attack roll. Once the character begins aiming, he or she can't move, even to take a 5-foot step, until after the character makes his or her next attack, or the benefit of the feat is lost. Likewise, if the character's concentration is disrupted or the character is attacked before his or her next action, the character loses the benefit of aiming.

Deceptive

Benefit: The character gets a +2 bonus on all Bluff checks and Disguise checks.

Defensive Martial Arts

Benefit: The character gains a +1 dodge bonus to Defense against melee attacks.

Special: A condition that makes the character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack, unlike most other types of bonuses.

Dodge

Prerequisite: Dexterity 13.

Benefit: During the character's action, the character designates an opponent and receives a +1 dodge bonus to Defense against any subsequent attacks from that opponent. The character can select a new opponent on any action.

Special: A condition that makes the character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Double Tap

Prerequisites: Dexterity 13, Point Blank Shot.

Benefit: When using a semiautomatic firearm with at least two bullets loaded, the character may fire two bullets as a single attack against a single target. The character receives a -2 penalty on this attack, but deals +1 die of damage with a successful hit. Using this feat fires two bullets and can only be done if the weapon has two bullets in it.

Drive-By Attack

Benefit: The character takes no vehicle speed penalty when making an attack while in a moving vehicle. Also, if the character is the driver, he or she can take his or her attack action to make an attack at any point along the vehicle's movement. **Normal:** When attacking from a moving vehicle, a character takes a penalty based on the vehicle's speed. Passengers can ready an action to make an attack when their vehicle reaches a particular location, but the driver must make his or her attack action either before or after the vehicle's movement.

Educated

Benefit: Pick two Knowledge skills. The character gets a +2 bonus on all checks with those skills.

Special: A character can select this feat as many as seven times. Each time, the character selects two new Knowledge skills.

Elusive Target

Prerequisites: Dexterity 13, Defensive Martial Arts.

Benefit: When fighting an opponent or multiple opponents in melee, other opponents attempting to target the character with ranged attacks take a -4 penalty. This penalty is in addition to the normal -4 penalty for firing into melee, making the penalty to target to character -8.

Special: An opponent with the Precise Shot feat has the penalty lessened to -4 when targeting the character.

Endurance

Benefit: The character gains a +4 bonus on the following checks and saves: hourly Swim checks to avoid becoming fatigued, Constitution checks to continue running, Constitution checks to hold the character's breath, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments, and Fortitude saves to resist suffocation or drowning.

Also, the character may sleep in medium or light armor without becoming fatigued.

Normal: A character without this feat who sleeps in armor is automatically fatigued the following day.

Exotic Firearms Proficiency

Choose a weapon type from the following list: cannons, heavy machine guns, grenade launchers, and rocket launchers.

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a -4 penalty on attack rolls.

Special: A character can gain this feat as many as four times. Each time a character takes the feat, he or she selects a different weapon group.

Exotic Melee Weapon Proficiency

Choose one exotic melee weapon from. The character is proficient with that melee weapon in combat.

Prerequisite: Base attack bonus +1.

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a -4 penalty on attack rolls.

Special: A character can gain this feat multiple times. Each time the character takes the feat, he or she selects a different exotic melee weapon.

Far Shot

Benefit: When the character uses a firearm or archaic ranged weapon, its range increment increases by one-half (multiply by 1.5). When the character throws a weapon, its range increment is doubled.

Focused

Benefit: The character gets a +2 bonus on all Balance checks and Concentration checks.

Force Stop

Prerequisites: Drive 4 ranks, Vehicle Expert.

Benefit: When the character attempts a sideswipe stunt with a surface vehicle, the character can force the other vehicle to a stop by nudging it into a controlled sideways skid. In addition to the normal requirements for attempting a sideswipe stunt, the character must have sufficient movement remaining to move a number of squares equal to the character's turn number. After succeeding on the check to attempt the sideswipe, the character makes a Drive check opposed by the other driver. If the character succeeds, turn the other vehicle 90 degrees across the front of the character's, so that they form a tee. Move them forward a distance equal to the character's turn number. The vehicles end their movement at that location, at stationary speed, and take their normal sideswipe damage.

If the character fails the check, resolve the sideswipe normally.

Frightful Presence

Prerequisites: Charisma 15, Intimidate 9 ranks.

Benefit: When the character uses this feat, all opponents within 10 feet who have fewer levels than the character must make a Will saving throw (DC 10 + ½ the character's level + the character's Charisma modifier). An opponent who fails his or her save is shaken, taking a -2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + the character's Charisma modifier. The character can use the feat once per round as a free action.

A successful save indicates that the opponent is immune to the character's use of this feat for 24 hours. This feat does not affect creatures with an Intelligence of 3 or lower.

If the character has the Renown feat, the Will saving throw's DC increases by 5.

Gearhead

Benefit: The character gets a +2 bonus on all Computer Use checks and Repair checks.

Special: Remember that the Computer Use skill and the Repair skill can only be used untrained in certain situations.

Great Cleave

Prerequisites: Strength 13, Power Attack, Cleave, base attack bonus +4.

Benefit: As Cleave, except that the character has no limit to the number of times he or she can use it per round.

Great Fortitude

Benefit: The character gets a +2 bonus on all Fortitude saving throws.

Guide

Benefit: The character gets a +2 bonus on all Navigate checks and Survival checks.

Heroic Surge

Benefit: The character may take an extra move action or attack action in a round, either before or after the character's regular actions. The character may use Heroic Surge a number of times per day depending on his or her character level (as shown below), but never more than once per round.

Character Level	Times per Day
1st–4th	1
5th–8th	2
9th–12th	3
13th–16th	4
17th–20th	5

Improved Brawl

Prerequisites: Brawl, base attack bonus +3.

Benefit: When making an unarmed attack, the character receives a +2 competence bonus on his or her attack roll, and the character deals nonlethal damage equal to 1d8 + the character's Strength modifier.

Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

Improved Bull Rush

Prerequisites: Strength 13, Power Attack.

Benefit: When the character performs a bull rush, the character does not provoke an attack of opportunity from the defender.

Improved Combat Martial Arts

Prerequisites: Combat Martial Arts, base attack bonus +4.

Benefit: The character's threat range on an unarmed strike improves to 19–20.

Normal: A character without this feat threatens a critical hit with an unarmed strike only on a 20.

Improved Combat Throw

Prerequisites: Defensive Martial Arts, Combat Throw, base attack bonus +3.

Benefit: In melee combat, if an opponent attacks and misses the character, the character may immediately make a trip attack against the opponent. This counts as an attack of opportunity. Special: This feat doesn't grant the character more attacks of opportunity than he or she is normally allowed in a round.

Improved Damage Threshold

Benefit: The character increases his or her massive damage threshold by 3 points.

Normal: A character without this feat has a massive damage threshold equal to his or her current Constitution score. With this feat, the character's massive damage threshold is current Con +3.

Special: A character may gain this feat multiple times. Its effects stack.

Improved Disarm

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: The character does not provoke an attack of opportunity when the character attempts to disarm an opponent, nor does the opponent get a chance to disarm the character.

Improved Feint

Prerequisites: Intelligence 13, Brawl, Streetfighting.

Benefit: The character can make a Bluff check in combat as a move action. The character receives a +2 bonus on Bluff checks made to feint in melee combat.

Normal: Feinting in combat requires an attack action.

Improved Initiative

Benefit: The character gets a +4 circumstance bonus on initiative checks.

Improved Knockout Punch

Prerequisites: Brawl, Knockout Punch, base attack bonus +6.

Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This critical hit deals triple damage. The damage is nonlethal damage.

Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

Improved Trip

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: The character does not provoke an attack of opportunity when the character tries to trip an opponent while the character is unarmed.

If the character trips an opponent in melee combat, the character immediately gets to make a melee attack against that opponent as if the character had not used his or her attack action for the trip attempt.

Improved Two-Weapon Fighting

Prerequisites: Dexterity 13, Two-Weapon Fighting, base attack bonus +6.

Benefit: The character gets a second attack with his or her offhand weapon, albeit at a -5 penalty. Also, this feat allows the character to use a melee weapon in one hand and a ranged weapon in the other.

Normal: Without this feat, a character can only get a single extra attack with an off-hand weapon, and both weapons must be of the same type (either both ranged weapons or both melee weapons).

Iron Will

Benefit: The character gets a +2 bonus on all Will saving throws.

Knockout Punch

Prerequisites: Brawl, base attack bonus +3.

Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This damage is nonlethal damage.

Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

Lightning Reflexes

Benefit: The character gets a +2 bonus on all Reflex saving throws.

Low Profile

Benefit: Reduce the character's Reputation bonus by 3 points.

Medical Expert

Benefit: The character gets a +2 bonus on all Craft (pharmaceutical) checks and Treat Injury checks.

Special: Remember that the Craft (pharmaceutical) skill can't be used untrained.

Meticulous

Benefit: The character gets a +2 bonus on all Forgery checks and Search checks.

Mobility

Prerequisites: Dexterity 13, Dodge.

Benefit: The character gets a +4 dodge bonus to Defense against attacks of opportunity provoked when the character moves out of a threatened square.

Special: A condition that makes a character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Nimble

Benefit: The character gets a +2 bonus on all Escape Artist checks and Sleight of Hand checks.

Special: Remember that the Sleight of Hand skill can't be used untrained.

Personal Firearms Proficiency

Benefit: The character can fire any personal firearm without penalty.

Normal: Characters without this feat take a -4 penalty on attack rolls made with personal firearms.

Point Blank Shot

Benefit: The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet.

Power Attack

Prerequisite: Strength 13.

Benefit: On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

Precise Shot

Prerequisite: Point Blank Shot.

Benefit: The character can shoot or throw ranged weapons at an opponent engaged in melee without penalty.

Normal: A character takes a –4 penalty when using a ranged weapon to attack an opponent who is engaged in melee combat.

Quick Draw

Prerequisite: Base attack bonus +1.

Benefit: The character can draw a weapon as a free action.

A character with this feat may throw weapons at his or her full normal rate of attacks.

Normal: A character can draw a weapon as a move action. If a character has a base attack bonus of +1 or higher, the character can draw a weapon as a free action when moving.

Quick Reload

Prerequisite: Base attack bonus +1.

Benefit: Reloading a firearm with an already filled box magazine or speed loader is a free action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a move action.

Normal: Reloading a firearm with an already filled box magazine or speed loader is a move action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a full-round action.

Renown

Benefit: The character's Reputation bonus increases by +3.

Run

Benefit: When running, the character moves a maximum of five times his or her normal speed instead of four times. If the character is in heavy armor, the character can move four times his or her speed rather than three times. If the character makes a long jump, the character gains a +2 competence bonus on his or her Jump check.

Shot on the Run

Prerequisites: Dexterity 13, Point Blank Shot, Dodge, Mobility.

Benefit: When using an attack action with a ranged weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than his or her speed.

Moving in this way does not provoke an attack of opportunity from the defender the character is attacking (though it can provoke attacks of opportunity from others, as normal).

Simple Weapons Proficiency

Benefit: The character makes attack rolls with simple weapons normally.

Normal: A character without this feat takes the –4 nonproficient penalty when making attacks with simple weapons.

Skip Shot

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: If the character has a solid, relatively smooth surface on which to skip a bullet (such as a street or a concrete wall), and a target within 10 feet of that surface, the character may ignore cover between the character and the target. However, the character receives a –2 penalty on his or her attack roll, and the character's attack deals –1 die of damage.

Special: The surface doesn't have to be perfectly smooth and level; a brick wall or an asphalt road can be used. The target can have no more than nine-tenths cover for A character to attempt a skip shot.

Spring Attack

Prerequisites: Dexterity 13, Dodge, Mobility, base attack bonus +4.

Benefit: When using an attack action with a melee weapon, the character can move both before and after the attack, provided that the total distance moved is not greater than the character's speed.

Moving in this way does not provoke an attack of opportunity from the defender the character is attacking (though it can provoke attacks of opportunity from others, as normal).

A character can't use this feat if he or she is carrying a heavy load or wearing heavy armor.

Stealthy

Benefit: The character gets a +2 bonus on all Hide checks and Move Silently checks.

Strafe

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: When using a firearm on autofire, the character can affect an area four 5-foot squares long and one square wide (that is, any four squares in a straight line).

Normal: A firearm on autofire normally affects a 10-foot-by-10-foot area.

Streetfighting

Prerequisites: Brawl, base attack bonus +2.

Benefit: Once per round, if the character makes a successful melee attack with an unarmed strike or a light weapon, the character deals an extra 1d4 points of damage.

Studious

Benefit: The character gets a +2 bonus on all Decipher Script checks and Research checks.

Sunder

Prerequisites: Strength 13, Power Attack.

Benefit: When the character strikes an object held or carried by an opponent, such as a weapon, the character does not provoke an attack of opportunity.

The character gains a +4 bonus on any attack roll made to attack an object held or carried by another character. The character deals double normal damage to objects, whether they are held or carried or not.

Normal: A character without this feat incurs an attack of opportunity when he or she strikes at an object held or carried by another character.

Surface Vehicle Operation

Select a class of surface vehicle (heavy wheeled, powerboat, sailboat, ship, or tracked). The character is proficient at operating that class of vehicle.

The heavy wheeled class includes all kinds of semi-trucks and tractor-trailers, as well as wheeled construction vehicles (such as earth movers) and wheeled armored vehicles (such as some

armored personnel carriers). Powerboats are engine-powered water vessels designed for operation by a single person and usually no more than 100 feet in length. Sailboats are wind-powered water vessels. Ships are large, multicrewed water vessels. Tracked vehicles include bulldozers and tanks and other military vehicles.

Prerequisite: Drive 4 ranks.

Benefit: The character takes no penalty on Drive checks or attack rolls made when operating a surface vehicle of the selected class.

Normal: Characters without this feat take a -4 penalty on Drive checks made to operate a surface vehicle that falls under any of these classes, and to attacks made with vehicle weapons. There is no penalty when you operate a general-purpose surface vehicle.

Special: A character can gain this feat as many as five times. Each time the character takes the feat, he or she selects a different class of surface vehicle.

Surgery

Prerequisite: Treat Injury 4 ranks.

Benefit: The character can use the Treat Injury skill to perform surgery without penalty.

Normal: Characters without this feat take a -4 penalty on Treat Injury checks made to perform surgery.

Toughness

Benefit: The character gains +3 hit points.

Special: A character may gain this feat multiple times. Its effects stack.

Track

Benefit: To find tracks or follow them for one mile requires a Survival check. The character must make another Survival check every time the tracks become difficult to follow.

The character moves at half his or her normal speed (or at the character's normal speed with a -5 penalty on the check, or at up to twice the character's speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions.

Surface	Track DC
Very soft	5
Soft	10
Firm	15
Hard	20

Very Soft: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the quarry leaves frequent but shallow footprints.

Firm: Most normal outdoor or exceptionally soft or dirty indoor surfaces. The quarry might leave some traces of its passage, but only occasional or partial footprints can be found.

Hard: Any surface that doesn't hold footprints at all, such as bare rock, concrete, metal deckings, or indoor floors. The quarry leaves only traces, such as scuff marks.

If the character fails a Survival check, he or she can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the Survival skill to find tracks, but can only follow tracks if the DC is 10 or less.

A character can use the Search skill to find individual footprints, but cannot follow tracks using Search.

Condition	DC Modifier
Every three targets in the group being tracked	-1
Size of targets being tracked: ¹	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: ²	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked target hides trail (and moves at half speed)	+5

1 For a group of mixed sizes, apply only the modifier for the largest size category represented.

2 Apply only the largest modifier from this category.

Trustworthy

Benefit: The character gets a +2 bonus on all Diplomacy checks and Gather Information checks.

Two-Weapon Fighting

Prerequisite: Dexterity 13.

Benefit: The character's penalties for fighting with two weapons are lessened by 2.

The weapons used must both be melee weapons or both be ranged weapons (the character can't mix the types).

Unbalance Opponent

Prerequisites: Defensive Martial Arts, base attack bonus +6.

Benefit: During the character's action, the character designates an opponent no more than one size category larger or smaller than the character. That opponent doesn't get to add his or her Strength modifier to attack rolls when targeting the character. (If the opponent has a Strength penalty, he or she still takes that penalty.)

The opponent's Strength modifier applies to damage, as usual. The character can select a new opponent on any action.

Vehicle Dodge

Prerequisites: Dexterity 13, Drive 6 ranks, Vehicle Expert.

Benefit: When driving a vehicle, during the character's action the character designates an opposing vehicle or a single opponent. The character's vehicle and everyone aboard it receive a +1 dodge bonus to Defense against attacks from that vehicle or opponent. The character can select a new vehicle or opponent on any action.

Vehicle Expert

Benefit: The character gets a +2 bonus on all Drive checks and Pilot checks.

Weapon Finesse

Choose one light melee weapon, a rapier (if the character can use it with one hand), or a chain.

Prerequisites: Proficient with weapon, base attack bonus +1.

Benefit: With the selected melee weapon, the character may use his or her Dexterity modifier instead of his or her Strength modifier on attack rolls.

Special: A character can gain this feat multiple times. Each time the character takes the feat, the character selects a different weapon.

Weapon Focus

Choose a specific weapon. A character can choose unarmed strike or grapple for your weapon for purposes of this feat.

Prerequisites: Proficient with weapon, base attack bonus +1.

Benefit: The character adds +1 to all attack rolls he or she makes using the selected weapon.

Special: A character can gain this feat multiple times. Each time the character takes the feat, the character must select a different weapon.

Whirlwind Attack

Prerequisites: Dexterity 13, Intelligence 13, Dodge, Mobility, Spring Attack, Combat Expertise, base attack bonus +4.

Benefit: When the character performs a full-round action, the character can give up his or her regular attacks and instead make one melee attack at the character's highest base attack bonus against each adjacent opponent.

Windfall

Benefit: The character's Wealth bonus increases by +3. Also, this feat provides a +1 bonus on all Profession checks.

Special: A character can select this feat multiple times. Each time, both of its effects stack.

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SKILL BASICS

Getting Skills

At each level, a character gets skill points that are used to buy skills. The character's class and Intelligence modifier determine the number of points received.

If the character buys a class skill, he or she gets 1 rank in the skill for each skill point spent. If the character buys a cross-class skill, he or she gets ½ rank per skill point. The maximum rank in a class skill is equal to character level + 3. The maximum rank in a cross-class skill is one-half of this number.

Using Skills

To make a skill check, roll:

1d20 + skill modifier
(Skill modifier = skill ranks + ability modifier + miscellaneous modifiers)

Skill Ranks: A character's ranks in a skill is based on the number of skill points the character has invested in the skill. Some skills can be used even if the character has no ranks in the skill; doing this is known as making an untrained skill check.

Ability Modifier: The ability modifier used in the skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability of a skill is noted in its description.

Miscellaneous Modifiers: Miscellaneous modifiers include bonuses provided by feats and class features, and penalties such as the ones associated with the nonproficient use of armor, among others.

Acquiring Skill Ranks

Ranks indicate how much training or experience a character has with a given skill. Each skill has a number of ranks, from 0 (for a skill in which a character has no training at all) to 23 (for a 20th-level character who has increased a class skill to its maximum rank). When making a skill check, a character adds his or her skill ranks to the roll as part of the skill modifier. The rules assume that a character can always find a way to learn any skill. However, the GM can impose limits depending on circumstances and a given situation.

Table: Skill Points per Level

Class	1st-Level Skill Points	Higher-Level Skill Points
Strong	(3 + Int modifier) x4	3 + Int modifier
Fast	(5 + Int modifier) x4	5 + Int modifier
Tough	(3 + Int modifier) x4	3 + Int modifier
Smart	(9 + Int modifier) x4	9 + Int modifier
Dedicated	(5 + Int modifier) x4	5 + Int modifier
Charismatic	(7 + Int modifier) x4	7 + Int modifier

Skill Checks

Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success when making a skill check, and a natural roll of 1 is not an automatic failure.

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number set by the GM (using the skill rules as a guideline) that a character must attain to succeed.

Table: Difficulty Class Examples

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something large in plain sight (Spot)
Easy (5)	Climb a knotted rope (Climb)
Average (10)	Hear an approaching security guard (Listen)
Tough (15)	Disarm an explosive (Demolitions)
Challenging (20)	Swim against a strong current (Swim)
Formidable (25)	Break into a secure computer system (Computer Use)
Heroic (30)	Leap across a 30-foot chasm (Jump)
Superheroic (35)	Convince the guards that even though you're not wearing an ID badge and aren't on their list, they should let you into the building (Bluff)
Nearly impossible (40)	Track a trained commando through the forests of Brazil on a moonless night after 12 days of rainfall (Survival)

Opposed Checks

Some skill checks are opposed checks. They are made against a randomized number, usually another character's skill check result.

For ties on opposed checks, the character with the higher key ability score wins. If those scores are the same, roll again.

Table: Example Opposed Checks

Task	Skill	Opposing Skill
Sneak up on someone	Move Silently	Listen
Con someone	Bluff	Sense Motive
Hide from someone	Hide	Spot
Win a car race	Drive	Drive
Pretend to be someone else	Disguise	Spot
Steal a key chain	Sleight of Hand	Spot
Create a fake ID	Forgery	Forgery

Trying Again

If a character fails on a skill check, he or she can sometimes try again. Check the skill description to find out if, and under what circumstances, a character can try again. Many skills, however, have natural consequences for failing that must be accounted for. Some skills can't be tried again once a check has failed for a particular task.

If the use of a skill carries no penalty for failure, a character can take 20 and assume that he or she keeps trying until he or she eventually succeeds.

Untrained Skill Checks

Generally, if a character attempts to use a skill he or she doesn't have any ranks in, the character makes a skill check as described. The character's skill modifier don't include skill ranks because the character doesn't have any. The character does get other modifiers, though, such as the ability modifier for the skill's key ability.

Some skills can be used only if the character is trained in the skill.

Favorable and Unfavorable Conditions

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

The GM can alter the odds of success in four ways to take into account exceptional circumstances:

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character, or working under conditions that are significantly better than normal.
2. Give the skill user a -2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or possessing misleading information.
3. Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience when making a Perform check or searching for information on an extremely well documented topic with a Computer Use check.
4. Increase the DC by 2 to represent circumstances that make the task harder, such as making a Perform check in front of a hostile audience or searching for information on a very poorly documented topic with a Computer Use check.

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

Time and Skill Checks

Using a skill might take a round, several rounds, or even longer. It might take no time at all. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. See the skill description for specifics on how long a skill takes to use.

In general, using a skill that requires concentration while in close combat is dangerous. Nearby opponents can make attacks of opportunity against a character when he or she lets his or her guard down.

Tools

Some skill applications require the use of tools. If tools are needed, the specific items required are mentioned in the skill description. If the character doesn't have the appropriate tools, he or she can still attempt to use the skill, but the character takes a -4 penalty on his or her check.

A character may be able to put together some impromptu tools to make the check. If the GM allows it, reduce the penalty to -2 (instead of -4) for using impromptu tools. It usually takes some time (several minutes to an hour or more) to collect or create a set of impromptu tools, and it may require a skill check as well.

Checks without Rolls

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

Taking 10

When a character is not being threatened or distracted, he or she may choose to take 10. Instead of rolling 1d20 for the skill check, calculate the result as if the character had rolled a 10 (an average roll on a d20). For many relatively routine tasks, taking 10 results in a success.

Distractions and threats make it impossible for a character to take 10. A character also can't take 10 when using a skill untrained, though the GM may allow exceptions for truly routine activities.

Taking 20

When a character has plenty of time, is faced with no threats or distractions, and the skill being attempted carries no penalty for failure, a character can take 20. Instead of rolling 1d20 for the skill check, calculate the result as if the character had rolled a 20.

Taking 20 is the equivalent of attempting the check over and over again until the character gets it right. Taking 20 takes twenty times as long as making a single check (2 minutes for a skill that can normally be checked in 1 round).

Aiding Another

In some situations, characters can cooperate to accomplish a given task. One character is designated as the leader in the effort, while the others try to aid the character in his or her efforts. A character aids another by making a skill check (DC 10). This is an attack action, and the character can't take 10 on this check. If the check succeeds, the character's ally gains a +2 circumstance bonus to apply to his or her skill check to complete the task.

In many cases, a character's help won't be beneficial, or only a limited number of characters can help at the same time. The GM limits aid another attempts as he or she sees fit for the conditions.

Skill Synergy

Sometimes, the GM may decide that having one skill provides a bonus when a character uses another skill in certain situations. The character must have at least 5 ranks in the related skill to gain this synergy bonus, and the GM must agree that the two skills can complement each other in the given situation. In such cases, the character receives a +2 synergy bonus on the skill check.

Ability Checks

Sometimes a character tries to do something to which no specific skill applies. In these cases, the character makes an ability check: Roll 1d20 and apply the appropriate ability modifier. The GM assigns a DC, or sets up an opposed check when two characters are engaged in a contest using one ability against another. In some cases, a test of one's ability doesn't involve luck. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, make opposed Strength checks.

Example Ability Check	Key Ability
Forcing open a jammed or locked door	Strength
Tying a rope	Dexterity
Holding one's breath	Constitution
Navigating a maze	Intelligence
Recognize a stranger you've seen before	Wisdom
Getting yourself noticed in a crowd	Charisma

Modifier Types and Stacking

A modifier provides a bonus (a positive modifier) or a penalty (a negative modifier) to a die roll.

Bonuses with specific descriptors, such as "equipment bonus," generally don't stack (combine for cumulative effect) with others of the same type. In those cases, only the best bonus of that type applies.

The only specific bonuses that stack are dodge bonuses, synergy bonuses, and sometimes circumstance bonuses. Circumstance bonuses stack only if they're provided by differing circumstances; if two circumstance bonuses caused by similar circumstances apply, they don't stack.

Specific bonuses that don't stack include competence, cover, equipment, morale, natural armor, and size.

If the game setting includes magic or other supernatural effects, there can also be deflection, enhancement, enlargement, haste, inherent, insight, luck, profane, resistance, and sacred bonus descriptors. None of these bonuses stack.

Any bonus without a descriptor (such as simply a "+1 bonus") stacks with other bonuses.

All penalties stack, regardless of their descriptors.

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SKILLS I

Skill Descriptions

Skills are presented in alphabetical order, in the following format. Entries that do not apply to a particular skill are omitted in that skill's description.

Skill Description Format

Skill Name (Key Ability)
Trained Only; Armor Penalty

The skill name line and the line beneath it include the following information:

Key Ability: The abbreviation for the ability whose modifier applies to the skill check. Exceptions: *Speak Language* and *Read/Write Language* have "None" given as their key ability because the use of these skills never requires a check.

Trained Only: If "Trained Only" appears on the line beneath the skill name, a character must have at least 1 rank in the skill to use it. If "Trained Only" is omitted, the skill can be used untrained. If any particular notes apply to trained or untrained use, they are covered in the *Special* section (see below).

Armor Penalty: If "Armor Penalty" appears on the line beneath the skill name, apply the armor penalty for the armor the character is wearing to checks involving this skill.

Check: What a character can do with a successful skill check, and the check's DC.

Try Again?: Any conditions that apply to repeated attempts to use the skill for a particular purpose. If this entry is omitted, the skill check can be tried again without any inherent penalty other than taking additional time.

Special: Any particular notes that apply, such as whether a character can take 10 or take 20 when using the skill.

Untrained: Any details about using a skill untrained. If this entry doesn't appear, it means the skill works the same even when used untrained, or that an untrained character can't make checks with this skill (true for skills that are designated "Trained Only").

Time: How much time it takes to make a check with this skill.

Balance (Dex)

Armor Penalty

Check: The character can walk on a precarious surface. A successful check lets the character move at half his or her speed along the surface as a move action. A failure indicates that the character spends his or her move action keeping his or her

balance and does not move. A failure by 5 or more indicates that the character falls. The difficulty varies with the conditions of the surface.

Narrow Surface	DC*	Difficult Surface	DC
7–12 in. wide	10	Uneven or angled	10
2–6 in. wide	15	Slippery surface	10
Less than 2 in. wide	20		

*Add +5 to the DC if the narrow surface is slippery or angled; add +10 if it is both slippery and angled.

Being Attacked While Balancing: While balancing, the character is flat-footed (the character loses his or her Dexterity bonus to Defense, if the character has one), unless the character has 5 or more ranks in Balance. If the character takes damage, he or she must make a Balance check again to remain standing.

Accelerated Movement: The character can try to cross a precarious surface more quickly than normal. The character can move his or her full speed, but the character takes a –5 penalty on his or her Balance check. (Moving twice the character's speed in a round requires two checks, one for each move action.)

The character can attempt to charge across a precarious surface. Charging requires one Balance check at a –5 penalty for each multiple of the character's speed (or fraction thereof) that the character charges.

Special: A character can take 10 when making a Balance check, but can't take 20.

A character with the *Focused* feat gets a +2 bonus on all Balance checks.

Time: Balancing while moving one-half the character's speed is a move action.

Accelerated movement, allowing the character to balance while moving his or her full speed, is also a move action.

Bluff (Cha)

Check: A Bluff check is opposed by the target's Sense Motive check when trying to con or mislead. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can work against the character: The bluff is hard to believe, or the action that the bluff requires the target to take goes against the target's self-interest, nature, personality, or orders.

If it's important, the GM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the target's Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target's Sense Motive check succeeds by 11 or more, he has seen through the bluff, and would have succeeded in doing so even if it had not placed any demand on him (that is, even without the +10 bonus).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less), or the target believes something that the character wants him or her to believe.

A bluff requires interaction between the character and the target. Targets unaware of the character can't be bluffed.

Sense Motive	Modifier
Example Circumstances	
The target wants to believe the character.	-5
The bluff is believable and doesn't affect the target much one way or the other.	+0
The bluff is a little hard to believe or puts the target at some kind of risk.	+5
The bluff is hard to believe or entails a large risk for the target.	+10
The bluff is way out there; it's almost too incredible to consider.	+20

Feinting in Combat: A character can also use Bluff to mislead an opponent in combat so that the opponent can't dodge the character's attack effectively. If the character succeeds, the next attack the character makes against the target ignores his or her Dexterity bonus to Defense (if the opponent has one), thus lowering his or her Defense score. Using Bluff in this way against a creature of animal intelligence (Int 1 or 2) requires a -8 penalty on the check. Against a nonintelligent creature, feinting is impossible.

Creating a Diversion to Hide: A character can use Bluff to help him or her hide. A successful Bluff check gives the character the momentary diversion needed to attempt a Hide check while people are aware of the character. (See the Hide skill)

Sending a Secret Message: A character can use Bluff to send and understand secret messages while appearing to be speaking about other things. The DC for a basic message is 10. Complex messages or messages trying to communicate new information have DCs of 15 or 20. Both the sender and the receiver must make the check for the secret message to be successfully relayed and understood.

Anyone listening in on a secret message can attempt a Sense Motive check (DC equal to the sender's Bluff check result). If successful, the eavesdropper realizes that a secret message is contained in the communication. If the eavesdropper beats the DC by 5 or more, he or she understands the secret message. Whether trying to send or intercept a message, a failure by 5 or more points means that one side or the other misinterprets the message in some fashion.

Try Again?: Generally, a failed Bluff check makes the target too suspicious for the character to try another bluff in the same circumstances. For feinting in combat, the character may try again freely.

Special: A character can take 10 when making a bluff (except for feinting in combat), but can't take 20.

A character with the Deceptive feat gets a +2 bonus on all Bluff checks.

Time: A bluff takes at least 1 round (and is at least a full-round action) but can take much longer if the character tries something elaborate. Using Bluff as a feint in combat is an attack action.

Climb (Str)

Armor Penalty

Check: With each successful Climb check, the character can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds).

A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.

A failed Climb check indicates that the character makes no progress, and a check that fails by 5 or more means that the

character falls from whatever height he or she had already attained (unless the character is secured with some kind of harness or other equipment).

The DC of the check depends on the conditions of the climb. If the climb is less than 10 feet, reduce the DC by 5.

Since the character can't move to avoid an attack, he or she is flat-footed while climbing (the character loses any Dexterity bonus to Defense).

Any time the character takes damage while climbing, make a Climb check against the DC of the slope or wall. Failure means the character falls from his or her current height and sustains the appropriate falling damage.

Accelerated Climbing: A character can try to climb more quickly than normal. The character can move his or her full speed, but the character takes a -5 penalty on his or her Climb check. (Moving twice the character's speed in a round requires two checks, one for each move action.)

Making Handholds and Footholds: A character can make handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In similar fashion, a climber with an ice axe or other proper implement can cut handholds or footholds in an ice wall.

Catching Yourself When Falling: It's practically impossible for a character to catch him or herself on a wall while falling. Make a Climb check (DC equal to wall's DC + 20) to do so. A slope is relatively easier to catch on (DC equal to slope's DC + 10).

Special: Someone using a rope can haul a character upward (or lower the character) by means of sheer strength. Use two times a character's maximum load to determine how much weight he or she can lift.

A character can take 10 while climbing, but can't take 20.

A character without climbing gear takes a -4 penalty on Climb checks. At the GM's discretion, certain kinds of climbing attempts might require only a rope or some other implement, or even just one's hands and feet, rather than a full set of climbing gear to avoid the penalty.

A character with the Athletic feat gets a +2 bonus on all Climb checks.

- DC Example Wall or Surface or Task
- 0 A slope too steep to walk up.
- 5 A knotted rope with a wall to brace against.
- 10 A rope with a wall to brace against. A knotted rope. A surface with sizable ledges to hold on to and stand on, such as a rugged cliff face.
- 15 Any surface with adequate handholds and footholds (natural or artificial), such as a rough natural rock surface, a tree, or a chain-link fence. An unknotted rope. Pulling yourself up when dangling by your hands.
- 20 An uneven surface with just a few narrow handholds and footholds, such as a coarse masonry wall or a sheer cliff face with a few crevices and small footholds.
- 25 A rough surface with no real handholds or footholds, such as a brick wall.
- 25 Overhang or ceiling with handholds but no footholds.
- A perfectly smooth, flat, vertical surface can't be climbed.
- 10* Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
- 5* Climbing a corner where a character can brace against perpendicular walls (reduces normal DC by 5).
- +5* Surface is slippery (increases normal DC by 5).
- *These modifiers are cumulative; use any that apply.
- Time: Climbing at one-half your speed is a full-round action. Moving half that far (one-fourth the character's speed) is a move action.
- Accelerated climbing, allowing the character to climb at his or her full speed, is a full-round action. A character can move half that far (one-half his or her speed) as a move action.

Computer Use (Int)

Check: Most normal computer operations don't require a Computer Use check (though a character might have to make a Research check; see the Research skill description). However, searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (better or worse), and breaking through computer security are all relatively difficult and require skill checks.

Find File: This skill can be used for finding files or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which the character is searching.

Finding public information on the Internet does not fall under this category; usually, such a task requires a Research check.

This application of the Computer Use skill only pertains to finding files on private systems with which the character is not familiar.

Size of Site	DC	Time
Personal computer	10	1 round
Small office network	15	2 rounds
Large office network	20	1 minute
Massive corporate network	25	10 minutes

Defeat Computer Security: This application of Computer Use can't be used untrained. The DC is determined by the quality of the security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorized entry. An

alerted administrator may attempt to identify the character or cut off the character's access to the system.

Sometimes, when accessing a difficult site, the character has to defeat security at more than one stage of the operation. If the character beats the DC by 10 or more when attempting to defeat computer security, the character automatically succeeds at all subsequent security checks at that site until the end of the character's session (see Computer Hacking below).

Level of Security DC

Minimum	20
Average	25
Exceptional	35
Maximum	40

Computer Hacking

Breaking into a secure computer or network is often called hacking.

When a character hacks, he or she attempts to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single computer, or as large as a corporate network connecting computers and data archives all over the world—the important thing is that access to the site connects the user to everything within it. Some sites can be accessed via the Internet; others are not connected to any outside network and can only be tapped into by a user who physically accesses a computer connected to the site.

Every site is overseen by a system administrator—the person in charge of the site, and who maintains its security. Often, the system administrator is the only person with access to all of a site's functions and data. A site can have more than one system administrator; large sites have a system administrator on duty at all times. A character is the system administrator of his or her personal computer.

When a character hacks into a site, the visit is called a session. Once a character stops accessing the site, the session is over. The character can go back to the site in the future; when he or she does, it's a new session.

Several steps are required to hack into a site:

Covering Tracks: This step is optional. By making a Computer Use check (DC 20), a character can alter his or her identifying information. This imposes a –5 penalty on any attempt made to identify the character if his or her activity is detected.

Access the Site: There are two ways to do this: physically or over the Internet.

Physical Access: A character gains physical access to the computer, or a computer connected to the site. If the site being hacked is not connected to the Internet, this is probably the only way a character can access it. A variety of skill checks may be required, depending on the method used to gain access.

Internet Access: Reaching a site over the net requires two Computer Use checks. The first check (DC 10) is needed to find the site on the net. The second is a check to defeat computer security (see the Computer Use skill description). Once a character has succeeded in both checks, the character has accessed the site.

Locate What You're Looking For: To find the data (or application, or remote device) the character wants, make a Computer Use check. See Find File under the skill description.

Defeat File Security: Many networks have additional file security. If that's the case, the character needs to make another check to defeat computer security.

Do Your Stuff: Finally, the character can actually do what he or she came to do. If the character just wants to look at records, no additional check is needed. (A character can also download data, although that often takes several rounds—or even several minutes, for especially large amounts of information—to complete.) Altering or deleting records sometimes requires yet another check to defeat computer security. Other operations can be carried out according to the Computer Use skill description.

Defend Security: If the character is the system administrator for a site (which may be as simple as being the owner of a laptop), he or she can defend the site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder’s access (end the intruder’s session), or even to identify the intruder.

To cut off access, make an opposed Computer Use check against the intruder. If the character succeeds, the intruder’s session is ended. The intruder might be able to defeat the character’s security and access his or her site again, but the intruder will have to start the hacking process all over.

Attempting to cut off access takes a full round.

One surefire way to prevent further access is to simply shut the site down. With a single computer, that’s often no big deal—but on a large site with many computers (or computers controlling functions that can’t be interrupted), it may be time-consuming or even impossible.

To identify the intruder, make an opposed Computer Use check against the intruder. If the character succeeds, the character learns the site from which the intruder is operating (if it’s a single computer, the character learns the name of the computer’s owner). Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the character’s site for the entire length of the check—if the intruder’s session ends before the character finishes the check, the character automatically fails.

This application of the skill can be used to intercept a cell phone conversation if the character has a cellular interceptor. The DC is 35, or 25 if the character knows the number of the phone that initiated the call.

Degrade Programming: A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what the character tries to do. Crashing a computer simply shuts it down. Its user can restart it without making a skill check (however, restarting takes 1 minute). Destroying programming makes the computer unusable until the programming is repaired.

Damaging programming imposes a –4 penalty on all Computer Use checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and won’t simply decide to use a different computer).

A character can degrade the programming of multiple computers at a single site; doing so adds +2 to the DC for each additional computer.

Scope of Alteration	DC	Time
Crash computer	10	1 minute
Destroy programming	15	10 minutes
Damage programming	20	10 minutes

Fixing the degraded programming requires 1 hour and a Computer Use check against a DC equal to the DC for degrading it + 5.

Write Program: A character can create a program to help with a specific task. Doing so grants the character a +2 circumstance bonus to the task.

A specific task, in this case, is one type of operation with one target.

The DC to write a program is 20; the time required is 1 hour.

Operate Remote Device: Many devices are computer-operated via remote links. If the character has access to the computer that controls such systems, the character can either shut them off or change their operating parameters. The DC depends on the nature of the operation. If the character fails the check by 5 or more, the system immediately alerts its administrator that there has been an unauthorized use of the equipment. An alerted administrator may attempt to identify the character or cut off his or her access to the system.

Special: A character can take 10 when using the Computer Use skill. A character can take 20 in some cases, but not in those that involve a penalty for failure. (A character cannot take 20 to defeat computer security or defend security.)

A character with the Gearhead feat gets a +2 bonus on all Computer Use checks.

Time: Computer Use requires at least a full-round action. The GM may determine that some tasks require several rounds, a few minutes, or longer, as described above.

Type of Operation	DC	Time
Shut down passive remote (including cameras and door locks)	20	1 round per remote
Shut down active remote (including motion detectors and alarms)	25	1 round per remote
Reset parameters	30	1 minute per remote
Change passcodes	25	1 minute
Hide evidence of alteration	+10	1 minute
Minimum security	–5	—
Exceptional security	+10	—
Maximum security	+15	—

Concentration (Con)

Check: A character makes a Concentration check whenever he or she may potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires the character’s full attention. Such actions include using skills that provoke attacks of opportunity while in a threatened square. In general, if an action would not normally incur an attack of opportunity, a character doesn’t need to make a Concentration check to avoid being distracted.

If the check succeeds, the character may continue with the action. If the Concentration check fails, the action automatically fails.

The check DC depends on the nature of the distraction.

Try Again?: Yes, though a success doesn’t cancel the effects of a previous failure, such as the disruption of an action that was being concentrated on.

Special: By making a check against DC 15, a character can use Concentration to attempt an action defensively, so as to avoid attacks of opportunity altogether. This doesn’t apply to other actions that might incur attacks of opportunity (such as moving). If the Concentration check succeeds, the character may attempt the action normally without incurring any attacks of

opportunity. A successful Concentration check still doesn't allow a character to take 10 on a check when he or she is in a stressful situation; the character must roll the check as normal. If the Concentration check fails, the related action automatically fails (with any appropriate ramifications), and the action is wasted, just as if the character's concentration had been disrupted by a distraction.

Special: Since Concentration checks are called for in stressful situations, a character cannot take 10 or take 20 on such checks. A character with the Focused feat gets a +2 bonus on all Concentration checks.

The concentration skill has further uses for characters using magic or psionics.

Time: Making a Concentration check doesn't require an action; it is either a reaction (when attempted in response to a distraction) or part of another action (when attempted actively).

Distraction	DC
Damaged during the action ¹	10 + damage dealt
Taking continuous damage ² during the action	10 + half of continuous damage last dealt

Vigorous motion (bouncy vehicle ride, small boat in rough water, belowdecks in a storm-tossed ship, riding a horse)	10
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Violent motion (very rough vehicle ride, small boat in rapids, on deck of storm-tossed ship, galloping horse)	15
---	----

Extraordinarily violent motion (earthquake)	20
---	----

Entangled in net or snare	15
Grappling or pinned	20

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

Weather is wind-driven hail, dust, or debris	10
--	----

¹ Such as an activity that requires more than a single full-round action. Also from an attack of opportunity or readied attack made in response to the action being taken (for activities requiring no more than a full-round action).

² Such as from catching on fire.

Craft (Int)

This skill encompasses several categories, each of them treated as a separate skill: Craft (chemical), Craft (electronic), Craft (mechanical), Craft (pharmaceutical), Craft (structural), Craft (visual arts), and Craft (writing).

Craft skills are specifically focused on creating objects. To use a Craft skill effectively, a character must have a kit or some other set of basic tools. The purchase DC of this equipment varies according to the particular Craft skill.

To use Craft, first decide what the character is trying to make and consult the category descriptions below. Make a Wealth check against the given purchase DC for the object to see if the character succeeds in acquiring the raw materials. If the character succeeds at that check, make the Craft check against the given DC for the object in question. If the character fails the check, he or she does not make the object, and the raw materials are wasted (unless otherwise noted).

Generally, a character can take 10 when using a Craft skill to construct an object, but can't take 20 (since doing so represents multiple attempts, and the character uses up the raw materials after the first attempt). The exception is Craft (writing); a character can take 20 because the character does not use up any

raw materials (and thus no Wealth check is required to use the skill).

Craft (chemical) (Int)

Trained Only

This skill allows a character to mix chemicals to create acids, bases, explosives, and poisonous substances.

Acids and Bases: Acids are corrosives substances. Bases neutralize acids but do not deal damage. A base of a certain type counteracts an acid of the same type or a less potent type.

Type of Acid	Purchase		Craft DCs		Time
	DC	Acid	Base		
Mild (1d6/1d10) ¹	8	15	10	1 min.	
Potent (2d6/2d10)	12	20	15	30 min.	
Concentrated (3d6/3d10)	16	30	20	1 hr.	

¹ The dice rolls in parentheses are typical splash damage/immersion damage caused per round of exposure to the acid.

Explosives: Building an explosive from scratch is dangerous. If the Craft (chemical) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius.

If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires a Demolitions check.

Type of Scratch-Built Explosive	Purchase		Craft	
	DC		DC	Time
Improvised (1d6/5 feet) ¹	6		10	1 round
Simple (2d6/5 feet)	12		15	10 min.
Moderate (4d6/10 feet)	16		20	1 hr.
Complex (6d6/15 feet)	20		25	3 hr.
Powerful (8d6/20 feet)	25		30	12 hr.
Devastating (10d6/25 feet)	30		35	24 hr.

¹ The figures in parentheses are typical damage/burst radius for each type of explosive.

Poisonous Substances: Solid poisons are usually ingested.

Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective.

The table below summarizes the characteristics of various poisons.

Save DC: The Difficulty Class of the Fortitude save to negate the effects of the poison.

Initial Damage: The damage a character takes immediately upon failing his or her Fortitude save.

Secondary Damage: The damage a character takes after 1 minute of exposure to the poison if the character fails a second saving throw. Ability score damage is temporary, unless marked with an asterisk, in which case the damage is permanent ability drain. Unconsciousness lasts for 1d3 hours, and paralysis lasts 2d6 minutes.

Purchase DC: The DC for the Wealth check necessary to obtain the raw materials to craft the poison, or to purchase one bottle of solid or liquid poison or one high-pressure cylinder of gaseous poison. A bottle holds four doses, while a cylinder holds enough gas to fill a 10-foot-radius area.

Restriction: The restriction rating for the poison, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the poison on the black market.

Craft DC: The DC of the Craft check to create a quantity of the poison.

Time: The amount of time required for the Craft check.
If the Craft check succeeds, the final product is a synthesized solid or liquid poison stored in a bottle (containing 4 doses) or a

gas stored in a pressurized cylinder. When released, the gas is sufficient to fill a 10-foot-radius area and takes 1 round to fill the area.

Table: poisons

Poison	Save Type	DC	Initial Damage	Secondary Damage	Purchase DC	Restriction	Craft DC	Time
Arsenic	Ingested	15	1d4 Str	2d4 Con	9	Res (+2)	24	4 hr.
Atropine	Injury	13	1d6 Dex	1d6 Str	3	Res (+2)	14	1 hr.
Belladonna (plant)	Injury	18	1d6 Str	2d6 Str	14	Lic (+1)	n/a	n/a
Blue vitriol	Injury	12	1d2 Con	1d2 Con	3	Res (+2)	9	1 hr.
Blue-ringed octopus venom	Injury	15	1d4 Con	1d4 Con	14	Lic (+1)	n/a	n/a
Chloral hydrate	Ingested	18	1d6 Dex	Unconsciousness 1d3 hours	12	Res (+2)	28	8 hr.
Chloroform 1	Inhaled	17	Unconsciousness 1d3 hours	—	9	Res (+2)	24	4 hr.
Curare (plant)	Injury	18	2d4 Dex	2d4 Wis	15	Res (+2)	n/a	n/a
Cyanide	Injury	16	1d6 Con	2d6 Con	15	Mil (+3)	31	15 hr.
Cyanogen	Inhaled	19	1d4 Dex	2d4 Con	12	Mil (+3)	28	8 hr.
DDT	Inhaled	17	1d2 Str	1d4 Str	9	Lic (+1)	20	4 hr.
Knockout gas	Inhaled	18	1d3 Dex	Unconsciousness 1d3 hours	12	Res (+2)	26	8 hr.
Lead arsenate (gas)	Inhaled	12	1d2 Str	1d4 Con	6	Res (+2)	17	2 hr.
Lead arsenate (solid)	Ingested	12	1d2 Con	1d4 Con	6	Res (+2)	18	2 hr.
Mustard gas	Inhaled	17	1d4 Con	2d4 Con	12	Mil (+3)	26	8 hr.
Paris green (gas)	Inhaled	14	1d2 Con	1d4 Con	9	Res (+2)	20	4 hr.
Paris green (solid)	Ingested	14	1d4 Con	1d4 Con	9	Res (+2)	24	4 hr.
Puffer poison (fish)	Injury	13	1d6 Str	Paralysis 2d6 minutes	13	Lic (+1)	n/a	n/a
Rattlesnake venom	Injury	12	1d6 Con	1d6 Con	12	Lic (+1)	n/a	n/a
Sarin nerve gas	Inhaled	18	1d4 Con	2d4 Con	15	Illegal (+4)	30	15 hr.
Scorpion/tarantula venom	Injury	11	1d2 Str	1d2 Str	12	Lic (+1)	n/a	n/a
Strychnine	Injury	19	1d3 Dex	2d4 Con	9	Res (+2)	23	4 hr.
Tear gas	Inhaled	15	Blindness 1d6 rounds	—	9	Res (+2)	21	4 hr.
VX nerve gas	Inhaled	22	1d6 Con	2d6 Con	21	Illegal (+4)	42	48 hr.

1 Chloroform gives off vapor that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful grapple check and pin.

n/a: Certain poisons can't be made with the Craft skill. Instead, such a poison must be obtained by extracting it from the creature in question.

Special: A character without a chemical kit takes a -4 penalty on Craft (chemical) checks.

A character with the Builder feat gets a +2 bonus on all Craft (chemical) checks.

Craft (electronic) (Int)

Trained Only

This skill allows a character to build electronic equipment from scratch, such as audio and video equipment, timers and listening devices, or radios and communication devices.

When building an electronic device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides whether the device is simple, moderate, complex, or advanced compared to current technology.

Type of Scratch-Built	Purchase DC	Craft DC	Time
Electronics (Examples)	DC	DC	Time
Simple (timer or detonator)	8	15	1 hr.
Moderate	12	20	12 hr.
(radio direction finder, electronic lock)			
Complex (cell phone)	16	25	24 hr.
Advanced (computer)	22	30	60 hr.

Special: A character without an electrical tool kit takes a -4 penalty on Craft (electronic) checks.

A character with the Builder feat gets a +2 bonus on all Craft (electronic) checks.

Craft (mechanical) (Int)

Trained Only

This skill allows a character to build mechanical devices from scratch, including engines and engine parts, weapons, armor, and other gadgets. When building a mechanical device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides if the device is simple, moderate, complex, or advanced compared to current technology.

Type of Scratch-Built	Purchase DC	Craft DC	Time
Mechanical Device (Examples)	DC	DC	Time
Simple (tripwire trap)	5	15	1 hr.
Moderate	12	20	12 hr.
(engine component, light armor)			
Complex	16	25	24 hr.
(automobile engine, 9mm autoloader handgun)			
Advanced (jet engine)	20	30	60 hr.

Special: A character without a mechanical tool kit takes a –4 penalty on Craft (mechanical) checks.

A character with the Builder feat gets a +2 bonus on all Craft (mechanical) checks.

Craft (pharmaceutical) (Int)

Trained Only

This skill allows a character to compound medicinal drugs to aid in recovery from treatable illnesses. A medicinal drug gives a +2 circumstance bonus on Fortitude saves made to resist the effects of a disease.

The Craft (pharmaceutical) check is based on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it.

Disease Fortitude Save DC	Purchase DC	Craft DC	Time
14 or lower	5	15	1 hr.
15–18	10	20	3 hr.
19–22	15	25	6 hr.
23 or higher	20	30	12 hr.

Special: A character without a pharmacist kit takes a –4 penalty on Craft (pharmaceutical) checks.

A character with the Medical Expert feat gets a +2 bonus on all Craft (pharmaceutical) checks.

Craft (structural) (Int)

This skill allows a character to build wooden, concrete, or metal structures from scratch, including bookcases, desks, walls, houses, and so forth, and includes such handyman skills as plumbing, house painting, drywall, laying cement, and building cabinets.

Type of Scratch-Built Structure (Examples)	Purchase DC	Craft DC	Time
Simple (bookcase, false wall)	5	15	12 hr.
Moderate (catapult, shed, house deck)	10	20	24 hr.
Complex (bunker, domed ceiling)	15	25	60 hr.
Advanced (house)	20	30	600 hr.

When building a structure from scratch, the character describes the kind of structure he or she wants to construct; then the Gamemaster decides if the structure is simple, moderate, complex, or advanced in scope and difficulty.

Special: A character without a mechanical tool kit takes a –4 penalty on Craft (structural) checks.

A character with the Builder feat gets a +2 bonus on all Craft (structural) checks.

Craft (visual art) (Int)

This skill allows a character to create paintings or drawings, take photographs, use a video camera, or in some other way create a work of visual art.

When attempting to create a work of visual art, the character simply makes a Craft (visual art) check, the result of which determines the quality of the work.

Unless the effort is particularly elaborate or the character must acquire an expensive piece of equipment, the basic components have a purchase DC of 5.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10–19	Talented amateur

20–24 Professional

25–30 Expert

31 or higher Master

Creating a work of visual art requires at least a full-round action, but usually takes an hour, a day, or more, depending on the scope of the project.

Special: A character with the Creative feat gets a +2 bonus on all Craft (visual art) checks.

Craft (writing) (Int)

This skill allows a character to create short stories, novels, scripts and screenplays, newspaper articles and columns, and similar works of writing.

When creating a work of writing, the player simply makes a Craft (writing) check, the result of which determines the quality of the work.

No Wealth check is necessary to use this Craft skill.

Skill Check Result Effort Achieved

9 or lower Untalented amateur

10–19 Talented amateur

20–24 Professional

25–30 Expert

31 or higher Master

Creating a work of writing requires at least 1 hour, but usually takes a day, a week, or more, depending on the scope of the project.

Special: A character with the Creative feat gets a +2 bonus on all Craft (writing) checks.

Decipher Script (Int)

Trained Only

Check: A character can decipher writing in an ancient language or in code, or interpret the meaning of an incomplete text. The base DC is 20 for the simplest messages, 25 for standard codes, and 30 or higher for intricate or complex codes or exotic messages. Helpful texts or computer programs can provide a bonus (usually a +2 circumstance bonus) on the check, provided they are applicable to the script in question.

If the check succeeds, the character understands the general content of a piece of writing, reading about one page of text or its equivalent in 1 minute. If the check fails, the GM makes a Wisdom check (DC 10) for the character to see if he or she avoids drawing a false conclusion about the text. (Success means that the character does not draw a false conclusion; failure means that the character does.)

The GM secretly makes both the skill check and the Wisdom check so the character can't tell whether the conclusion drawn is accurate or not.

Try Again?: No, unless conditions change or new information is uncovered.

Special: A character can take 10 when making a Decipher Script check, but can't take 20.

A character with the Studios feat gets a +2 bonus on all Decipher Script checks.

Time: Decipher Script takes 1 minute or more, depending on the complexity of the code.

Demolitions (Int)

Trained Only

Check: Setting a simple explosive to blow up at a certain spot doesn't require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

Set Detonator: Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Demolitions check (DC 10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

A character can make an explosive difficult to disarm. To do so, the character chooses the disarm DC before making his or her check to set the detonator (it must be higher than 10). The character's DC to set the detonator is equal to the disarm DC. Place Explosive Device: Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt by exploiting vulnerabilities in the structure's construction.

The GM makes the check (so that the character doesn't know exactly how well he or she has done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.

Disarm Explosive Device: Disarming an explosive that has been set to go off requires a Demolitions check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If the character fails the check, he or she does not disarm the explosive. If the character fails by more than 5, the explosive goes off.

Special: A character can take 10 when using the Demolitions skill, but can't take 20.

A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Demolitions checks.

A character without a demolitions kit takes a -4 penalty on Demolitions checks.

Making an explosive requires the Craft (chemical) skill. See that skill description for details.

Time: Setting a detonator is usually a full-round action. Placing an explosive device takes 1 minute or more, depending on the scope of the job.

Diplomacy (Cha)

Check: A character can change others' attitudes with a successful check (see the table below). In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases where two advocates or diplomats plead opposing cases before a third party.

Diplomacy can be used to influence a GM character's attitude. The GM chooses the character's initial attitude based on circumstances. Most of the time, the people the heroes meet are indifferent toward them, but a specific situation may call for a different initial attitude. The DCs given in the accompanying table show what it takes to change someone's attitude with the use of the Diplomacy skill. The character doesn't declare a specific outcome he or she is trying for; instead, make the check and compare the result to the table on the next page.

Try Again?: Generally, trying again doesn't work. Even if the initial check succeeds, the other character can only be persuaded so far. If the initial check fails, the other character has probably become more firmly committed to his or her position, and trying again is futile.

Special: A character can take 10 when making a Diplomacy check, but can't take 20.

A character with the Trustworthy feat gets a +2 bonus on all Diplomacy checks.

Time: Diplomacy is at least a full-round action. The GM may determine that some negotiations require a longer period of time.

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt or avoid you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Act as socially expected
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

Initial Attitude	New Attitude				
	Hostile	Unf.	Indif.	Friendly	Helpful
Hostile	19 or less	20	25	35	45
Unfriendly	4 or less	5	15	25	35
Indifferent	—	0 or less	1	15	25
Friendly	—	—	0 or less	1	15

Bribery and Diplomacy

Offering money or another form of favor can, in the right situation, improve a character's chances with a Diplomacy skill check. Bribery allows a character to circumvent various official obstacles when a person in a position of trust or authority is willing to accept such an offering.

An illegal act, bribery requires two willing participants—one to offer a bribe and the other to accept it. When a character requires a bribe to render services, then a hero's Diplomacy check automatically fails if a bribe isn't attached to it. If a bribe isn't required, a hero can add a bribe to get a bonus on his or her skill check. This can backfire, as some characters will be insulted by a bribe offer (their attitude changes one step for the worse) and others will report the hero to the proper authorities. To bribe a character, make a Wealth check. Typical DCs are shown on below, but the GM may modify the DC as he or she sees fit. If the hero succeeds in the check, he or she gains a +2 bonus on the Diplomacy check. For every point by which the hero beats the DC, increase the bonus by +1 (to a total maximum bonus of +10).

Bribe Target	Purchase DC
Bouncer	6
Bureaucrat	10
Informant	7
Police officer	10

Disable Device (Int)

Trained Only

Check: The GM makes the Disable Device check so that the character doesn't necessarily know whether he or she has succeeded.

Open Lock: A character can pick conventional locks, finesse combination locks, and bypass electronic locks. The character must have a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). The DC depends on the quality of the lock.

Lock Type (Example)	DC
Cheap (briefcase lock)	20
Average (home deadbolt)	25
High quality (business deadbolt)	30
High security (branch bank vault)	40
Ultra-high security (bank headquarters vault)	50

Disable Security Device: A character can disable a security device, such as an electric fence, motion sensor, or security camera. The character must be able to reach the actual device. If the device is monitored, the fact that the character attempted to disable it will probably be noticed.

When disabling a monitored device, the character can prevent his or her tampering from being noticed. Doing so requires 10 minutes and an electrical tool kit, and increases the DC of the check by +10.

Device Type (Example)	DC
Cheap (home door alarm)	20
Average (store security camera)	25
High quality (art museum motion detector)	30
High security (bank vault alarm)	35
Ultrahigh security (motion detector at Area 51)	40

Traps and Sabotage: Disabling (or rigging or jamming) a simple mechanical device has a DC of 10. More intricate and complex devices have higher DCs. The GM rolls the check. If the check succeeds, the character disables the device. If the check fails by 4 or less, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If it's a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally.

A character can rig simple devices to work normally for a while and then fail some time later (usually after 1d4 rounds or minutes of use).

Try Again?: Yes, though the character must be aware that he or she has failed in order to try again.

Special: A character can take 10 when making a Disable Device check. A character can take 20 to open a lock or to disable a security device, unless the character is trying to prevent his or her tampering from being noticed.

Possessing the proper tools gives a character the best chance of succeeding on a Disable Device check. Opening a lock requires a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). Opening a locked car calls for a car opening kit. Disabling a security device requires either a mechanical tool kit or an electronic toll kit, depending on the nature of the device. If the character does not have the appropriate tools, he or she takes a -4 penalty on your check.

A lock release gun can open a mechanical lock of cheap or average quality without a Disable Device check.

A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Disable Device checks.

Time: Disabling a simple mechanical device is a full-round action. Intricate or complex devices require 2d4 rounds.

Disguise (Cha)

Check: A character's Disguise check result determines how good the disguise is. It is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The GM makes the character's Disguise check secretly so that the character is not sure how well his or her disguise holds up to scrutiny.

If the character doesn't draw any attention to him or herself, however, others don't get to make Spot checks. If the character comes to the attention of people who are suspicious, the suspicious person gets to make a Spot check. (The GM can assume that such observers take 10 on their Spot checks.) The effectiveness of the character's disguise depends in part on how much the character is attempting to change his or her appearance.

Disguise	Modifier
Minor details only	+5
Appropriate uniform or costume	+2
Disguised as different sex	-2
Disguised as different age category	-2 ¹

¹ Per step of difference between the character's age category and the disguised age category (child, young adult, adult, middle age, old, or venerable).

If the character is impersonating a particular individual, those who know what that person looks like automatically get to make Spot checks. Furthermore, they get a bonus on their Spot checks.

Familiarity	Bonus
Recognizes on sight	+4
Friend or associate	+6
Close friend	+8
Intimate	+10

Usually, an individual makes a Spot check to detect a disguise immediately upon meeting the character and each hour thereafter. If the character casually meets many different people, each for a short time, the GM checks once per day or hour, using an average Spot modifier for the group (assuming they take 10).

Try Again?: No, though the character can assume the same disguise again at a later time. If others saw through the previous disguise, they are automatically treated as suspicious if the character assumes the same disguise again.

Special: A character can take 10 or take 20 when establishing a disguise.

A character without a disguise kit takes a -4 penalty on Disguise checks.

A character with the Deceptive feat gets a +2 bonus on all Disguise checks.

A character can help someone else create a disguise for him or her, treating it as an aid another attempt.

Time: A Disguise check requires 1d4 x10 minutes of preparation. The GM makes Spot checks for those who encounter the character immediately upon meeting the character and again each hour or day thereafter, depending on circumstances.

Drive (Dex)

Check: Routine tasks, such as ordinary driving, don't require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface), or when the character is driving during a dramatic situation (the character is being chased or attacked, for example, or is trying to reach a destination in a limited amount of time).

When driving, the character can attempt simple maneuvers or stunts. See Driving a Vehicle for more details.

Try Again?: Most driving checks have consequences for failure that make trying again impossible.

Special: A character can take 10 when driving, but can't take 20. A character with the Vehicle Expert feat gets a +2 bonus on all Drive checks.

There is no penalty for operating a general-purpose motor vehicle. Other types of motor vehicles (heavy wheeled, powerboat, sailboat, ship, and tracked) require the corresponding Surface Vehicle Operation feat, or the character takes a -4 penalty on Drive checks.

Time: A Drive check is a move action.

Escape Artist (Dex)

Armor Penalty

Check: Make a check to escape from restraints or to squeeze through a tight space.

Restraint	DC
Ropes	Opponent's Dex check +20
Net	20
Handcuffs	35
Tight space	30
Grappler	Opponent's grapple check

For ropes, a character's Escape Artist check is opposed by the Dexterity check result of the opponent who tied the bonds. Since it's easier to tie someone up than to escape from being tied up, the opponent gets a +20 bonus on his or her Dexterity check.

For a tight space, a check is only called for if the character's head fits but his or her shoulders don't. If the space is long, such as in an airshaft, the GM may call for multiple checks. A character can't fit through a space that his or her head doesn't fit through.

A character can make an Escape Artist check opposed by his or her opponent's grapple check to get out of a grapple or out of a pinned condition (so that the character is just being grappled). Doing so is an attack action, so if the character escapes the grapple he or she can move in the same round.

Try Again?: A character can make another check after a failed check if the character is squeezing through a tight space, making multiple checks. If the situation permits, the character can make additional checks as long as he or she is not being actively opposed.

Special: A character can take 10 on an Escape Artist check. A character can take 20 if he or she is not being actively opposed (a character can take 20 if he or she is tied up, even though it's an opposed check, because the opponent isn't actively opposing the character).

A character with the Nimble feat gets a +2 bonus on all Escape Artist checks.

Time: Making a check to escape from being bound by ropes, handcuffs, or other restraints (except a grappler) requires 1 minute. Escaping a net is a full-round action. Squeezing through

a tight space takes at least 1 minute, maybe longer, depending on the distance that must be crossed.

Forgery (Int)

Check: Forgery requires materials appropriate to the document being forged, and some time. To forge a document the character needs to have seen a similar document before. The complexity of the document, the character's degree of familiarity with it, and whether the character needs to reproduce the signature or handwriting of a specific individual, provide modifiers to the Forgery check, as shown below.

Factor	Modifier	Check Time
Document Type		
Simple (typed letter, business card)	+0	10 min.
Moderate (letterhead, business form)	-2	20 min.
Complex (stock certificate, driver's license)	-4	1 hr.
Difficult (passport)	-8	4 hr.
Extreme (military/law enforcement ID)	-16	24 hr.
Familiarity		
Unfamiliar (seen once for less than a minute)	-4	
Fairly familiar (seen for several minutes)	+0	
Quite familiar (on hand, or studied at leisure)	+4	
Forger has produced other documents of same type	+4	
Document includes specific signature	-4	

Some documents require security or authorization codes, whether authentic ones or additional forgeries. The GM makes the character's check secretly so the character is not sure how good his or her forgery is.

The Forgery skill is also used to detect someone else's forgery. The result of the original Forgery check that created the document is opposed by a Forgery check by the person who examines the document to check its authenticity. If the examiner's check result is equal to or higher than the original Forgery check, the document is determined to be fraudulent. The examiner gains bonuses or penalties on his or her check as given in the table below.

Condition	Examiner's Check Modifier
Type of document unknown to examiner	-4
Type of document somewhat known to examiner	-2
Type of document well known to examiner	+0
Document is put through additional tests ¹	+4
Examiner only casually reviews the document ¹	-2

¹ Cumulative with any of the first three conditions on the table. Apply this modifier along with one of the other three whenever appropriate.

A document that contradicts procedure, orders, or previous knowledge, or one that requires the examiner to relinquish a possession or a piece of information, can increase the examiner's suspicion (and thus create favorable circumstances for the examiner's opposed Forgery check).

Try Again?: No, since the forger isn't sure of the quality of the original forgery.

Special: To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.)

A character can take 10 when making a Forgery check, but can't take 20.

A character with the Meticulous feat gets a +2 bonus on all Forgery checks.

A character without a forgery kit takes a -4 penalty on Forgery checks.

Time: Forging a short, simple document takes about 1 minute. Longer or more complex documents take 1d4 minutes per page or longer.

Gamble (Wis)

Check: To join or start a game, a character must first pay a stake. The character sets the purchase DC of the stake if he or she starts the game, or the GM sets it if the character joins a game. Stakes run from penny-ante (purchase DC 4) to astronomical (purchase DC 24). A character cannot take 20 when purchasing a stake.

If the stake is within the character's means (it is equal to or less than his or her Wealth bonus), the character stands no chance of winning any significant amount. The character might come out ahead, but the amount is not enough to affect his or her Wealth bonus. Since paying the stake didn't cost any points of Wealth bonus, the character doesn't lose anything either.

If the stake is higher than the character's Wealth bonus (before applying any reductions from purchasing the stake), the character gets a +1 bonus on his or her Gamble check for every point the purchase DC is above the character's Wealth bonus.

The character's Gamble check is opposed by the Gamble checks of all other participants in the game. (If playing at a casino, assume the house has a Gamble skill modifier equal to the stake purchase DC. Regardless of the stake purchase DC, the house does not get a bonus on its Gamble check for the purchase DC.)

If there are many characters participating, the GM can opt to make a single roll for all of them, using the highest Gamble skill modifier among them and adding a +2 bonus to the check.

If the character beats all other participants, he or she wins and gains an increase to his or her Wealth bonus. The amount of the increase depends on the difference between the character's check result and the next highest result among the other participants.

Check Result Difference	Wealth Bonus Increase
1-9	+1
10-19	+2
20-29	+3
30-39	+4
40 or more	+5

Try Again?: No, unless the character wants to put up another stake.

Special: A character can't take 10 or take 20 when making a Gamble check.

A character with the Confident feat gets a +2 bonus on all Gamble checks.

Time: A Gamble check requires 1 hour.

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SKILLS II

Gather Information (Cha)

Check: By succeeding at a skill check (DC 10) and spending 1d4+1 hours passing out money and buying drinks, a character can get a feel for the major news items in a neighborhood. This result assumes that no obvious reasons exist why information would be withheld. The higher the check result, the better the information.

If the situation doesn't require the expenditure of money, no Wealth check is necessary.

Information ranges from general to protected, and the cost and DC increases accordingly for the type of information the character seeks to gather, as given in the table below.

Type of Information	DC	Purchase DC
General	10	5
Specific	15	10
Restricted	20	15
Protected	25	20

General information concerns local happenings, rumors, gossip, and the like. Specific information usually relates to a particular question. Restricted information includes facts that aren't generally known and requires that the character locate someone who has access to such information. Protected information is even harder to come by and might involve some danger, either for the one asking the questions or the one providing the answer. There's a chance that someone will take note of anyone asking about restricted or protected information.

The character can increase the amount of money used to gather information, gaining a circumstance bonus by effectively offering a bribe (though the process might entail buying more expensive drinks, not necessarily offering a character extra money). Increase the Wealth check DC by 2 for each +1 circumstance bonus the character wants to add to his or her skill check.

Try Again?: Yes, but it takes 1d4+1 hours for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

Special: A character can take 10 when making a Gather Information check, but cannot take 20.

A character with the Trustworthy feat gets a +2 bonus on all Gather Information checks.

Time: A Gather Information check takes 1d4+1 hours.

Handle Animal (Cha)

Trained Only

Check: The time required to get an effect and the DC depend on what the character is trying to do.

Task	Time	DC
Handle an animal	Move action	10
"Push" an animal	Full-round action	25
Teach an animal a trick	1 week	See text
Train an animal for a purpose	See text	See text

Handle an Animal: This means to command an animal to perform a task or trick that it knows. If the animal is wounded or has taken any ability score damage, the DC increases by +5. If the check is successful, 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. If the check is successful, the animal performs the task or trick on its next action.

Teach an Animal a Trick: The character can teach an animal a specific trick, such as "attack" or "stay," with one week of work and a successful Handle Animal check. An animal with an Intelligence of 1 can learn a maximum of three tricks, while an animal with an Intelligence of 2 can learn a maximum of six tricks.

The character can teach an animal to obey only that character. Any other person attempting to make the animal perform a trick takes a -10 penalty on his or her Handle Animal check.

Teaching an animal to obey only the character counts as a trick (in terms of how many tricks the animal can learn). It does not require a check; however, it increases the DC of all tricks the character teaches the animal by +5. If the animal already knows any tricks, the character cannot teach it to obey only that character.

Possible tricks include, but are not limited to, the following.

Attack (DC 20): The animal attacks apparent enemies. The character may point to a particular enemy to direct the animal to attack that enemy. Normally, an animal only attacks humans and other animals. Teaching an animal to attack all creatures (including unnatural creatures such as undead and aberrations if they exist in your campaign) counts as two tricks.

Come (DC 15): The animal comes to the character, even if the animal normally would not do so (such as following the character onto a boat).

Defend (DC 20): The animal defends the character (or is ready to defend the character if no threat is present). Alternatively, the character can command the animal to defend a specific other character.

Down (DC 15): The animal breaks off from combat or otherwise backs down.

Fetch (DC 15): The animal goes and gets something. The character must point out a specific object, or else the animal fetches some random object.

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

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

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

Seek (DC 15): The animal moves into an area and searches for something of interest. It stops and indicates the first thing of interest it finds. What constitutes an item of interest to an animal can vary. Animals almost always find other creatures or characters of interest. To understand that it's looking for a specific object, the animal must make an Intelligence check (DC 10).

Stay (DC 15): The animal stays in place waiting for the character 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.

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

Train an Animal: Rather than teaching an animal individual tricks, the character can train an animal for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme. An animal can be

trained for one general purpose only, though if the animal 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.

Combat Riding (DC 20, 6 weeks): An animal trained to bear a rider into combat knows Attack, Come, Defend, Down, Guard, and Heel. An animal trained in riding may be “upgraded” to an animal trained in combat riding by spending three weeks and making a Handle Animal check (DC 20). If the animal was trained in other tricks (in addition to those provided by training the animal for riding), those tricks are completely replaced by the combat riding tricks.

Fighting (DC 20, 3 weeks): An animal trained for combat knows the following tricks: Attack, Down, and Stay.

Guarding (DC 20, 4 weeks): An animal trained to guard knows the following tricks: Attack, Defend, Down, and Guard.

Laboring (DC 15, 2 weeks): An animal trained for heavy labor knows Come and Work.

Hunting (DC 20, 6 weeks): An animal trained for hunting knows Attack, Down, Fetch, Heel, Seek, and Track.

Performing (DC 15, 4 weeks): An animal trained for performing knows Come, Fetch, Heel, Perform, and Stay.

Riding (DC 15; 3 weeks): An animal trained to bear a rider knows Come, Heel, and Stay.

Try Again?: Yes.

Special: A character can take 10 or take 20 when handling animals.

An untrained character uses Charisma checks to handle and push animals, but he or she can’t teach or train animals.

A character with the Animal Affinity feat and at least 1 rank in this skill gets a +2 bonus on all Handle Animal checks.

Time: See above. Teaching or training an animal takes a number of days. The character does not have to spend the entire time training the animal; 3 hours per day is enough. (Spending more than 3 hours per day does not reduce the number of days required.) The character cannot spread the days out; if the character does not complete the training during a period of consecutive days, the effort is wasted.

Hide (Dex)

Armor Penalty

Check: A character’s Hide check is opposed by the Spot check of anyone who might see the character. The character can move up to half his or her normal speed and hide at no penalty. At more than half and up to the character’s full speed, the character takes a –5 penalty. It’s practically impossible (–20 penalty) to hide while attacking, running, or charging.

The hide check is also modified by the character’s size:

Size	Modifier	Size	Modifier
Fine	+16	Large	–4
Diminutive	+12	Huge	–8
Tiny	+8	Gargantuan	–12
Small	+4	Colossal	–16
Medium-size	+0		

If people are observing the character, even casually, he or she can’t hide. The character can run around a corner so that he or she is out of sight and then hide, but the others then know at least where the character went.

Cover and concealment grant circumstance bonuses to Hide checks, as shown below. Note that a character can’t hide if he or she has less than one-half cover or concealment.

Cover or Concealment	Circumstance Bonus
Three-quarters	+5
Nine-tenths	+10

Creating a Diversion to Hide: A character can use the Bluff skill to help him or her hide. A successful Bluff check can give the character the momentary diversion needed to attempt a Hide check while people are aware of the character. While the others turn their attention from the character, he or she can make a Hide check if the character can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot for every rank the character has in Hide.) This check, however, is at a –10 penalty because the character has to move fast.

Tailing: A character can use Hide to tail a person in public. Using the skill in this manner assumes that there are other random people about, among whom the character can mingle to remain unnoticed. If the subject is worried about being followed, he or she can make a Spot check (opposed by the character’s Hide check) every time he or she changes course (goes around a street corner, exits a building, and so on). If he or she is unsuspecting, he or she generally gets only a Spot check after an hour of tailing.

Special: A character can take 10 when making a Hide check, but can’t take 20.

A character with the Stealthy feat gets a +2 bonus on all Hide checks.

Time: A Hide check is an attack action.

Intimidate (Cha)

Check: With a successful check, a character can forcibly persuade another character to perform some task or behave in a certain way. A character’s Intimidate check is opposed by the target’s level check (1d20 + the target’s character level or Hit Dice). Any modifiers that a target may have on Will saving throws against fear effects apply to this level check. If the character succeeds, he or she may treat the target as friendly for 10 minutes, but only for purposes of actions taken while in the character’s presence. (That is, the target retains his or her normal attitude, but will chat, advise, offer limited help, or advocate on the character’s behalf while intimidated.)

Circumstances dramatically affect the effectiveness of an Intimidate check.

There are limits to what a successful Intimidate check can do. The character can’t force someone to obey his or her every command or do something that endangers that person’s life. If the character fails by more than 5, the target may actually do the opposite of what the character wishes.

Try Again?: No. Even if the initial check succeeds, the other character can only be intimidated so much, and trying again doesn’t help. If the initial check fails, the other character has become more firmly resolved to resist the intimidator, and trying again is futile.

Special: A character can take 10 when making an Intimidate check, but can’t take 20.

A character immune to fear effects can’t be intimidated.

A character may add a +2 bonus to his or her Intimidate check for every size category the character is larger than his or her target. Conversely, the character takes a –2 penalty to his or her

check for every size category the character is smaller than his or her target.

A character with the Confident feat gets a +2 bonus on all Intimidate checks and on level checks to resist intimidation.

Time: An Intimidate check is a full-round action.

Investigate (Int)

Trained Only

Check: A character generally uses Search to discover clues and Investigate to analyze them. If the character has access to a crime lab, the character uses the Investigate skill to collect and prepare samples for the lab. The result of the Investigate check provides bonuses or penalties to the lab workers.

Analyze Clue: The character can make an Investigate check to apply forensics knowledge to a clue. This function of the Investigate skill does not give the character clues where none existed before. It simply allows the character to extract extra information from a clue he or she has found.

The base DC to analyze a clue is 15. It is modified by the time that has elapsed since the clue was left, and whether or not the scene was disturbed.

Circumstances	DC Modifier
Every day since event (max modifier +10)	+2
Scene is outdoors	+5
Scene slightly disturbed	+2
Scene moderately disturbed	+4
Scene extremely disturbed	+6

Collect Evidence: The character can collect and prepare evidentiary material for a lab. This use of the Investigate skill requires an evidence kit.

To collect a piece of evidence, make an Investigate check (DC 15). If the character succeeds, the evidence is usable by a crime lab. If the character fails, a crime lab analysis can be done, but the lab takes a -5 penalty on any necessary check. If the character fails by 5 or more, the lab analysis simply cannot be done. On the other hand, if the character succeeds by 10 or more, the lab gains a +2 circumstance bonus on its checks to analyze the material.

This function of the Investigate skill does not provide the character with evidentiary items. It simply allows the character to collect items he or she has found in a manner that best aids in their analysis later, at a crime lab.

Try Again?: Generally, analyzing a clue again doesn't add new insight unless another clue is introduced. Evidence collected cannot be recollected, unless there is more of it to take.

Special: A character can take 10 when making an Investigate check, but cannot take 20.

Collecting evidence requires an evidence kit. If the character does not have the appropriate kit, the character takes a -4 penalty on his or her check.

A character with the Attentive feat and at least 1 rank in this skill gets a +2 bonus on all Investigate checks.

Time: Analyzing a clue is a full-round action. Collecting evidence generally takes 1d4 minutes per object.

Jump (Str)

Armor Penalty

Check: The DC and the distance the character can cover vary according to the type of jump the character is attempting. The character's Jump check is modified by his or her speed. The DCs specified below assume a speed of 30 feet (the speed of a

typical human). If the character's speed is less than 30 feet, he or she takes a penalty of -6 for every 10 feet of speed less than 30. If the character's speed is greater than 30 feet, he or she gains a bonus of +4 for every 10 feet over 30.

If the character has ranks in the Jump skill and succeeds on a check, the character lands on his or her feet (when appropriate) and can move as far as the character's remaining movement allows. If the character attempts a Jump check untrained, the character lands prone unless he or she beats the DC by 5 or more. Standing from a prone position is a move action.

Distance moved by jumping is counted against maximum movement in a round. A character can start a jump at the end of one turn and complete the jump at the beginning of your next turn.

Long Jump: This is a horizontal jump, made across a gap such as a chasm or stream. At the midpoint of the jump, the character attains a vertical height equal to one-quarter the horizontal distance. The DC for the jump is equal to the distance jumped (in feet) + 5. The DCs for long jumps of 5 to 30 feet are given in the table below. A character cannot jump a distance greater than his or her normal speed.

All Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

Long Jump Distance	DC ¹	Long Jump Distance	DC ¹
5 feet	10	20 feet	25
10 feet	15	25 feet	30
15 feet	20	30 feet	35

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

If the character fails the check by less than 5, he or she doesn't clear the distance, but can make a Reflex save (DC 15) to grab the far edge of the gap. The character ends his or her movement grasping the far edge. If that leaves the character dangling over a chasm or gap, getting up requires a move action and a Climb check (DC 15).

High Jump: This is a vertical leap, made to jump up to grasp something overhead, such as a tree limb or ledge. The DC for the jump is 2 + the height x4 (in feet). The DCs for high jumps of 1 to 8 feet are given in the table below.

All Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

High Jump Distance	DC ¹	High Jump Distance	DC ¹
1 foot	6	5 feet	22
2 feet	10	6 feet	26
3 feet	14	7 feet	30
4 feet	18	8 feet	34

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

If the character succeeds on the check, he or she can reach the height. The character grasps the object he or she was trying to reach. If the character wishes to pull him or herself up, the character can do so with a move action and a Climb check (DC 15). If the character fails the Jump check, he or she does not reach the height, and lands on his or her feet in the same square from which the character jumped.

The difficulty of reaching a given height varies according to the size of the character or creature. Generally, the maximum height a creature can reach without jumping is given in the table below. (As a Medium-size creature, a typical human can reach 8 feet without jumping.) If the creature is long instead of tall, treat it as one size category smaller.

Creature Size	Maximum Height
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium-size	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	0.5 ft.

Hop Up: The character can jump up onto an object as tall as his or her waist with a Jump check (DC 10). Doing so counts as 10 feet of movement. The character does not need to get a running start to hop up (the DC is not doubled if you do not get a running start).

Jumping Down: If the character intentionally jumps from a height, he or she takes less damage than if the character just falls. The DC to jump down from a height is 15. The character does not have to get a running start to jump down (the DC is not doubled if the character does not get a running start).

If the character succeeds on the check, he or she takes falling damage as if the character had dropped 10 fewer feet than he or she actually did.

Special: Effects that increase a character's speed also increase the character's jumping distance, since the check is modified by the character's speed.

A character can take 10 when making a Jump check. If there is no danger associated with failing, the character can take 20.

A character with the Acrobatic feat gets a +2 bonus on all Jump checks. A character with the Run feat gains a +2 competence bonus on Jump checks preceded by a 20-foot move.

Tumble can provide a +2 synergy bonus on Jump checks (see Skill Synergy).

Time: Using the Jump skill is either a move action or a full-round action, depending on whether the character starts and completes the jump during a single move action or a full-round action.

Knowledge (Int)

Trained Only

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

The number of Knowledge categories is kept purposely finite. When trying to determine what Knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

Check: A character makes a Knowledge check to see if the character knows something.

The DC for answering a question within the character's field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions.

Appraising the value of an object is one sort of task that can be performed using Knowledge. The DC depends on how common or obscure the object is. On a success, the character accurately identifies the object's purchase DC. If the character fails, he or she thinks it has a purchase DC 1d2 higher or lower (determine randomly) than its actual value. If the character fails by 5 or more, he or she thinks it has a purchase DC 1d4+2 higher or lower than its actual value. The GM may make the Knowledge

roll for the character, so he or she doesn't know whether the appraisal is accurate or not.

The fourteen Knowledge categories, and the topics each one encompasses, are as follows.

Arcane Lore: The occult, magic and the supernatural, astrology, numerology, and similar topics.

Art: Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography, and performance art forms such as music and dance, among others.

Behavioral Sciences: Psychology, sociology, and criminology.

Business: Business procedures, investment strategies, and corporate structures. Bureaucratic procedures and how to navigate them.

Civics: Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.

Current Events: Recent happenings in the news, sports, politics, entertainment, and foreign affairs.

Earth and Life Sciences: Biology, botany, genetics, geology, and paleontology. Medicine and forensics.

History: Events, personalities, and cultures of the past.

Archaeology and antiquities.

Physical Sciences: Astronomy, chemistry, mathematics, physics, and engineering.

Popular Culture: Popular music and personalities, genre films and books, urban legends, comics, science fiction, and gaming, among others.

Streetwise: Street and urban culture, local underworld personalities and events.

Tactics: Techniques and strategies for disposing and maneuvering forces in combat.

Technology: Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices.

Theology and Philosophy: Liberal arts, ethics, philosophical concepts, and the study of religious faith, practice, and experience.

Try Again?: No. The check represents what a character knows, and thinking about a topic a second time doesn't let the character know something he or she never knew in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject.

A character can take 10 when making a Knowledge check, but can't take 20.

A character with the Educated feat gets a +2 bonus on any two types of Knowledge checks.

The GM may decide that having 5 or more ranks in a specific Knowledge skill provides a character with a +2 synergy bonus when making a related skill check. **Time:** A Knowledge check can be a reaction, but otherwise requires a full-round action.

Listen (Wis)

Check: Make a Listen check against a DC that reflects how quiet the noise is that a character might hear or against an opposed Move Silently check.

The GM may call for a Listen check by a character who is in a position to hear something. A character can also make a Listen check voluntarily if he or she wants to try to hear something in the character's vicinity.

The GM may make the Listen check in secret so that the character doesn't know whether not hearing anything means that nothing is there or that the character failed the check.

A successful Listen check when there isn't anything to hear results in the character hearing nothing.

DC	Sound
-10	A battle
0	People talking
5	A person in medium armor walking at a slow pace, trying not to make noise
10	An unarmored person walking at a slow pace, trying not to make any noise
15	A 1st-level Fast hero sneaking up on someone ¹
20	A tiger stalking prey ¹
30	A bird flying through the air
+5	Through a door
+15	Through a solid wall

¹ This is actually an opposed check; the DC given is a typical Move Silently check result for such a character or creature.

Condition	Check Penalty
Per 10 feet of distance	-1
Listener distracted	-5

Try Again?: A character can make a Listen check every time he or she has the opportunity to hear something in a reactive manner. As a move action, the character may attempt to hear something that he or she failed (or believes he or she failed) to hear previously.

Special: When several characters are listening to the same thing, the GM can make a single 1d20 roll and use it for all the listeners' skill checks.

A character can take 10 or take 20 when making a Listen check. Taking 20 means the character spends 1 minute attempting to hear something that may or may not be there to hear.

A character with the Alertness feat gets a +2 bonus on all Listen checks.

A sleeping character can make Listen checks, but takes a -10 penalty on the checks.

Time: A Listen check is either a reaction (if called for by the GM) or a move action (if a character actively takes the time to try to hear something).

Move Silently (Dex)

Armor Penalty

Check: A character's Move Silently check is opposed by the Listen check of anyone who might hear the character. A character can move up to half his or her normal speed at no penalty. At more than half speed and up to the character's full speed, he or she takes a -5 penalty. It's practically impossible (-20 penalty) to move silently while attacking, running, or charging.

Special: A character can take 10 when making a Move Silently check, but can't take 20.

A character with the Stealthy feat gets a +2 bonus on all Move Silently checks.

Time: Move Silently is a move action.

Navigate (Int)

Check: Make a Navigate check when a character is trying to find his or her way to a distant location without directions or other specific guidance. Generally, a character does not need to make a check to find a local street or other common urban site,

or to follow an accurate map. However, the character might make a check to wend his or her way through a dense forest or a labyrinth of underground storm drains.

For movement over a great distance, make a Navigate check.

The DC depends on the length of the trip. If the character succeeds, he or she moves via the best reasonable course toward his or her goal. If the character fails, he or she still reaches the goal, but it takes the character twice as long (the character loses time backtracking and correcting his or her path). If the character fails by more than 5, he or she travels the expected time, but only gets halfway to his or her destination, at which point the character becomes lost.

A character may make a second Navigate check (DC 20) to regain his or her path. If the character succeeds, he or she continues on to his or her destination; the total time for the trip is twice the normal time. If the character fails, he or she loses half a day before the character can try again. The character keeps trying until he or she succeeds, losing half a day for each failure.

Length of Trip	DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

When faced with multiple choices, such as at a branch in a tunnel, a character can make a Navigate check (DC 20) to intuit the choice that takes the character toward a known destination.

If unsuccessful, the character chooses the wrong path, but at the next juncture, with a successful check, the character realizes his or her mistake.

A character cannot use this function of Navigate to find a path to a site if the character has no idea where the site is located.

The GM may choose to make the Navigate check for the character in secret, so he or she doesn't know from the result whether the character is following the right or wrong path.

A character can use Navigate to determine his or her position on earth without the use of any high-tech equipment by checking the constellations or other natural landmarks. The character must have a clear view of the night sky to make this check. The DC is 15.

Special: A character can take 10 when making a Navigate check. A character can take 20 only when determining his or her location, not when traveling.

A character with the Guide feat gets a +2 bonus on all Navigate checks.

Time: A Navigate check is a full-round action.

Perform (Cha)

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

The number of Perform categories is kept purposely finite.

When trying to determine what Perform skill a particular type of performance falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

Check: The character is accomplished in some type of artistic expression and knows how to put on a performance. The character can impress audiences with his or her talent and skill. The quality of the character's performance depends on his or her check result.

The eight Perform categories, and the qualities each one encompasses, are as follows.

Act: The character is a gifted actor, capable of performing drama, comedy, or action-oriented roles with some level of skill.

Dance: The character is a gifted dancer, capable of performing rhythmic and patterned bodily movements to music.

Keyboards: The character is a musician gifted with a talent for playing keyboard musical instruments, such as piano, organ, and synthesizer.

Percussion Instruments: The character is a musician gifted with a talent for playing percussion musical instruments, such as drums, cymbals, triangle, xylophone, and tambourine.

Sing: The character is a musician gifted with a talent for producing musical tones with your voice.

Stand-Up: The character is a gifted comedian, capable of performing a stand-up routine before an audience.

Stringed Instruments: The character is a musician gifted with a talent for playing stringed musical instruments, such as banjo, guitar, harp, lute, sitar, and violin.

Wind Instruments: The character is a musician gifted with a talent for playing wind musical instruments, such as flute, bugle, trumpet, tuba, bagpipes, and trombone.

Result Performance

10 Amateur performance. Audience may appreciate your performance, but isn't impressed.

15 Routine performance. Audience enjoys your performance, but it isn't exceptional.

20 Great performance. Audience highly impressed.

25 Memorable performance. Audience enthusiastic.

30 Masterful performance. Audience awed.

Try Again?: Not for the same performance and audience.

Special: A character can take 10 when making a Perform check, but can't take 20.

A character without an appropriate instrument automatically fails any Perform (keyboard), Perform (percussion), Perform (stringed), or Perform (wind) check he or she attempts. At the GM's discretion, impromptu instruments may be employed, but the performer must take a -4 penalty on the check because his or her equipment, although usable, is inappropriate for the skill. Every time a character takes the Creative feat, he or she gets a +2 bonus on checks involving two Perform skills the character designates. See the feat description for more information.

Time: A Perform check usually requires at least several minutes to an hour or more.

Pilot (Dex)

Trained Only

Check: Typical piloting tasks don't require checks. Checks are required during combat, for special maneuvers, or in other extreme circumstances, or when the pilot wants to attempt something outside the normal parameters of the vehicle. When flying, the character can attempt simple maneuvers and stunts (actions in which the pilot attempts to do something complex very quickly or in a limited space).

Each vehicle's description includes a maneuver modifier that applies to Pilot checks made by the operator of the vehicle.

Special: A character can take 10 when making a Pilot check, but can't take 20.

A character with the Vehicle Expert feat gets a +2 bonus on all Pilot checks.

There is no penalty for operating a general-purpose fixed-wing aircraft. Other types of aircraft (heavy aircraft, helicopters, jet fighters, and spacecraft) require the corresponding Aircraft Operation feat, or else the character takes a -4 penalty on Drive checks.

Time: A Pilot check is a move action.

Profession (Wis)

Check: A character makes Profession checks to improve his or her Wealth bonus every time he or she attains a new level. The DC for the check is the character's current Wealth bonus. If the character succeeds at the Profession check, his or her Wealth bonus increases by +1. For every 5 by which the character exceeds the DC, his or her Wealth bonus increases by an additional +1. A character can't take 10 or take 20 when making a Profession check to improve his or her Wealth bonus.

How many ranks a character has in the Profession skill (including ranks the character may have just acquired after gaining a level) also adds to the Wealth bonus increase the character receives upon gaining a new level. In addition to the Wealth bonus increase a character gains from your Profession check result (if the check succeeds), the number of ranks the character has in this skill increases his or her Wealth bonus as follows.

Ranks Wealth Bonus Increase

1-5 +1

6-10 +2

11-15 +3

16-20 +4

21-23 +5

Special: If the Gamemaster deems it appropriate, a character can add his or her Profession modifier when making a Reputation check to deal with a work- or career-related situation.

Every time a character takes the Windfall feat, he or she gets a cumulative +1 bonus on all Profession checks.

Read/Write Language (None)

Trained Only

The Read/Write Language skill doesn't work like a standard skill.

- A character automatically knows how to read and write his or her native language; the character does not need ranks to do so.

- Each additional language costs 1 rank. When a character adds a rank to Read/Write Language, he or she chooses a new language that the character can read and write.

- A character never makes Read/Write Language checks. A character either knows how to read and write a specific language or doesn't.

- To be able to speak a language that the character can read and write, he or she must take the Speak Language skill for the appropriate language.

- A character can choose any language, modern or ancient. (See below for suggestions.) The GM might determine that a character can't learn a specific language due to the circumstances of the campaign.

Language Groups

There are thousands of languages to choose from when a character buys ranks in Speak Language or Read/Write Language. A few are listed here, sorted into their general language groups.

A language's group doesn't matter when a character is buying ranks in Speak Language or Read/Write Language. Language groups are provided because they pertain to the Smart hero's Linguist talent.

This list is by no means exhaustive—there are many more language groups, and most groups contain more languages than those listed here.

Algic: Algonkin, Arapaho, Blackfoot, Cheyenne, Shawnee.

Armenian: Armenian.

Athabaskan: Apache, Chipewyan, Navaho.

Attic: Ancient Greek*, Greek.

Baltic: Latvian, Lithuanian.

Celtic: Gaelic (Irish), Gaelic (Scots), Welsh.

Chinese: Cantonese, Mandarin.

Finno-Lappic: Estonian, Finnish, Lapp.

Germanic: Afrikaans, Danish, Dutch, English, Flemish,

German, Icelandic, Norwegian, Swedish, Yiddish.

Hamo-Semitic: Coptic*, Middle Egyptian*.

Indic: Hindi, Punjabi, Sanskrit*, Urdu.

Iranian: Farsi, Pashto.

Japanese: Japanese.

Korean: Korean.

Romance: French, Italian, Latin*, Portuguese, Romanian, Spanish.

Semitic: Akkadian (aka Babylonian)*, Ancient Hebrew*, Arabic, Aramaic*, Hebrew.

Slavic: Belorussian, Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Ukrainian.

Tibeto-Burman: Burmese, Sherpa, Tibetan.

Turkic: Azerbaijani, Turkish, Uzbek.

Ugric: Hungarian (aka Magyar).

*This is an ancient language. In the modern world it is spoken only by scholars, or in some cases by small populations in isolated corners of the world.

Repair (Int)

Trained Only

Check: Most Repair checks are made to fix complex electronic or mechanical devices. The DC is set by the GM. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete.

Making repairs also involves a monetary cost when spare parts or new components are needed, represented by a Wealth check. If the GM decides this isn't necessary for the type of repair the character is attempting, then no Wealth check is needed.

Purchase Task (Example)	Repair DC	Repair DC	Time
Simple (tool, simple weapon)	4	10	1 min.
Moderate (mechanical or electronic component)	7	15	10 min.
Complex (mechanical or electronic device)	10	20	1 hr.
Advanced (cutting-edge mechanical or electronic device)	13	25	10 hr.

Jury-Rig: A character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the purchase DC by 3 and the Repair check DC by 5, and allows the character to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter.

A character can also use jury-rig to hot-wire a car or jump-start an engine or electronic device. The DC for this is at least 15, and it can be higher depending on the presence of security devices.

The jury-rig application of the Repair skill can be used untrained.

Try Again?: Yes, though in some specific cases, the GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.

Special: A character can take 10 or take 20 on a Repair check. When making a Repair check to accomplish a jury-rig repair, a character can't take 20.

Repair requires an electrical tool kit, a mechanical tool kit, or a multipurpose tool, depending on the task. If the character do not have the appropriate tools, he or she takes a -4 penalty on the check.

Craft (mechanical) or Craft (electronic) can provide a +2 synergy bonus on Repair checks made for mechanical or electronic devices (see Skill Synergy).

A character with the Gearhead feat and at least 1 rank in this skill gets a +2 bonus on all Repair checks.

Time: See the table for guidelines. A character can make a jury-rig repair as a full-round action, but the work only lasts until the end of the current encounter.

Research (Int)

Check: Researching a topic takes time, skill, and some luck. The GM determines how obscure a particular topic is (the more obscure, the higher the DC) and what kind of information might be available depending on where the character is conducting his or her research.

Information ranges from general to protected. Given enough time (usually 1d4 hours) and a successful skill check, the character gets a general idea about a given topic. This assumes that no obvious reasons exist why such information would be unavailable, and that the character has a way to acquire restricted or protected information.

The higher the check result, the better and more complete the information. If the character wants to discover a specific fact, date, map, or similar bit of information, add +5 to +15 to the DC.

Try Again?: Yes.

Special: A character can take 10 or take 20 on a Research check. A character with the Studious feat gets a +2 bonus on all Research checks.

Computer Use can provide a +2 synergy bonus on a Research check when searching computer records for data (see Skill Synergy).

Time: A Research check takes 1d4 hours.

Ride (Dex)

Animals ill suited as mounts provide a -2 penalty on their rider's Ride check.

Check: Typical riding actions don't require checks. A character can saddle, mount, ride, and dismount without a problem. Mounting or dismounting an animal is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or asking the animal to perform an unusual technique also requires a check.

Guide with Knees (DC 5): The character can react instantly to guide his or her mount with his or her knees so that the character can use both hands in combat or to perform some other action. Make the check at the start of the character's round. If the character fails, he or she can only use one hand this round because the character needs to use the other to control his or her mount.

Stay in Saddle (DC 5): The character can react instantly to try to avoid falling when his or her mount rears or bolts unexpectedly or when the character takes damage.

Fight while Mounted (DC 20): While in combat, the character can attempt to control a mount that is not trained in combat riding (see the Handle Animal skill). If the character succeeds, he or she uses only a move action, and the character can use his or her attack action to do something else. If the character fails, he or she can do nothing else that round. If the character fails by more than 5, he or she loses control of the animal.

For animals trained in combat riding, the character does not need to make this check. Instead, the character can use his or her move action to have the animal perform a trick (commonly, to attack). The character can use his or her attack action normally.

Cover (DC 15): The character can react instantly to drop down and hang alongside his or her mount, using it as one-half cover. The character can't attack while using his or her mount as cover. If the character fails, he or she doesn't get the cover benefit.

Soft Fall (DC 15): The character reacts instantly when he or she falls off a mount, such as when it is killed or when it falls, to try to avoid taking damage. If the character fails, he or she takes 1d6 points of falling damage.

Leap (DC 15): The character can get his or her mount to leap obstacles as part of its movement. Use the character's Ride modifier or the mount's Jump modifier (whichever is lower) when the mount makes its Jump check (see the Jump skill). The character makes a Ride check (DC 15) to stay on the mount when it leaps.

Fast Mount or Dismount (DC 20; armor penalty applies): The character can mount or dismount as a free action. If the character fails the check, mounting or dismounting is a move action. (A character can't attempt a fast mount or dismount unless he or she can perform the mount or dismount as a move action this round, should the check fail.)

Special: If the character is riding bareback, he or she takes a -5 penalty on Ride checks.

A character can take 10 when making a Ride check, but can't take 20.

A character with the Animal Affinity feat gets a +2 bonus on all Ride checks.

Time: Ride is a move action, except when otherwise noted for the special tasks listed above.

Search (Int)

Check: The character generally must be within 10 feet of the object or surface to be examined. A character can examine up to a 5-foot-by-5-foot area or a volume of goods 5 feet on a side with a single check.

A Search check can turn up individual footprints, but does not allow a character to follow tracks or tell the character which direction the creature or creatures went or came from.

DC	Task
10	Ransack an area to find a certain object.
20	Notice a typical secret compartment, a simple trap, or an obscure clue.
25+	Find a complex or well-hidden secret compartment or trap; notice an extremely obscure clue.

Special: A character can take 10 or take 20 when making a Search check.

A character with the Meticulous feat gets a +2 bonus on all Search checks.

Time: A Search check is a full-round action.

Sense Motive (Wis)

Check: A successful check allows the character to avoid being bluffed (see the Bluff skill). The character can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness.

In addition, a character can use this skill to make an assessment of a social situation. With a successful check (DC 20), the character can get the feeling from another's behavior that something is wrong. Also, the character can get the feeling that someone is trustworthy and honorable.

Try Again?: No, though the character may make a Sense Motive check for each bluff made on the character.

Special: A character can take 10 when making a Sense Motive check, but can't take 20.

A character with the Attentive feat gets a +2 bonus on all Sense Motive checks.

A character can use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill (DC equal to the bluff check result of the sender). If the character's check result beats the DC by 5 or more, the character understands the secret message as well. If the character's check fails by 5 or more, the character misinterprets the message in some fashion.

Time: A Sense Motive check may be made as a reaction to another character's Bluff check. (When that's the case, the GM may roll the character's Sense Motive check in secret, so the character doesn't necessarily know someone's trying to bluff him or her.) Using Sense Motive to get a sense of someone's trustworthiness takes at least 1 minute.

Sleight of Hand (Dex)

Trained Only; Armor Penalty

Check: A check against DC 10 lets a character palm a coin-sized, unattended object. Minor feats of sleight of hand, such as making a coin disappear, also have a DC of 10 unless an observer is concentrating on noticing what the character is doing.

When a character performs this skill under close observation, the character's skill check is opposed by the observer's Spot check. The observer's check doesn't prevent the character from performing the action, just from doing it unnoticed.

When a character tries to take something from another person, the character's opponent makes a Spot check to detect the attempt. To obtain the object, the character must get a result of 20 or higher, regardless of the opponent's check result. The opponent detects the attempt if his or her check result beats the character's check result, whether the character takes the object or not.

A character can use Sleight of Hand to conceal a small weapon or object on his or her body.

Try Again?: A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC 10 higher than the first check if the first check failed or if the attempt was noticed.

Special: A character can take 10 when making a Sleight of Hand check, but can't take 20.

A character can make an untrained Sleight of Hand check to conceal a weapon or object, but must always take 10.

A character with the Nimble feat and at least 1 rank in this skill gets a +2 bonus on all Sleight of Hand checks.

Time: A Sleight of Hand check is an attack action.

Speak Language (None)

Trained Only

The Speak Language skill doesn't work like a standard skill.

- A character automatically knows how to speak his or her native language; the character does not need ranks to do so.
- Each additional language costs 1 rank. When a character adds a rank to Speak Language, he or she chooses a new language that he or she can speak.
- A character never makes Speak Language checks. A character either knows how to speak and understand a specific language or doesn't.
- To be able to read and write a language that the character can speak, he or she must take the Read/Write Language skill for the appropriate language.
- A character can choose any language, modern or ancient. (See the table accompanying Read/Write Language for suggestions.) The GM might determine that a character can't learn a specific language due to the circumstances of the campaign.

Spot (Wis)

Check: The Spot skill is used to notice items that aren't immediately obvious and people who are attempting to hide.

The GM may call for a Spot check by a character who is in a position to notice something. A character can also make a Spot check voluntarily if he or she wants to try to notice something in his or her vicinity.

The GM may make the Spot check in secret so that the character doesn't know whether not noticing anything means that nothing is there or that the character failed the check.

A successful Spot check when there isn't anything to notice results in the character noticing nothing.

Spot is often used to notice a person or creature hiding from view. In such cases, the character's Spot check is opposed by the Hide check of the character trying not to be seen. Spot is also used to detect someone in disguise (see the Disguise skill), or to notice a concealed weapon on another person.

A character's Spot check is modified by a -1 penalty for every 10 feet of distance between the character and the character or

object he or she is trying to discern. The check carries a further -5 penalty if the character is in the midst of activity.

Try Again?: A character can make a Spot check every time he or she has the opportunity to notice something in a reactive manner. As a full-round action, a character may attempt to notice something that he or she failed (or believe he or she failed) to notice previously.

Special: A character can take 10 or take 20 when making a Spot check.

A character with the Alertness feat gets a +2 bonus on all Spot checks.

Time: A Spot check is either a reaction (if called for by the GM) or a full-round action (if a character actively takes the time to try to notice something).

Survival (Wis)

Check: A character can keep his or herself and others safe and fed in the wild.

DC Task

- | | |
|----|---|
| 10 | Get along in the wild. Move up to half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which the character's check result exceeds 10. |
| 15 | Gain a +2 circumstance bonus on Fortitude saves against severe weather while moving up to half the character's overland speed, or gain a +4 circumstance bonus if stationary. The character may grant the same bonus to one other character for every 1 point by which the character's check result exceeds 15. |
| 18 | Avoid getting lost and avoid natural hazards, such as quicksand. |

With the Track feat, a character can use Survival checks to track a character or animal across various terrain types.

Special: A character can take 10 when making a Survival check. A character can take 20 when tracking, or if there is no danger or penalty for failure, but not on periodic checks to get along in the wild.

A character with the Guide feat gets a +2 bonus on all Survival checks.

Time: Basic Survival checks occur each day in the wilderness or whenever a hazard presents itself. When using Survival with the Track feat to track a character or animal, checks are made according to distance, as described in the Track feat.

Swim (Str)

Armor Penalty

Check: A successful Swim check allows a character to swim one-quarter his or her speed as a move action or half the character's speed as a full-round action. Roll once per round. If the character fails, he or she makes no progress through the water. If the character fails by 5 or more, he or she goes underwater.

If the character is underwater (from failing a swim check or because the character is swimming underwater intentionally), the character must hold his or her breath. A character can hold his or her breath for a number of rounds equal to the character's Constitution score, but only if the character does nothing but take move actions or free actions. If the character takes an attack action or a full-round action, the amount of breath the character has remaining is reduced by 1 round. (Effectively, a character in

combat can hold his or her breath only half as long as normal.) After that period of time, the character must make a Constitution check (DC 10) every round to continue holding his or her breath. Each round, the DC of the check increases by 1. If the character fails the check, the character begins to drown.

The DC for the Swim check depends on the water:

Water	DC
Calm water	10
Rough water	15
Stormy water	20

Each hour that the character swims, make a Swim check against DC 20. If the character fails, he or she becomes fatigued. If the character fails a check while fatigued, the character becomes exhausted. If the character fails a check while exhausted, the character becomes unconscious. Unconscious characters go underwater and immediately begin to drown.

Try Again?: A new check is allowed the round after a check is failed.

Special: A character takes a penalty of –1 for every 5 pounds of gear he or she carries, including armor and weapons.

A character can take 10 when making a Swim check, but can't take 20.

A character with the Athletic feat gets a +2 bonus on all Swim checks.

Time: A Swim check is either a move action or a full-round action, as described above.

Treat Injury (Wis)

Check: The DC and effect depend on the task attempted.

Long-Term Care (DC 15): With a medical kit, the successful application of this skill allows a patient to recover hit points and ability points lost to temporary damage at an advanced rate—3 hit points per character level or 3 ability points restored per day of complete rest. A new check is made each day; on a failed check, recovery occurs at the normal rate for that day of rest and care.

A character can tend up to as many patients as he or she has ranks in the skill. The patients need to spend all their time resting. The character needs to devote at least ½ hour of the day to each patient the character is caring for.

Restore Hit Points (DC 15): With a medical kit, if a character has lost hit points, the character can restore some of them. A successful check, as a full-round action, restores 1d4 hit points.

The number restored can never exceed the character's full normal total of hit points. This application of the skill can be used successfully on a character only once per day.

Revive Dazed, Stunned, or Unconscious Character (DC 15): With a first aid kit, the character can remove the dazed, stunned, or unconscious condition from a character. This check is an attack action.

A successful check removes the dazed, stunned, or unconscious condition from an affected character. The character can't revive an unconscious character who is at –1 hit points or lower without first stabilizing the character.

Stabilize Dying Character (DC 15): With a medical kit, a character can tend to a character who is dying. As an attack action, a successful Treat Injury check stabilizes another character. The stabilized character regains no hit points, but he or she stops losing them. The character must have a medical kit to stabilize a dying character.

Surgery (DC 20): With a surgery kit, a character can conduct field surgery. This application of the Treat Injury skill carries a –4 penalty, which can be negated with the Surgery feat. Surgery requires 1d4 hours; if the patient is at negative hit points, add an additional hour for every point below 0 the patient has fallen. Surgery restores 1d6 hit points for every character level of the patient (up to the patient's full normal total of hit points) with a successful skill check. Surgery can only be used successfully on a character once in a 24-hour period.

A character who undergoes surgery is fatigued for 24 hours, minus 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

Treat Disease (DC 15): A character can tend to a character infected with a treatable disease. Every time the diseased character makes a saving throw against disease effects (after the initial contamination), the treating character first makes a Treat Injury check to help the diseased character fend off secondary damage. This activity takes 10 minutes. If the treating character's check succeeds, the treating character provides a bonus on the diseased character's saving throw equal to his or her ranks in this skill.

Treat Poison (DC 15): A character can tend to a poisoned character. When a poisoned character makes a saving throw against a poison's secondary effect, the treating character first makes a Treat Injury check as an attack action. If the treating character's check succeeds, the character provides a bonus on the poisoned character's saving throw equal to his or her ranks in this skill.

Try Again?: Yes, for restoring hit points, reviving dazed, stunned, or unconscious characters, stabilizing dying characters, and surgery. No, for all other uses of the skill.

Special: The Surgery feat gives a character the extra training he or she needs to use Treat Injury to help a wounded character by means of an operation.

A character can take 10 when making a Treat Injury check. A character can take 20 only when restoring hit points or attempting to revive dazed, stunned, or unconscious characters. Long-term care, restoring hit points, treating disease, treating poison, or stabilizing a dying character requires a medical kit. Reviving a dazed, stunned, or unconscious character requires either a first aid kit or a medical kit. Surgery requires a surgery kit. If the character does not have the appropriate kit, he or she takes a –4 penalty on the check.

A character can use the Treat Injury skill on his or herself only to administer first aid, treat disease, or treat poison. The character takes a –5 penalty on your check any time he or she treats his or herself.

A character with the Medical Expert feat gets a +2 bonus on all Treat Injury checks.

Time: Treat Injury checks take different amounts of time based on the task at hand, as described above.

Tumble (Dex)

Trained Only; Armor Penalty

Check: A character can land softly when he or she falls, tumble past opponents in combat, or tumble through opponents.

Land Softly: The character can make a Tumble check (DC 15) when falling. If the check succeeds, treat the fall as if it were 10 feet shorter when determining damage.

Tumble past Opponents: With a successful Tumble check (DC 20), the character can weave, dodge, and roll up to 20 feet through squares adjacent to opponents, risking no attacks of opportunity. Failure means the character moves as planned, but provokes attacks of opportunity as normal.

Tumble through Opponents: With a successful Tumble check (DC 20), the character can roll, jump, or dive through squares occupied by opponents, moving over, under, or around them as if they weren't there. Failure means the character moves as planned, but provokes attacks of opportunity as normal.

Try Again?: No.

Special: A character with 5 or more ranks in Tumble gains a +3 dodge bonus to Defense (instead of the normal +2) when fighting defensively, and a +6 dodge bonus (instead of the normal +4) when engaging in total defense.

A character can take 10 when making a Tumble check, but can't take 20.

A character with the Acrobatic feat and at least 1 rank in this skill gets a +2 bonus on all Tumble checks.

Time: A character can try to reduce damage from a fall as a reaction once per fall. A character can attempt to tumble as a free action that must be performed as part of a move action.

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SPECIAL ABILITIES

Ability Score Reduction (Su): Some attacks reduce an opponent's score in one or more abilities. This loss can be permanent or temporary.

Permanent Ability Drain: This effect permanently reduces a living opponent's ability score when the creature hits with a melee attack. The creature's descriptive text gives the ability and the amount drained. If an attack that causes permanent ability drain scores a critical hit, it drains twice the given amount (if the damage is expressed as a die range, roll two dice). A draining creature heals 5 points of damage (10 on a critical hit) whenever it drains an ability score no matter how many points it drains. If the amount of healing is more than the damage the creature has taken, it gains any excess as temporary hit points.

Some ability drain attacks allow a Fortitude save with a DC of $10 + 1/2$ draining creature's HD + draining creature's Charisma modifier (the exact DC is given in the creature's descriptive text). If no saving throw is mentioned, none is allowed.

Temporary Ability Damage: This attack damages an opponent's ability score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the given amount (if the damage is expressed as a die range, roll two dice). Temporary ability damage returns at the rate of 1 point per day.

Blindsight (Ex): Using nonvisual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the creature maneuvers and fights as well as a sighted creature. Invisibility and darkness are irrelevant. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability.

Breath Weapon (Su): A breath weapon attack usually causes damage and is often based on some type of energy. It allows a Reflex save for half damage with a DC equal to $10 + 1/2$ breathing creature's HD + breathing creature's Constitution modifier (the exact DC is given in the creature's Species Traits). A creature is immune to its own breath weapon and those of others of its kind unless noted otherwise.

Constrict (Ex): The creature crushes the opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability (see below), it deals constriction damage in addition to damage dealt by the weapon used to grab.

Damage Reduction (Su): The creature ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A magic weapon or a creature with its own damage reduction can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored and the type of weapon that negates the ability.

Any weapon more powerful than the type listed in the note also negates the ability. A weapon with an enhancement bonus due to magic is considered more powerful than any weapon that does not have such a bonus.

For purposes of harming other creatures with damage reduction, a creature's natural weapons count as the type that ignores its own innate damage reduction. However, damage reduction from spells does not confer this ability. The amount of damage reduction is irrelevant.

Darkvision (Ex): The creature can see in total darkness, out to the specified range (usually 60 feet). Darkvision is black-and-white only, but is otherwise like normal light.

Energy Drain (Su): This attack saps a living opponent's vital energy. With each successful melee attack, the creature bestows one or more negative levels. If an attack that includes an energy drain scores a critical hit, it drains double the given amount. For each negative level inflicted on an opponent, the draining creature heals 5 points of damage. If the amount of healing is more than the damage the creature has taken, it gains any excess as temporary hit points that remain for a maximum of 1 hour. For each negative level, the opponent takes a -1 penalty on all skill checks and ability checks, attack rolls, and saving throws, and loses one effective level or Hit Die (whenever level is used in a die roll or calculation). A character with spellcasting ability loses the ability to cast one spell of the highest level he or she can cast (player's choice); this loss persists until the negative level is removed.

Negative levels remain until 24 hours have passed or until removed with a spell. If a negative level is not removed before 24 hours have passed, the afflicted opponent must attempt a Fortitude save with a DC of $10 + 1/2$ draining creature's HD + draining creature's Charisma modifier (the exact DC is given in the creature's Species Traits). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level goes away, but the creature's level is reduced by one. A separate saving throw is required for each negative level. A creature that loses all of its levels or Hit Dice dies and, depending on the source of the energy drain, might rise as an undead creature of some kind.

Fast Healing (Ex): The creature regains hit points at an exceptionally fast rate, usually 1 or more hit points per round. Fast healing stops working when a creature is reduced to -10 hp or fewer. Except as noted here, fast healing works just like natural healing.

Fast healing doesn't provide any benefit against attack forms that don't deal hit point damage. Fast healing also doesn't restore hit points lost to starvation, thirst, or suffocation, and it doesn't allow a creature to regrow or reattach severed body parts.

Fear Aura (Su): A fear aura either operates continuously or can be used at will. In either case, it's a free action. This ability can freeze an opponent or cause opponents to become panicked. Other effects are possible. Negating the fear effect requires a successful Will save with a DC equal to $10 + 1/2$ fearsome

creature's HD + fearsome creature's Charisma modifier (the exact DC is given in the creature's descriptive text).

Gaze (Su): A gaze attack takes effect when opponents look at the creature's eyes. The attack can have almost any sort of effect: petrification, death, charm, and so on. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save. The DC is equal to 10 + 1/2 gazing creature's HD + gazing creature's Charisma modifier (the exact DC is given in the creature's Species Traits). A successful saving throw negates the effect.

Each opponent within range of the gaze attack must attempt a saving throw each round at the beginning of his or her turn. Opponents can avoid the saving throw by averting their eyes or by using a barrier to sight.

Averting One's Eyes: The opponent avoids looking at the creature's face and instead looks at its body, watching its shadow, tracking it in a reflective surface, or the like. Each round, the opponent has a 50% chance to not need to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains one-half concealment against that opponent.

Barrier to Sight: An opponent that cannot see the creature at all cannot be affected by its gaze attack. This can be accomplished by turning one's back on the creature, shutting one's eyes, or wearing a blindfold or head covering that prevents sight. The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid the gaze as described above. Thus, a target may need to save against a creature's gaze twice during the same round: once before the target's action and once during the creature's turn.

A creature is immune to its own gaze attack unless otherwise noted.

Improved Grab (Ex): If the creature hits with a melee weapon it deals normal damage and attempts to start a grapple as a free action, doing so without provoking attacks of opportunity. No initial touch attack is required. Unless otherwise stated, improved grab works only against opponents at least one size category smaller than the creature. A Small or smaller creature using improved grab does not apply its grapple modifier to its grapple check.

The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on grapple checks but is not considered grappled itself; the creature does not lose its Dexterity bonus to Defense, still threatens an area, and can use its remaining attacks against other opponents.

A successful hold does not deal additional damage unless the creature also has the constrict ability (see above). If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage given for the attack that established the hold.

When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. The creature is not considered grappled

while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move, provided it can drag the opponent's weight.

Low-Light Vision (Ex): A creature with low-light vision can see twice as far as normal in poor lighting conditions. The creature can still distinguish colors, even in dim lighting.

Poison (Ex): Poison attacks deal initial damage, such as temporary ability damage (see above) or some other effect, to the opponent on a failed Fortitude save. Unless otherwise noted, another saving throw is required 1 minute later (regardless of the first save's result) to avoid secondary damage.

The Fortitude save against poison has a DC equal to 10 + 1/2 poisoning creature's HD + poisoning creature's Constitution modifier (the exact DC is given in the creature's Species Traits). A successful save negates the damage.

Power Resistance (Ex): A creature with power resistance can avoid the effects of psionic powers that directly affect it. To determine whether a spell or spell-like ability works, the psionic power manifester must make a level check (1d20 + manifester's level). If the result equals or exceeds the creature's power resistance, the power works normally, although the creature is still allowed a saving throw.

Psionics (Sp): Psionics refers to abilities the creature generates with the power of its mind. Most psionic abilities can be used at will and have no use limit.

Regeneration (Ex): This ability makes the creature impervious to most types of damage. Any damage dealt to the creature that falls below its massive damage threshold doesn't reduce its hit points, unless that damage is of a type it is specifically vulnerable to, as mentioned in the creature's description.

Massive damage that doesn't match the creature's vulnerability reduces its hit points, but such damage automatically heals at a fixed rate, as detailed in the creature's description. When the creature takes massive damage from an attack type it isn't vulnerable to, a failed save renders it dazed for 1 round (instead of reducing it to -1 hit points).

Damage the creature is vulnerable to deals damage with every successful attack. Such damage can't be regenerated, and massive damage from such an attack follows the normal massive damage rules.

Regeneration doesn't provide any benefit against attack forms that don't deal hit point damage. Regeneration also doesn't restore hit points lost to starvation, thirst, or suffocation. Regenerating creatures can regrow and reattach severed body parts. Severed parts that aren't reattached wither and die normally. Regeneration continues to work no matter how low the creature's hit points drop, restoring lost hit points from any damage other than from attack forms the creature is specially vulnerable to.

Resistance to Energy (Ex): The creature ignores some damage of the given energy type (acid, cold, electricity, fire, or sonic/concussion) each time the creature is subjected to such damage. The entry indicates the amount and type of damage ignored.

Scent (Ex): This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents can be detected at twice the ranges noted above. Overpowering scents can be detected at triple normal range.

When a creature detects a scent, the exact location is not revealed—only its presence somewhere within range. The creature can take a move or attack action to note the direction of the scent. If it moves within 5 feet of the source, the creature can pinpoint that source.

A creature with the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on the strength of the quarry's odor, the number of creatures being tracked, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Spell Resistance (Ex): A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine whether a spell or spell-like ability works, the spellcaster must make a level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

Spells (Sp): Some creatures can cast arcane spells or divine spells (and can activate magic items accordingly). These creatures are subject to the same spellcasting rules as characters. Spellcasting creatures are not members of an advanced class unless their entries say so, and they do not gain any class features. A creature with access to divine spells must prepare them in the normal manner.

Swallow Whole (Ex): If the creature begins its turn with an opponent held in its mouth (see improved grab, above), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its opponent and deals bite damage. Unless noted otherwise, the opponent can be up to one size category smaller than the swallowing creature.

Being swallowed has various consequences depending on the creature, but a swallowed opponent is considered grappled, while the creature is not. A swallowed opponent can try to cut its way free with any light piercing or slashing weapon (the amount of cutting damage required to get free is noted in the creature's descriptive text), or it can just try to escape the grapple. If the swallowed opponent chooses the latter course, success puts it back in the creature's mouth, where it may be bitten or swallowed again.

Trample (Ex): As an attack action during its turn each round, the creature can run over an opponent at least one size category smaller than itself, entering the opponent's fighting space to do so. The trample deals bludgeoning damage, and the creature's descriptive text lists the amount.

Trampled opponents can attempt attacks of opportunity, but these incur a –4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves for half damage. The save DC equals 10 + 1/2 trampling creature's HD + trampling creature's Strength modifier (the exact DC is given in the creature's descriptive text).

Turn Resistance (Ex): The creature (usually undead) resists attempts by divine spellcasters to turn it (see Turn or Rebuke Undead). When resolving a turn or rebuke attempt, add the given bonus to the creature's Hit Dice total.

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EQUIPMENT BASICS

On-Hand Objects

To account for the mundane and innocuous objects that most people have among their possessions—and not force every character to specifically purchase such objects in order to employ them—use the following rules.

With the GM's permission, a character can make a Wealth check to see if he or she has a mundane object on hand, as long as the object has a purchase DC of 10 or lower. (The GM determines the purchase DC for an object that's not mentioned in this chapter, using similarly priced objects as a guide.) The Wealth check works the same as for buying the object, except that the character takes a –10 penalty on the check, and he or she can't take 10 or take 20. Also, a character can't make a Wealth check to see if he or she has a mundane object on hand during character generation or between adventures—only during play. If the character succeeds, his or her Wealth bonus is unaffected, even if the object's purchase DC is higher than his or her Wealth bonus.

Depending on the situation, the GM can rule that a certain mundane object is not available; for an object to be obtainable, the character must be in a place where the object logically would be.

Restricted Objects

Some objects require licenses to own or operate, or are restricted in use to qualifying organizations or individuals. In such cases, a character must purchase a license or pay a fee to legally own the object. A license or fee is a separate item, purchased in addition to (and usually before) the object to which it applies. The four levels of restriction are as follows.

Licensed: The owner must obtain a license to own or operate the object legally. Generally, the license is not expensive, and obtaining it has few if any additional legal requirements.

Restricted: Only specially qualified individuals or organizations are technically allowed to own the object. However, the real obstacles to ownership are time and money; anyone with sufficient patience and cash can eventually acquire the necessary license.

Military: The object is sold primarily to legitimate police and military organizations. A military rating is essentially the same as restricted (see above), except that manufacturers and dealers are generally under tight government scrutiny and are therefore especially wary of selling to private individuals.

Illegal: The object is illegal in all but specific, highly regulated circumstances.

Table: Restricted Objects

Restriction	License or Fee	Black Market	Time
Rating	Purchase DC	Purchase DC ¹	Required
Licensed	10	+1	1 day
Restricted	15	+2	2 days
Military	20	+3	3 days
Illegal	25	+4	4 days

¹ Add to the object's purchase DC if the character tries to buy it on the black market without first obtaining a license; see The Black Market, below.

Purchasing a License

To purchase a license or pay necessary fees, make a Wealth check against the purchase DC given in Table: Restricted Objects. With a success, the license is issued to the character after the number of days indicated. To speed the process, the hero can make a Knowledge (business) check against a DC equal to the license purchase DC. Success results in the license being issued in 1d6 hours. (During the process of character creation, a character just needs to purchase the license or pay the fee; the time required takes place before game play begins.)

As a general rule, a character must obtain the appropriate license before buying a restricted object. Legitimate dealers will not sell restricted objects to a character who does not have the necessary license. However, a character may be able to turn to the black market (see below) to obtain restricted objects without a license.

The Black Market

Sometimes a character wants to obtain an object without going through the hassle of getting a license first. Almost anything is available on the black market. Knowledge (streetwise) checks can be used to locate a black market merchant. The DC is based on the location in question: 15 to find a black market merchant in a big city, or 20, 25, or higher in small towns and rural areas. Objects purchased on the black market are more expensive than those purchased legally. Add the black market purchase DC modifier from Table: Restricted Objects to the object's purchase DC.

Obtaining an object on the black market takes a number of days according to the Time Required column on Table: Restricted Objects. The process can be hurried, but each day cut out of the process (to a minimum of one day) increases the purchase DC by an additional +1.

Requisitioning Equipment

When a hero working for Department-7 needs more equipment than he or she has on hand, the hero may try to requisition it. Department-7 evaluates whether the character really needs the object, how soon the agency can supply it, and whether the agency can reasonably expect to get it back when the hero is done with it.

The result is determined by a level check (1d20 + character level) against a DC equal to the equipment's purchase DC. Add the character's Charisma bonus to the check. Table: Requisition Modifiers lists modifiers that may affect the check.

The result of the check determines whether and how quickly Department-7 can provide the hero with the requested

equipment. With a success, the object is issued to the hero. Generally, it takes 24 hours to obtain an object through requisition, but if the object is especially common, or if the hero beats the check DC by 5 or more, it is available in 1d4 hours. Requisitioned objects are loaned, not given, to the hero. Obviously, expendable objects like ammunition don't have to be returned if used.

Table: Requisition Modifiers

Situation	Modifier
Object is necessary for assignment	+6
Object has obvious application for assignment	+4
Object has peripheral application for assignment	+2
Object has no obvious application for assignment	-2
Object is rare	-2
Object restriction	
Licensed	-2
Restricted	-4
Military	-6
Illegal	-8
Hero is skilled or proficient in use of object	+2
Hero returned all gear undamaged on previous mission	+2

Mastercraft Objects

Weapons, armor, and some other types of equipment can be constructed as mastercraft objects. The exceptional quality of these objects provides the user a bonus on attack rolls, damage, Defense, or some other characteristic that improves when the object is used.

A mastercraft object that provides a +1 bonus can usually be purchased on the open market as a custom version of a common object. The increased cost of such an object adds +3 to the purchase DC.

A rare few objects are of mastercraft quality even without customization—the off-the-shelf version of the object is of such high quality that it always provides a bonus of +1. In these cases, the purchase DC is not increased (such objects are already priced higher than similar objects of lower quality).

Mastercraft objects with a bonus of +2 or +3 are not common and are generally not for sale. If a mastercraft +2 object could be found for purchase, its cost would add +6 to the normal purchase DC. The cost of a mastercraft +3 object would add +9 to the normal purchase DC.

Concealed Weapons and Objects

It's assumed that, when attempting to conceal a weapon or other object, a character is wearing appropriate clothing.

Drawing a concealed weapon is more difficult than drawing a regularly holstered weapon, and normally requires an attack action. Keeping the weapon in an easier-to-draw position makes concealing it more difficult.

Sleight of Hand Checks

To conceal a weapon or other object, make a Sleight of Hand check. A character concealing an object before he or she heads out into public can usually take 10 unless he or she is rushed, trying to conceal it when others might see, or under other

unusual constraints. Sleight of Hand can be used untrained in this instance, but the character must take 10.

Size and Concealment

The object's size affects the check result, as shown on Table: Concealing Weapons and Objects. The type of holster used or clothing worn, and any attempt to make a weapon easier to draw, can also affect the check.

Table: Concealing Weapons and Objects

Condition	Sleight of Hand Modifier
Size of weapon or object	
Fine	+12
Diminutive	+8
Tiny	+4
Small	+0
Medium-size	-4
Large	-8
Huge or larger	can't conceal
Clothing is tight or small	-4
Clothing is especially loose or bulky	+2
Clothing is specifically modified for concealing object	+2
Weapon is carried in concealed carry holster	+4
Weapon can be drawn normally	-2
Weapon can be drawn as free action with Quick Draw feat	-4

Spotting Concealed Objects

Noticing a concealed weapon or other object requires a Spot check. The DC varies: If the target made a roll when concealing an object, the DC of the Spot check to notice the object is the same as the target's check result (an opposed check, in other words). If the target took 10 on his or her Sleight of Hand check, use this formula:

Spot DC = Target's Sleight of Hand skill modifier (including modifiers from Table: Concealing Weapons and Objects) + 10

An observer attempting to spot a concealed object receives a -1 penalty for every 10 feet between him or herself and the target, and a -5 penalty if distracted.

Patting someone down for a hidden weapon requires a similar check. However, the skill employed in Search, and the searcher gets a +4 circumstance bonus for the hands-on act of frisking the target. Some devices may also offer bonuses under certain circumstances (a metal detector offers a bonus to Search checks to find metal objects, for example).

Spotting Concealable Armor

Concealable armor can be worn under clothing if the wearer wants it to go unnoticed. Don't use the modifiers from Table: Concealing Weapons and Objects when wearing concealable armor. Instead, anyone attempting to notice the armor must make a Spot check (DC 30).

Living in Luxury

The purchase DCs given are for average-quality items. It's possible to purchase similar items with luxury features, generally by increasing the purchase DC by 1. Although such

items are more expensive, they offer no additional features or game benefits.

Carrying Capacity

A character's carrying capacity depends directly on the character's Strength score, as shown on Table: Carrying Capacity.

Table: Carrying Capacity

Strength	Light Load	Medium Load	Heavy Load
1	up to 3 lb.	4–6 lb.	7–10 lb.
2	up to 6 lb.	7–13 lb.	14–20 lb.
3	up to 10 lb.	11–20 lb.	21–30 lb.
4	up to 13 lb.	14–26 lb.	27–40 lb.
5	up to 16 lb.	17–33 lb.	34–50 lb.
6	up to 20 lb.	21–40 lb.	41–60 lb.
7	up to 23 lb.	24–46 lb.	47–70 lb.
8	up to 26 lb.	27–53 lb.	54–80 lb.
9	up to 30 lb.	31–60 lb.	61–90 lb.
10	up to 33 lb.	34–66 lb.	67–100 lb.
11	up to 38 lb.	39–76 lb.	77–115 lb.
12	up to 43 lb.	44–86 lb.	87–130 lb.
13	up to 50 lb.	51–100 lb.	101–150 lb.
14	up to 58 lb.	59–113 lb.	117–175 lb.
15	up to 66 lb.	67–133 lb.	134–200 lb.
16	up to 76 lb.	77–153 lb.	154–230 lb.
17	up to 86 lb.	87–173 lb.	174–260 lb.
18	up to 100 lb.	101–200 lb.	201–300 lb.
19	up to 116 lb.	117–233 lb.	234–350 lb.
20	up to 133 lb.	134–266 lb.	267–400 lb.
21	up to 153 lb.	154–306 lb.	307–460 lb.
22	up to 173 lb.	174–346 lb.	347–520 lb.
23	up to 200 lb.	201–400 lb.	401–600 lb.
24	up to 233 lb.	234–466 lb.	467–700 lb.
25	up to 266 lb.	267–533 lb.	534–800 lb.
26	up to 306 lb.	307–613 lb.	614–920 lb.
27	up to 346 lb.	347–693 lb.	694–1,040 lb.
28	up to 400 lb.	401–800 lb.	801–1,200 lb.
29	up to 466 lb.	467–933 lb.	934–1,400 lb.
+10	x4	x4	x4

If the weight of everything a character is wearing or carrying amounts to no more than his or her light load figure, the character can move and perform any actions normally (though the character's speed might already be slowed by the armor he or she is wearing).

If the weight of the character's gear falls in his or her medium load range, the character is considered encumbered. An encumbered character's speed is reduced to the value given below, if the character is not already slowed to that speed for some other reason.

Previous Speed	Current Speed
20 ft.	15 ft.
30 ft.	20 ft.
40 ft.	30 ft.
50 ft.	40 ft.
60 ft.	50 ft.

An encumbered character performs as if his or her Dexterity modifier were no higher than +3. In addition, the character takes a –3 encumbrance penalty on attack rolls and checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble. This encumbrance penalty stacks with any armor penalty that may also apply.

If the weight of a character's gear falls in his or her heavy load range, the character is considered heavily encumbered. A heavily encumbered character's speed is reduced to the value given below, if the character is not already slowed to that speed for some other reason.

Previous Speed	Current Speed
20 ft.	10 ft.
30 ft.	15 ft.
40 ft.	20 ft.
50 ft.	25 ft.
60 ft.	30 ft.

A heavily encumbered character performs as if his or her Dexterity modifier were no higher than +1. In addition, the character takes a –6 encumbrance penalty on attack rolls and checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble. This encumbrance penalty stacks with any armor penalty that may also apply. Finally, a heavily encumbered character's maximum running speed is his or her speed x3 instead of speed x4. The figure at the upper end of a character's heavy load range is his or her maximum load. No character can move or perform any other actions while carrying more than his or her maximum load.

Lifting and Dragging: A character can lift up to his or her maximum load over his or her head.

A character can lift up to double his or her maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to Defense and can only move 5 feet per round (as a full-round action).

A character can generally push or drag along the ground up to five times his or her maximum load. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

Bigger and Smaller Creatures: The figures on Table: Carrying Capacity are for Medium-size bipedal creatures. Larger bipedal creatures can carry more weight depending on size category: Large x2, Huge x4, Gargantuan x8, and Colossal x16. Smaller creatures can carry less weight depending on size category: Small x3/4, Tiny x1/2, Diminutive x1/4, and Fine x1/8.

Quadrupeds, such as horses, can carry heavier loads than characters can. Use these multipliers instead of the ones given above: Fine x1/4, Diminutive x1/2, Tiny x3/4, Small x1, Medium-size x1.5, Large x3, Huge x6, Gargantuan x12, and Colossal x24.

Tremendous Strength: For Strength scores not listed, find the Strength score between 20 and 29 that has the same ones digit as the creature's Strength score. Multiply the figures by 4 if the creature's Strength is in the 30s, 16 if it's in the 40s, 64 if it's in the 50s, and so on.

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EQUIPMENT (GENERAL)

General Equipment

This section covers the wide variety of general gear available to adventurers of all sorts.

Many of the objects in this section are battery-operated. Any device that uses batteries comes with them. As a general rule, ignore battery life—assume that heroes (and their antagonists) are smart enough to recharge or replace their batteries between adventures, and that the batteries last as long as needed during adventures. If battery life is important in the game, roll 1d20 every time a battery-operated item is used. On a result of 1, the batteries are dead and the object is useless. New batteries have a purchase DC of 2 and can be changed as a move action.

Equipment Tables

Equipment is described by a number of statistics, as shown on Table: General Equipment.

Size: The size category of a piece of equipment helps to determine how easy that object is to conceal, and it also indicates whether using the object requires one hand or two. In general, a character needs only one hand to use any object that is of his or her size category or smaller.

Weight: This column gives the item's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the item. This number reflects the base price and doesn't include any modifier for purchasing the item on the black market.

Restriction: The restriction rating for the object, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the item on the black market.

Table: General Equipment Object

Object	Size	Weight DC	Purchase DC	Restriction
Bags and Boxes				
Aluminum travel case				
10 lb. Capacity	Med	5 lb.	10	—
40 lb. Capacity	Large	10 lb.	11	—
75 lb. capacity	Large	15 lb.	12	—
Briefcase	Med	2 lb.	7	—
Contractor's field bag	Med	2 lb.	6	—
Day pack	Small	2 lb.	5	—
Handbag	Small	1 lb.	4	—
Range pack				
Standard	Small	2 lb.	7	—
Oversized	Med	3 lb.	9	—
Patrol box	Med	4 lb.	9	—

Clothing

Clothing outfit

Business	Med	3 lb.	12	—
Casual	Med	2 lb.	8	—
Formal	Med	3 lb.	15	—
Fatigues	Med	3 lb.	9	—
Uniform	Med	2 lb.	9	—
Ghillie suit	Med	5 lb.	6	—
Outerwear				
Coat	Med	2 lb.	8	—
Fatigue jacket	Med	2 lb.	7	—
Overcoat	Med	3 lb.	9	—
Parka	Med	3 lb.	9	—
Photojournalist's vest	Med	1 lb.	9	—
Windbreaker	Med	1 lb.	6	—
Tool belt	Small	2 lb.	9	—

Computers and Consumer Electronics

Camera					
35mm	Small	2 lb.	17	—	
Digital	Tiny	0.5 lb.	14	—	
Disposable	Tiny	0.5 lb.	4	—	
Film	Dim	—	3	—	
Film developing (roll)	—	—	3	—	
Cell phone	Dim	—	9	—	
Computer					
Desktop	Large	10 lb.	22	—	
Notebook	Med	5 lb.	23	—	
Upgrade	—	—	See text	—	
Digital audio recorder	Tiny	1 lb.	10	—	
Modem					
Broadband	Tiny	1 lb.	3	—	
Cellular	Tiny	1 lb.	6	—	
PDA	Tiny	0.5 lb.	16	—	
Portable satellite phone	Small	2 lb.	17	—	
Portable video camera	Small	2 lb.	16	—	
Printer	Med	3 lb.	12	—	
Scanner	Med	3 lb.	12	—	
Walkie-talkie					
Basic	Tiny	1 lb.	7	—	
Professional	Tiny	1 lb.	15	—	

Surveillance Gear

Black box (+4)	Tiny	0.5 lb.	4	Illegal	
Caller ID defeater	Tiny	1 lb.	5	—	
Cellular interceptor	Tiny	0.5 lb.	23	—	
Lineman's buttset	Tiny	1 lb.	13	Lic (+1)	
Metal detector	Small	2 lb.	11	—	
Night vision goggles	Small	3 lb.	17	—	
Tap detector	Tiny	1 lb.	7	—	
Telephone tap					
Line tap	Tiny	0.5 lb.	13	Lic (+1)	
Receiver tap	Tiny	0.5 lb.	3	Res (+2)	
Telephone line tracer	Med	5 lb.	23	—	

Professional Equipment

Bolt cutter	Med	5 lb.	6	—	
Caltrops (25)	Small	2 lb.	5	—	
Car opening kit	Tiny	1 lb.	6	Lic (+1)	
Chemical kit	Med	6 lb.	16	—	
Demolitions kit	Med	5 lb.	13	Lic (+1)	
Disguise kit	Med	5 lb.	12	—	
Duct tape	Tiny	1 lb.	4	—	
Electrical tool kit					
Basic	Large	12 lb.	14	—	
Deluxe	Huge	33 lb.	21	—	
Evidence kit					
Basic	Med	6 lb.	7	—	
Deluxe	Med	8 lb.	15	—	
Fake ID	Fine	—	See text	Illegal (+4)	
First aid kit	Small	3 lb.	5	—	
Forgery kit	Small	3 lb.	12	—	
Handcuffs					
Steel	Tiny	1 lb.	7	—	
Zip-tie (25)	Dim	0.5 lb.	6	—	
Instrument, keyboard	Large	12 lb.	12	—	
Instrument, percussion	Huge	50 lb.	14	—	
Instrument, stringed	Large	7 lb.	13	—	
Instrument, wind	Tiny	1 lb.	8	—	
Lockpick set	Tiny	1 lb.	9	Lic (+1)	
Lock release gun	Tiny	0.5 lb.	12	Res (+2)	
Mechanical tool kit					
Basic	Large	22 lb.	13	—	
Deluxe	Huge	45 lb.	20	—	
Medical kit	Med	5 lb.	15	—	
Multipurpose tool	Tiny	0.5 lb.	9	—	
Pharmacist kit	Med	6 lb.	17	Res (+2)	
Search-and-rescue kit	Med	7 lb.	12	—	
Spike strip	Huge	22 lb.	13	—	
Surgery kit	Med	5 lb.	16	Lic (+1)	

Survival Gear

Backpack	Med	3 lb.	10	—
Binoculars				
Standard	Small	2 lb.	7	—
Rangefinding	Small	3 lb.	15	—
Electro-optical	Small	4 lb.	16	—
Chemical light sticks (5)	Tiny	1 lb.	2	—
Climbing gear	Large	10 lb.	11	—
Compass	Dim	0.5 lb.	5	—
Fire extinguisher	Med	3 lb.	8	—
Flash goggles	Tiny	2 lb.	15	—
Flashlight				
Penlight	Dim	0.5 lb.	3	—
Standard	Tiny	1 lb.	4	—
Battery flood	Small	2 lb.	6	—
Gas mask	Small	5 lb.	13	—
GPS receiver	Tiny	1 lb.	15	—
Map				
Road atlas	Tiny	1 lb.	4	—
Tactical map	Tiny	0.5 lb.	3	—
Mesh vest	Med	7 lb.	8	—
Portable stove	Tiny	1 lb.	9	—
Rope (150 ft.)	Large	12 lb.	5	—
Sleeping bag	Med	4 lb.	9	—
Tent				
2-person dome	Med	4 lb.	11	—
4-person dome	Med	7 lb.	12	—
8-person dome	Large	10 lb.	13	—
Trail rations (12)	Tiny	1 lb.	5	—

Weapon Accessories

Box magazine	Tiny	0.5 lb.	4	—
Detonator				
Blasting cap	Tiny	0.5 lb.	4	Lic (+1)
Radio controlled	Tiny	0.5 lb.	10	Lic (+1)
Timed	Tiny	0.5 lb.	7	Lic (+1)
Wired	Tiny	1 lb.	6	Lic (+1)
Holster				
Hip	Tiny	1 lb.	5	—
Concealed carry	Tiny	0.5 lb.	5	—
Illuminator	Tiny	0.5 lb.	7	—
Laser sight	Tiny	0.5 lb.	15	—
Scope				
Standard	Tiny	0.5 lb.	11	—
Electro-optical	Small	3 lb.	18	—
Speed loader	Tiny	0.5 lb.	3	—
Suppressor				
Pistol	Tiny	1 lb.	12	Mil (+3)
Rifle	Small	4 lb.	14	Mil (+3)

Bags and Boxes

With the wide variety of equipment available to modern adventurers, it's often critical to have something to store the equipment in or carry it around in.

Aluminum Travel Case

A travel case is a reinforced metal box with foam inserts. Wing-style clamps keep it from opening accidentally.

Briefcase

A briefcase can carry up to 5 pounds worth of gear. A briefcase can be locked, but its cheap lock is not very secure (Disable Device DC 20; break DC 10).

Contractor's Field Bag

A combination tool bag and notebook computer case, this has pockets for tools, pens, notepads, and cell phones. It even has a clear plastic flap for maps or plans. Made of durable fabric, it holds 10 pounds worth of equipment and comes with a shoulder strap.

Day Pack

This is a small backpack, the sort often used by students to carry their books around, or by outdoor enthusiasts on short hikes. It holds 8 pounds of gear and fits comfortably over one or both shoulders.

Handbag

Handbags provide another way to carry 2 pounds of equipment. The purchase DC shown is for a basic bag; high-fashion purses can increase the DC by as much as 5.

Range Pack

This lightweight black bag has a spacious inner compartment capable of holding roughly 8 pounds of gear and can hold an additional 4 pounds in six zippered external compartments. The larger version holds 12 pounds of equipment in the internal compartment and another 6 pounds in the zippered external pouches. A range pack easily holds several pistols and a submachine gun, and the larger version can hold disassembled rifles.

Patrol Box

Originally developed for use by police officers, this portable file cabinet has found favor with traveling salespeople. This hard-sided briefcase takes up the passenger seat of an automobile and provides easy access to files, storage for a laptop computer, and a writing surface. It holds 5 pounds worth of equipment and has an average lock (Disable Device DC 25; break DC 15).

Clothing

The items described here represent special clothing types, or unusual outfits that a character might need to purchase. For the most part, clothing choice is based on character concept. It's generally assumed that a hero owns a reasonable wardrobe of the sorts of clothes that fit his or her lifestyle. Sometimes, however, a character might need something out of the ordinary. When that's the case, he or she will have to purchase it like any other piece of gear. Clothes have two effects on game mechanics: one on Disguise checks, and one on Sleight of Hand checks.

First, clothing is part of a disguise. See the Disguise skill description for more on how appropriate dress affects Disguise checks.

Clothes also help to hide firearms, body armor, and small objects. Tightly tailored clothing imposes a penalty on an attempt to conceal an object; clothing purposely tailored to conceal objects provides a bonus.

Clothing Outfit

An outfit of clothing represents everything a character needs to dress a part: pants or skirt, shirt, undergarments, appropriate shoes or boots, socks or stockings, and any necessary belt or suspenders. The clothes a character wears does not count against the weight limit for encumbrance.

Business: A business outfit generally includes a jacket or blazer, and it tends to look sharp and well groomed without being overly formal.

Casual: Casual clothes range from cut-off jeans and a T-shirt to neatly pressed khakis and a hand-knit sweater.

Formal: From a little black dress to a fully appointed tuxedo, formal clothes are appropriate for “black tie” occasions. Special designer creations can have purchase DCs much higher than shown on the table.

Fatigues: Called “battle dress uniforms” (or BDUs) in the United States Army, these are worn by hardened veterans and wannabes alike. They’re rugged, comfortable, and provide lots of pockets. They are also printed in camouflage patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, fatigues grant a +2 bonus on Hide checks.

Uniform: From the cable guy to a senior Air Force officer, people on the job tend to wear uniforms—making such clothing an essential part of some disguises, since a uniform inclines people to trust the wearer.

Ghillie Suit

The ultimate in camouflage, a ghillie suit is a loose mesh overgarment covered in strips of burlap in woodland colors, to which other camouflaging elements can easily be added. A figure under a ghillie suit is nearly impossible to discern. A character wearing a ghillie suit with appropriate coloration gains a +10 bonus on Hide checks. (The suit’s coloration can be changed with a move action. However, the bulky suit imposes a penalty of –4 on all Dexterity checks, Dexterity-based skill checks (except Hide), and melee attack rolls.

Outerwear

In addition to keeping a character warm and dry, coats and jackets provide additional concealment for things a character is carrying (they often qualify as loose or bulky clothing; see Concealed Weapons and Objects).

Coat: An outer garment worn on the upper body. Its length and style vary according to fashion and use.

Fatigue Jacket: A lightweight outer garment fashioned after the fatigue uniforms worn by military personnel when performing their standard duties.

Overcoat: A warm coat worn over a suit jacket or indoor clothing.

Parka: This winter coat grants the wearer a +2 equipment bonus on Fortitude saves made to resist the effects of cold weather.

Photojournalist’s Vest: Made of cotton with mesh panels to keep the wearer cool, the photojournalist’s vest has numerous obvious—and hidden—pockets. It counts as loose and bulky clothing when used to conceal Small or smaller weapons, and also grants the “specially modified to conceal object” bonus when used to conceal Tiny or smaller objects. See Concealed Weapons and Objects.

Windbreaker: This is a lightweight jacket made of wind-resistant material.

Tool Belt

This sturdy leather belt has numerous pockets and loops for tools, nails, pencils, and other necessities for repair and construction work, making it easy to keep about 10 pounds of items on hand. The pockets are open, however, and items can easily fall out if the belt is tipped.

Computers and Consumer Electronics

Rules for operating computers appear under the Computer Use skill. Some of the items in this section have monthly subscription costs as well as initial purchase costs. The purchase DC accounts for both costs; once a character has obtained the item, he or she doesn’t have to worry about ongoing subscription costs.

Camera

Still cameras let a character capture a record of what he or she has seen.

35mm: The best choice for the professional photographer, this camera can accept different lenses and takes the highest-quality picture. A camera is needed to use the photography aspect of the Craft (visual art) skill. The film used in a camera must be developed.

Digital: A digital camera uses no film; instead, its pictures are simply downloaded to a computer as image files. No film developing is necessary.

Disposable: A 35mm camera with film built in can be purchased from vending machines, tourist traps, drugstores, and hundreds of other places. Once the film is used, the entire camera is turned in to have the film developed.

Film: The medium upon which photographs are stored, film comes in a variety of sizes and speeds. The purchase DC represents the cost of a roll of 24 exposures of high-speed (ASA 400) film.

Film Developing: In most areas, drugstores and photo shops provide 1-hour service; in others, it takes 24 hours. In really remote areas, film may have to be sent away for developing, taking a week or longer. The purchase DC represents the cost of getting two prints of each shot on a roll of film, or one of each and any two also blown up to a larger size.

Cell Phone

A digital communications device that comes in a hand-held model or as a headset, a cell phone uses a battery that lasts for 24 hours before it must be recharged. It works in any area covered by cellular service.

Computer

Whether a desktop or notebook model, a computer includes a keyboard, a mouse, a monitor, speakers, a CD-ROM drive, a dial-up modem, and the latest processor. A character needs a computer to make Computer Use checks and to make Research checks involving the Internet.

Desktop: Bulky but powerful, these machines are common on desks everywhere.

Notebook: Slim, lightweight, and portable, notebook computers have most of the functions available on desktop computers.

Upgrade: A character can upgrade a desktop or notebook computer’s processor to provide a +1 equipment bonus on

Computer Use checks. Increase the purchase DC of a desktop by +1 or a notebook by +2 to purchase an upgrade.

Digital Audio Recorder

These tiny recorders (about the size of a deck of playing cards) can record up to eight hours of audio and can be connected to a computer to download the digital recording. Digital audio recorders don't have extremely sensitive microphones; they only pick up sounds within 10 feet.

Modem

A modem allows a character to connect a computer to the Internet. To use a modem, a character must have a computer and an appropriate data line (or a cell phone, in the case of a cellular modem).

All computers come with dial-up modems, which allow connection to the Internet but without the speed of broadband or the flexibility of cellular. A dial-up modem uses a standard telephone line; while it's connected, that telephone line can't be used for another purpose.

Broadband: Cable modems and DSL services bring high-speed Internet access into the homes of millions. A broadband modem gives a character on-demand, high-speed access to data, allowing Computer Use and Research checks involving the Internet to be made in half the normal time.

Cellular: A cellular modem allows a character to connect her notebook computer to the Internet anywhere he or she can use a cell phone. However, access speed is slow, and any Computer Use or Research check involving the Internet takes half again the normal time (multiply by 1.5).

PDA

Personal data assistants are handy tools for storing data. They can be linked to a notebook or desktop computer to move files back and forth, but can't be used for Computer Use or Research checks.

Portable Satellite Telephone

This object looks much like a bulky cell phone, and functions in much the same way as well. However, because it communicates directly via satellite, it can be used anywhere on earth, even in remote areas well beyond the extent of cell phone service.

Portable satellite phones are very expensive to use. When used in a place not served by regular cellular service, each call requires a Wealth check (DC 6).

Portable Video Camera

Portable video cameras use some format of videotape to record activity. The tape can be played back through a VCR or via the camera eyepiece.

Printer

The color inkjet printer described here is suited for creating hard copies of text and image files from computers.

Scanner

A color flatbed scanner allows the user to transfer images and documents from hard copy into a computer in digital form.

Walkie-Talkie

This hand-held radio transceiver communicates with any similar device operating on the same frequency and within range.

Basic: This dime-store variety has only a few channels. Anyone else using a similar walkie-talkie within range can listen in on the character's conversations. It has a range of 2 miles.

Professional: This high-end civilian model allows a character to program in twenty different frequencies from thousands of choices—making it likely that the character can find a frequency that's not being used by anyone else within range. The device can be used with or without a voice-activated headset (included). It has a range of 15 miles.

Surveillance Gear

Keeping an eye on suspects or tracking the moves of potential enemies is a crucial part of the modern adventurer's job.

Black Box

This device, easily concealed in the palm of one hand, emits digital tones that convince the phone system to make a long-distance connection free of charge. They also let a user "bounce" a call through multiple switches, making the call harder to trace (the DC of any Computer Use check to trace the call is increased by 5).

Caller ID Defeater

When a phone line contains a caller ID defeater, phones attempting to connect with that line show up as "anonymous" or "unavailable" on a caller ID unit. Such a call can still be traced as normal, however.

Cellular Interceptor

About the size of a small briefcase, a cellular interceptor can detect and monitor a cell phone conversation within a 5-mile area by listening in on the cellular service's own transmitters.

Intercepting the calls of a particular cell phone requires a Computer Use check (DC 35); if the user knows the phone number of the phone in question, the DC drops to 10.

Obviously, the phone must be in use for someone to intercept the call. A cellular interceptor cannot be used to intercept regular (ground line) phone connections.

Lineman's Buttset

This device resembles an oversized telephone handset with a numeric keypad on the back and wire leads hanging from the bottom. It functions as a portable, reusable telephone line tap.

With a Repair check (DC 10), a user can connect to a phone wire and hear any conversation that crosses it. A lineman's buttset is a common tool for telephone repair personnel.

Metal Detector

This handheld device provides a +10 equipment bonus on all Search checks involving metal objects.

Night Vision Goggles

Night vision goggles use passive light gathering to improve vision in near-dark conditions. They grant the user the ability to see in darkness, also called darkvision—but because of the restricted field of view and lack of depth perception these goggles provide, they impose a -4 penalty on all Spot and Search checks made by someone wearing them.

Night vision goggles must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room doesn't. For situations of total darkness, the goggles come with an infrared illuminator that, when switched on, operates like a flashlight whose light is visible only to the wearer (or anyone else wearing night vision goggles).

Tap Detector

Plug this into a telephone line between the phone and the outlet, and it helps detect if the line is tapped. To detect a tap, make a Computer Use check (the DC varies according to the type of telephone tap used; see below). With a success, the tap detector indicates that a tap is present. It does not indicate the type or location of the tap however. Also, it can't be used to detect a lineman's buttset.

Telephone Tap

These devices allow a character to listen to conversations over a particular phone line.

Line Tap: This tap can be attached to a phone line at any point between a phone and the nearest junction box (usually on the street nearby). Installing it requires a Repair check (DC 15). It broadcasts all conversations on the line over a radio frequency that can be picked up by any professional walkie-talkie.

Detecting a line tap by using a tap detector requires a Computer Use check (DC 25).

Receiver Tap: This item can be easily slipped into a telephone handset as a Repair check (DC 5). It broadcasts all conversations over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a receiver tap by using a tap detector requires a Computer Use check (DC 15).

Telephone Line Tracer

Essentially a highly specialized computer, a line tracer hooked to a phone line can trace phone calls made to that line, even if there's a caller ID defeater hooked up at the other end. All it takes is time.

Operating a line tracer is a full-round action requiring a Computer Use check (DC 10). Success gains one digit of the target phone number, starting with the first number of the area code.

Professional Equipment

This category covers a wide variety of specialized equipment used by professionals in adventure-related fields.

Some objects contain the tools necessary to use certain skills optimally. Without the use of these items, often referred to as kits, skill checks made with these skills are at a -4 penalty. Skills and the kits they are associated with are listed below. See the descriptions of the kits for additional details. Note that kits should be restocked periodically (purchase DC 5 less than the original purchase DC).

Note that some skills, by their nature, require a piece of equipment to utilize.

Skill	Associated Item
Climb	Climbing gear
Craft (chemical)	Chemical kit
Craft (electronic)	Electrical tool kit
Craft (mechanical)	Mechanical tool kit
Craft (pharmaceutical)	Pharmacist kit
Craft (structural)	Mechanical tool kit
Demolitions	Demolitions kit
Disable Device	Car opening kit
	Electrical tool kit
	Lockpick set
	Lock release gun
Disguise	Disguise kit
Forgery	Forgery kit
Investigate	Evidence kit
Perform (keyboards)	Instrument, keyboard
Perform (percussion)	Instrument, percussion
Perform (stringed)	Instrument, stringed
Perform (wind)	Instrument, wind
Repair	Electrical tool kit
	Mechanical tool kit
	Multipurpose tool
Treat Injury	First aid kit
	Medical kit
	Surgery kit

Bolt Cutter

An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks or chain-link fences. Using a bolt cutter requires a Strength check (DC 10).

Caltrops

Caltrops are four-pronged iron spikes designed so that one prong is pointing up when the caltrop rests on a surface. A character scatters caltrops on the ground to injure opponents, or at least slow them down. One bag of twenty-five caltrops covers a single 5-foot square. Each time a creature moves through a square containing caltrops at any rate greater than half speed, or each round a creature spends fighting in such an area, the caltrops make a touch attack roll (base attack bonus +0). A caltrop deals 1 point of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Treat Injury check, DC 15, or one day's rest removes this penalty). A charging or running creature must immediately stop if it steps on a caltrop. See the avoid hazard stunt for the effect of caltrops on vehicles.

Car Opening Kit

This set of odd-shaped flat metal bars can be slipped into the window seam of a car door to trip the lock. The DC of a Disable Device check to accomplish this varies with the quality of the lock; see the skill description.

Chemical Kit

A portable laboratory for use with the Craft (chemical) skill, a chemical kit includes the tools and components necessary for mixing and analyzing acids, bases, explosives, toxic gases, and other chemical compounds.

Demolitions Kit

This kit contains everything needed to use the Demolitions skill to set detonators, wire explosive devices, and disarm explosive devices. Detonators must be purchased separately.

Disguise Kit

This kit contains everything needed to use the Disguise skill, including makeup, brushes, mirrors, wigs, and other accoutrements. It doesn't contain clothing or uniforms, however.

Duct Tape

The usefulness of duct tape is limited only by a character's imagination. Duct tape can support up to 200 pounds indefinitely, or up to 300 pounds for 1d6 rounds. Characters bound with duct tape must make a Strength or Escape Artist check (DC 20) to free themselves.

A roll provides 70 feet of tape, 2 inches wide.

Electrical Tool Kit

This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools, and leads and wires.

Basic: This small kit allows a character to make Repair checks to electrical or electronic devices without penalty.

Deluxe: This kit consists of a number of specialized diagnostic and repair tools as well as thousands of spare parts. It grants a +2 equipment bonus on Repair checks for electrical or electronic devices and allows a character to make Craft (electronic) checks without penalty.

Evidence Kits

Law enforcement agencies around the world use generally the same tools to gather evidence. Having an evidence kit does not grant access to a law enforcement agency's crime lab; it merely assists in the proper gathering and storing of evidence for use by such a lab. Without an evidence kit, a character receives a -4 penalty to use the collect evidence option of the Investigate skill.

Basic: A basic evidence kit includes clean containers, labels, gloves, tweezers, swabs, and other items to gather bits of physical evidence and prevent them from becoming contaminated.

Deluxe: A deluxe kit includes all the materials in a basic kit, plus supplies for analyzing narcotic substances at the scene and for gathering more esoteric forms of physical evidence such as casts and molds of footprints or vehicle tracks, as well as chemical residues and organic fluids. It also contains the necessary dusts, sprays, brushes, adhesives, and cards to gather fingerprints. It grants a +2 equipment bonus on Investigate checks under appropriate circumstances (whenever the GM rules that the equipment in the kit can be of use in the current situation). Using a deluxe kit to analyze a possible narcotic substance or basic chemical requires a Craft (chemical) check (DC 15). In this case, the +2 equipment bonus does not apply.

Fake ID

Purchasing a falsified driver's license from a black market source can produce mixed results, depending on the skill of the forger. Typically, a forger has 1 to 4 ranks in the Forgery skill, with a +1 ability modifier. When a character purchases a fake

ID, the GM secretly makes a Forgery check for the forger, which serves as the DC for the opposed check when someone inspects the fake ID. The purchase DC of a fake ID is 10 + the forger's ranks in the Forgery skill.

First Aid Kit

Available at most drugstores and camping supply stores, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit can be used to help a dazed, unconscious, or stunned character by making a Treat Injury check (DC 15). A first aid kit can be used only once. Skill checks made without a first aid kit incur a -4 penalty.

Forgery Kit

This kit contains everything needed to use the Forgery skill to prepare forged items. Depending on the item to be forged, a character might need legal documents or other items not included in the kit.

Handcuffs

Handcuffs are restraints designed to lock two limbs—normally the wrists—of a prisoner together. They fit any Medium-size or Small human or other creature that has an appropriate body structure.

Steel: These heavy-duty cuffs have hardness 10, 10 hit points, a break DC of 30, and require a Disable Device check (DC 25) or Escape Artist check (DC 35) to remove without the key.

Zip-Tie: These are single-use disposable handcuffs, much like heavy-duty cable ties. They have hardness 0, 4 hit points, and a break DC of 25. They can only be removed by cutting them off (Disable Device and Escape Artist checks automatically fail).

Instrument, Keyboard

A portable keyboard, necessary in order to use the Perform (keyboard instrument) skill.

Instrument, Percussion

A set of drums, necessary in order to use the Perform (percussion instrument) skill.

Instrument, Stringed

An electric guitar, necessary in order to use the Perform (stringed instrument) skill.

Instrument, Wind

A flute, necessary in order to use the Perform (wind instrument) skill.

Lockpick Set

A lockpick set includes picks and tension bars for opening locks operated by standard keys. A lockpick set allows a character to make Disable Device checks to open mechanical locks (deadbolts, keyed entry locks, and so forth) without penalty.

Lock Release Gun

This small, pistollike device automatically disables cheap and average mechanical locks operated by standard keys (no Disable Device check necessary).

Mechanical Tool Kit

This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, and even power tools.

Basic: This kit, which fits in a portable toolbox, allows a character to make Repair checks for mechanical devices without penalty.

Deluxe: This kit fills a good-sized shop cabinet. It includes a broad variety of specialized hand tools and a selection of high-quality power tools. It grants a +2 equipment bonus on Repair checks for mechanical devices and allows a character to make Craft (mechanical) or Craft (structural) checks without penalty.

Medical Kit

About the size of a large tackle box, this is the sort of kit commonly carried by military medics and civilian EMTs. It contains a wide variety of medical supplies and equipment. A medical kit can be used to treat a dazed, unconscious, or stunned character, to provide long-term care, to restore hit points, to treat a diseased or poisoned character, or to stabilize a dying character (see the Treat Injury skill). Skill checks made without a medical kit incur a -4 penalty.

Multipurpose Tool

This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. A multipurpose tool can lessen the penalty for making Repair, Craft (mechanical), Craft (electronic), or Craft (structural) checks without appropriate tools to -2 instead of the normal -4. The tool is useful for certain tasks, as determined by the GM, but may not be useful in all situations.

Pharmacist Kit

A portable pharmacy for use with the Craft (pharmaceutical) skill, a pharmacist kit includes everything needed to prepare, preserve, compound, analyze, and dispense medicinal drugs.

Search-and-Rescue Kit

This waist pack contains a first aid kit, a compass, waterproof matches, a lightweight “space” blanket, a standard flashlight, 50 feet of durable nylon rope, two smoke grenades, and one signal flare.

Spike Strip

This device is designed to help the police end car chases. The strip comes rolled in a spool about the size of a small suitcase. Deploy it by rolling it across a roadway, where it lies like a flat, segmented belt. (The user can roll it out onto the road without entering the lane of traffic.) Until the strip is activated, the spikes do not protrude, and cars can pass safely over it. When the user activates it (via a control device attached to the end of the strip by a 10-foot-long cord), the spikes extend.

Each time a creature moves through a square containing an activated spike strip at any rate greater than half speed, or each round a creature spends fighting in such an area, the spike strip makes a touch attack roll (base attack bonus +0). The strip deals 2 points of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Treat Injury check, DC 15, or one day’s rest removes this penalty). Wheeled vehicles

passing over the strip are automatically hit—although vehicles equipped with puncture-resistant tires are not affected.

Survival Gear

Survival gear helps characters keep themselves alive in the great outdoors.

Backpack

This is a good-sized backpack, made of tough water-resistant material. It has one or two central sections, as well as several exterior pockets and straps for attaching tents, bedrolls, or other gear. It can carry up to 60 pounds of gear.

A backpack gives a character a +1 equipment bonus to Strength for the purpose of determining carrying capacity.

Binoculars

Binoculars are useful for watching opponents, wild game, and sporting events from a long distance.

Standard: Standard binoculars reduce the range penalty for Spot checks to -1 for every 50 feet (instead of -1 for every 10 feet). Using binoculars for Spot checks takes five times as long as making the check unaided.

Rangefinding: In addition to the benefit of standard binoculars, rangefinding binoculars include a digital readout that indicates the exact distance to the object on which they are focused.

Electro-Optical: Electro-optical binoculars function the same as standard binoculars in normal light. In darkness, however, users looking through them see as if they had the darkvision ability granted by night vision goggles.

Chemical Light Stick

This disposable plastic stick, when activated, uses a chemical reaction to create light for 6 hours. It illuminates an area only 5 feet in radius. Once activated, it can’t be turned off or reused. The listed purchase DC is for a pack of 5 sticks.

Climbing Gear

All of the tools and equipment that climbing enthusiasts use to make climbing easier and, in some cases, possible, including ropes, pulleys, helmet and pads, gloves, spikes, chocks, ascenders, pitons, a handax, and a harness. It takes 10 minutes to remove the gear from its pack and outfit it for use. Use this gear with the Climb skill.

Compass

A compass relies on the Earth’s magnetic field to determine the direction of magnetic north. A compass grants its user a +2 equipment bonus on Navigate checks.

Fire Extinguisher

This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area as a move action. It contains enough material for two such uses.

Flash Goggles

These eye coverings provide total protection against blinding light.

Flashlight

Flashlights come in a wide variety of sizes and quality levels. Those covered here are professional, heavy-duty models, rugged enough to withstand the rigors of modern adventuring. Flashlights negate penalties for darkness within their illuminated areas.

Penlight: This small flashlight can be carried on a key ring. It projects a beam of light 10 feet long and 5 feet wide at its end.

Standard: This heavy metal flashlight projects a beam 30 feet long and 15 feet across at its end.

Battery Flood: Practically a handheld spotlight, this item projects a bright beam 100 feet long and 50 feet across at its end.

Gas Mask

This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides total protection from eye and lung irritants. The filter canister lasts for 12 hours of use. Changing a filter is a move action. The purchase DC for one extra filter canister is 6.

GPS Receiver

Global positioning system receivers use signals from GPS satellites to determine the receiver's location to within a few dozen feet. A GPS receiver grants its user a +4 equipment bonus on Navigate checks, but because the receiver must be able to pick up satellite signals, it only works outdoors.

Map

While a compass or GPS receiver can help characters find their way through the wilderness, a map can tell a character where he or she is going and what to expect when he or she gets there.

Road Atlas: Road atlases are available for the entire United States, showing all major roads in each state. They can also be purchased for most major metropolitan areas, detailing every street in the entire region.

Tactical Map: A tactical map covers a small area—usually a few miles on a side—in exacting detail. Generally, every building is represented, along with all roads, trails, and areas of vegetation. Tactical maps are not available for all areas, and, though inexpensive, they generally have to be ordered from federal mapping agencies (taking a week or longer to obtain).

Mesh Vest

This is a lightweight vest with a series of pockets for items such as a compass, spare ammunition magazines, pressure bandages, and a radio, along with loops for attaching grenades, knives, or tools. It can hold up to 40 pounds of equipment.

A mesh vest provides a +2 equipment bonus to Strength for the purpose of determining carrying capacity.

Portable Stove

This small stove works on kerosene or white gasoline, and can easily be broken down and carried for backpacking.

Rope

Climbing rope can support up to 1,000 pounds.

Sleeping Bag

This lightweight sleeping bag rolls up compactly. It can keep a character warm even in severe weather and can also double as a stretcher in an emergency.

Tent

A tent keeps a character warm and dry in severe weather, providing a +2 equipment bonus on Fortitude saves against the effects of cold weather.

Trail Rations

Trail rations come in a number of commercial options. They all provide the necessary energy and nutrition for survival. The purchase DC given is for a case of 12 meals.

Weapon Accessories

As if modern weapons weren't dangerous enough, a number of accessories can increase their utility or efficiency.

Box Magazine

For weapons that use box magazines, a character can purchase extras. Loading these extra magazines ahead of time and keeping them in a handy place makes it easy to reload a weapon in combat.

Detonator

A detonator activates an explosive, causing it to explode. The device consists of an electrically activated blasting cap and some sort of device that delivers the electrical charge to set off the blasting cap. Connecting a detonator to an explosive requires a Demolitions check (DC 15). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

Blasting Cap: This is a detonator without a built-in controller. It can be wired into any electrical device, such as a light switch or a car's ignition switch, with a Demolitions check (DC 10).

When the electrical device is activated, the detonator goes off.
Radio Control: This device consists of two parts: the detonator itself and the activation device. The activation device is an electronic item about the size of a deck of cards, with an antenna, a safety, and an activation switch. When the switch is toggled, the activation device sends a signal to the detonator by radio, setting it off. It has a range of 500 feet.

Timed: This is an electronic timer connected to the detonator. Like an alarm clock, it can be set to go off at a particular time.

Wired: This is the simplest form of detonator. The blasting cap connects by a wire to an activation device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100 feet of wire, but longer lengths can be spliced in with a Demolitions check (DC 10).

Holster

Holsters are generally available for all Medium-size or smaller firearms.

Hip: This holster holds the weapon in an easily accessed—and easily seen—location.

Concealed Carry: A concealed carry holster is designed to help keep a weapon out of sight (see Concealed Weapons and Objects). In most cases, this is a shoulder holster (the weapon fits under the wearer's armpit, presumably beneath a jacket). Small or Tiny weapons can be carried in waistband holsters (often placed inside the wearer's waistband against his or her back). Tiny weapons can also be carried in ankle or boot holsters.

Illuminator

An illuminator is a small flashlight that mounts to a firearm, freeing up one of the user's hands. It functions as a standard flashlight.

Laser Sight

This small laser mounts on a firearm, and projects a tiny red dot on the weapon's target. A laser sight grants a +1 equipment bonus on all attack rolls made against targets no farther than 30 feet away. However, a laser sight can't be used outdoors during the daytime.

Scope

A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use.

Standard: A standard scope increases the range increment for a ranged weapon by one-half (multiply by 1.5). However, to use a scope a character must spend an attack action acquiring his or her target. If the character changes targets or otherwise lose sight of the target, he or she must reacquire the target to gain the benefit of the scope.

Electro-Optical: An electro-optical scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if he or she had the darkvision ability granted by night vision goggles.

Speed Loader

A speed loader holds a number of bullets in a ring, in a position that mirrors the chambers in a revolver cylinder. Using a speed loader saves time in reloading a revolver, since a character can insert all the bullets at once.

Suppressor

A suppressor fits on the end of a firearm, capturing the gases traveling at supersonic speed that propel a bullet as it is fired. This eliminates the noise from the bullet's firing, dramatically reducing the sound the weapon makes when it is used. For handguns, the only sound is the mechanical action of the weapon (Listen check, DC 15, to notice). For longarms, the supersonic speed of the bullet itself still makes noise. However, it's difficult to tell where the sound is coming from, requiring a Listen check (DC 15) to locate the source of the gunfire. Modifying a weapon to accept a suppressor requires a Repair check (DC 15). Once a weapon has been modified in this manner, a suppressor can be attached or removed as a move action.

Suppressors cannot be used on revolvers or shotguns. A suppressor purchased for one weapon can be used for any other weapon that fires the same caliber of ammunition.

Lifestyle

Lifestyle items include travel expenses, entertainment and meals beyond the ordinary, and housing, for those characters interested in buying a home rather than renting. Lifestyle items are shown on the table below.

Table : Lifestyle Items

Housing	Purchase DC
Small condo	28
Large condo	30
Small house	30
Medium house	32
Large house	34
Mansion	36

Entertainment	Purchase DC
Movie ticket	3
Theater ticket	7
Sporting event ticket	7

Meals	Purchase DC
Fast food	2
Family restaurant	4
Upscale restaurant	7
Fancy restaurant	9

Transportation	Purchase DC
Airfare	
Domestic, coach	14
Domestic, first class	17
International, coach	18
International, first class	22
Car rental	
Economy car	6
Mid-size or truck	8
Luxury	10

Lodging Purchase	DC
Budget motel	7
Average hotel	9
Upscale hotel	11

Housing

A number of types of homes are mentioned on Table:Lifestyle. The purchase DC covers the down payment, not the total cost of the home. (A character buying a home does not have to worry about mortgage payments; they simply replace the hero's rent, which is already accounted for in the Wealth system)

The small house and condo are one- or two-bedroom homes, probably with curbside parking. The large condo and medium house are three-bedroom homes with garage or carport parking for one or two cars. The large house is a four-bedroom home with a two-car garage, while the mansion is a five- or six-bedroom home with an extra den, spacious rooms throughout, and a three-car garage. All of these homes are of typical construction; luxury appointments or avant garde design is available with a +2 increase to the purchase DC.

Location dramatically affects a home's value. The given purchase DC assumes a typical suburban location. An undesirable location, such as a bad neighborhood or a remote rural site, reduces the purchase DC by 2. A particularly good location in an upscale neighborhood or city center increases the purchase DC by 2.

Entertainment

Purchase DCs are given for several entertainment options. They represent the purchase of a single ticket. A pair of tickets can be purchased together; doing so increases the purchase DC by 2.

Meals

Several typical meal costs are provided. The cost of picking up the tab for additional diners adds +2 per person to the purchase DC.

Transportation

Airfare tickets are for a single passenger round trip. One-way tickets are available, but only reduce the purchase DC by 2. Car rentals and lodging rates are per day.

Services

The broad spectrum of services available to characters is only represented in overview here. Services are identified on Table:Services.

Table: Services

Item	Purchase DC
Auto repair	
1 to 10 hp damage	15
11 to 20 hp damage	18
21 to 30 hp damage	21
30+ hp damage	24
Towing	8
Bail bonds	
Property crime	13
Assault crime	16
Death crime	22
Bribery	
Bouncer	6
Bureaucrat	10
Informant	7
Police officer	10
Legal services	10 + lawyer's Knowledge (civics) ranks
Medical services	
Long-term care	10 + doctor's Treat Injury ranks
Restore hit points	12 + doctor's Treat Injury ranks
Surgery	15 + doctor's Treat Injury ranks
Treat poison/disease	10 + doctor's Treat Injury ranks

Auto Repair

Having a car repaired can be expensive; how expensive depends on the amount of damage the vehicle has suffered. The purchase DCs for damage repair assume the vehicle has not actually been disabled; if it has, increase the purchase DC by +3. Repair generally takes 1 day for every 10 hit points of damage dealt, and results in the vehicle being returned to full hit points. See page 163 for more about vehicle damage.

Bail Bonds

Characters jailed for crimes can seek bail. Bail is a monetary guarantee that the suspect will show up for his trial. The bail amount is set by a judge or magistrate, sometimes immediately following arrest (for minor crimes) and sometimes days later (for serious crimes). If bail is granted, a character can arrange

for a bail bond—a loan that covers bail. The purchase DCs represent the fees associated with the loan; the bond itself is paid back to the bond agency when the hero shows up for trial. If the hero fails to show up, the agency loses the bail loan, and may send bounty hunters or other thugs after the character. Bail amounts vary dramatically, depending on the seriousness of the crime, the suspect's criminal history, his or her role in society, his or her family life, and other factors the judge believes indicate that the character will or will not flee (or commit other crimes) before the trial. An upstanding citizen with a good job and a family who has never before been charged with a crime gets minimal bail; a career criminal with nothing to lose gets maximum bail or may not be granted bail at all. The purchase DCs shown assume the suspect is viewed positively by the court. If not, increase the purchase DC by as much as 5. Whatever the base purchase DC, a successful Diplomacy check (DC 15) by the suspect reduces the purchase DC by 2.

Property Crime: The crime involved only the destruction of property; no one was attacked or seriously hurt as part of the crime.

Assault Crime: The crime involved an attack intended to capture, kill, or seriously injure the victim.

Death Crime: Someone died as a result of the crime.

Medical Services

A character's medical insurance is built into his or her Wealth bonus; the purchase DCs represent the ancillary expenses not covered, or only partly covered, by insurance. Medical services must be paid for in full regardless of whether they are successful. See the Treat Injury skill for more information on the medical services described below.

Long-Term Care: The purchase DC represents treatment for regaining hit points or ability score points more quickly than normal on a given day.

Restore Hit Points: The purchase DC represents treatment for hit point damage from wounds or injuries on a given day.

Surgery: The purchase DC represents the cost of a single surgical procedure.

Poison/Disease: The purchase DC represents one application of treatment for a poison or disease.

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EQUIPMENT (WEAPONS AND ARMOR)

Weapons

The weapons covered here are grouped into three categories based on their general utility: ranged weapons, explosives and splash weapons, and melee weapons.

Ranged Weapons

Ranged weapons fall into three general groups: handguns, longarms, and other ranged weapons such as crossbows. When using a ranged weapon, the wielder applies his or her Dexterity modifier to the attack roll.

Handguns and longarms are personal firearms. A personal firearm is any firearm designed to be carried and used by a single person.

Ranged Weapons Table

Ranged weapons are described by a number of statistics, as shown on Table: Ranged Weapons.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Damage Type: Ranged weapon damage is classified according to type: ballistic (all firearms), energy (of a specific type), piercing (some simple ranged weapons), or slashing (a whip). Some creatures or characters may be resistant or immune to some forms of damage.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. Ranged weapons have a maximum range of ten range increments, except for thrown weapons, which have a maximum range of five range increments.

Rate of Fire: Some ranged weapons have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for handguns, longarms, and heavy weapons are single shot, semiautomatic, and automatic.

Single Shot: A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapons) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other abilities that normally allow more than one shot per attack.

Semiautomatic (S): Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but some feats allow characters armed with semiautomatic weapons to fire shots in rapid successions, getting in more than one shot per attack.

Automatic (A): Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire.

Magazine: The weapon's magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number. Weapons with a dash in this column have no magazines; they are generally thrown weapons, or weapons (such as bows) that are loaded as part of the firing process.

Box: A box magazine is any type of magazine that can be removed and reloaded separately from the weapon.

Cylinder: A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. However, most revolvers can be used with a speed loader. Using a speed loader is much like inserting a box magazine into a weapon. Without a speed loader, a firearm with a cylinder magazine must be loaded by hand.

Internal: Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles.

Linked: Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Huge weapon requires two hands and a bipod or other mount.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in your off hand.

Weight: This column gives the weapon's weight when fully loaded.

Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

Restriction: The restriction rating for the weapon, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the weapon on the black market.

Reloading Firearms

Reloading a firearm with an already filled box magazine or speed loader is a move action. Refilling a box magazine or a

speed loader, or reloading a revolver without a speed loader or any weapon with an internal magazine, is a full-round action. Loading a belt of linked ammunition is a full-round action. Linking two belts together is a move action.

Table: Ranged Weapons

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	DC	Purchase Restriction
<i>Handguns (require the Personal Firearms Proficiency feat)</i>										
Beretta 92F (9mm autoloader)	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	16	Lic (+1)
Beretta 93R (9mm machine pistol)	2d6	20	Ballistic	30 ft.	S,A	20 box	Med	3 lb.	18	Res (+2)
Colt Double Eagle (10mm autoloader)	2d6	20	Ballistic	30 ft.	S	9 box	Small	3 lb.	16	Lic (+1)
Colt M1911 (.45 autoloader)	2d6	20	Ballistic	30 ft.	S	7 box	Small	3 lb.	15	Lic (+1)
Colt Python ¹ (.357 revolver)	2d6	20	Ballistic	40 ft.	S	6 cyl.	Med	3 lb.	5	Lic (+1)
Derringer (.45)	2d6	20	Ballistic	10 ft.	Single	2 int.	Tiny	1 lb.	14	Lic (+1)
Desert Eagle (.50AE autoloader)	2d8	20	Ballistic	40 ft.	S	9 box	Med	4 lb.	18	Lic (+1)
Glock 17 ¹ (9mm autoloader)	2d6	20	Ballistic	30 ft.	S	17 box	Small	2 lb.	18	Lic (+1)
Glock 20 ¹ (10mm autoloader)	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	18	Lic (+1)
MAC Ingram M10 (.45 machine pistol)	2d6	20	Ballistic	40 ft.	S, A	30 box	Med	6 lb.	15	Res (+2)
Pathfinder (.22 revolver)	2d4	20	Ballistic	20 ft.	S	6 cyl.	Tiny	1 lb.	14	Lic (+1)
Ruger Service-Six (.38S revolver)	2d6	20	Ballistic	30 ft.	S	6 cyl.	Small	2 lb.	14	Lic (+1)
S&W M29 (.44 magnum revolver)	2d8	20	Ballistic	30 ft.	S	6 cyl.	Med	3 lb.	15	Lic (+1)
SITES M9 (9mm autoloader)	2d6	20	Ballistic	30 ft.	S	8 box	Tiny	2 lb.	15	Lic (+1)
Skorpion (.32 machine pistol)	2d4	20	Ballistic	40 ft.	S, A	20 box	Med	4 lb.	17	Res (+2)
TEC-9 (9mm machine pistol)	2d6	20	Ballistic	40 ft.	S or A	32 box	Med	4 lb.	14	Res (+2)
Walther PPK (.32 autoloader)	2d4	20	Ballistic	30 ft.	S	7 box	Small	1 lb.	15	Lic (+1)
<i>Longarms (require the Personal Firearms Proficiency feat)</i>										
AKM/AK-47 (7.62mmR assault rifle)	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	10 lb.	15	Res (+2)
Barrett Light Fifty (.50 sniper rifle)	2d12	20	Ballistic	120 ft.	S	11 box	Huge	35 lb.	22	Lic (+1)
Beretta M3P (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S	5 box	Large	9 lb.	16	Lic (+1)
Browning BPS (10-gauge shotgun)	2d10	20	Ballistic	30 ft.	S	5 int.	Large	11 lb.	16	Lic (+1)
HK G3 (7.62mm assault rifle)	2d10	20	Ballistic	90 ft.	S, A	20 box	Large	11 lb.	19	Res (+2)
HK MP5 ¹ (9mm submachine gun)	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	7 lb.	20	Res (+2)
HK MP5K (9mm submachine gun)	2d6	20	Ballistic	40 ft.	S, A	15 box	Med	5 lb.	19	Res (+2)
HK PSG1 ¹	2d10	20	Ballistic	90 ft.	S	5 box	Large	16 lb.	22	Lic (+1)

(7.62mm sniper rifle) M16A2	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	8 lb.	16	Res (+2)
(5.56mm assault rifle) M4 Carbine	2d8	20	Ballistic	60 ft.	S, A	30 box	Large	7 lb.	16	Res (+2)
(5.56mm assault rifle) Mossberg	2d8	20	Ballistic	30 ft.	S	6 int.	Large	7 lb.	15	Lic (+1)
(12-gauge shotgun) Remington 700	2d10	20	Ballistic	80 ft.	Single	5 int.	Large	8 lb.	17	Lic (+1)
(7.62mm hunting rifle) Sawed-off shotgun	2d8	20	Ballistic	10 ft.	S	2 int.	Med	4 lb.	15	Lic (+1)
(12-ga shotgun) Steyr AUG	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	9 lb.	19	Res (+2)
(5.56mm assault rifle) Uzi	2d6	20	Ballistic	40 ft.	S, A	20 box	Large	8 lb.	18	Res (+2)
(9mm submachine gun) Winchester 94	2d10	20	Ballistic	90 ft.	S	6 int.	Large	7 lb.	15	Lic (+1)
(.444 hunting rifle)										

Heavy Weapons (each requires a specific Exotic Firearms Proficiency feat)

M-60 (medium machine gun)	2d8	20	Ballistic	100 ft.	A	Linked	Huge	22 lb.	21	Mil (+3)
M2HB (heavy machine gun)	2d12	20	Ballistic	110 ft.	A	Linked	Huge	75 lb.	22	Mil (+3)
M72A3 LAW (rocket launcher)	10d6 ²	—	—	150 ft.	1	1 int.	Large	5 lb.	15	Mil (+3)
M79 (grenade launcher)	Varies ²	—	—	70 ft.	1	1 int.	Large	7 lb.	14	Mil (+3)

Other Ranged Weapons (Weapons Proficiency feat needed given in parentheses)

Compound bow (Archaic) ²	1d8	20	Piercing	40 ft.	1	—	Large	3 lb.	10	—
Crossbow (Simple)	1d10	19–20	Piercing	40 ft.	1	1 int.	Med	7 lb.	9	—
Flamethrower (no feat needed) ³	3d6	—	Fire	—	1	10 int.	Large	50 lb.	17	Mil (+3)
Javelin (Simple)	1d6	20	Piercing	30 ft.	1	—	Med	2 lb.	4	—
Pepper spray (Simple)	Special ²	—	Special ²	5 ft.	1	1 int.	Tiny	0.5 lb.	5	—
Shuriken (Archaic)	1	20	Piercing	10 ft.	1	—	Tiny	0.5 lb.	3	—
Taser (Simple)	1d4 ²	—	Electricity	5 ft.	1	1 int.	Small	2 lb.	7	—
Whip (Simple)	1d2	20	Slashing	15 ft. ³	1	—	Small	2 lb.	4	—

¹ This mastercraft weapon grants a +1 bonus on attack rolls.

² This weapon does special damage. See the weapon description.

³ See the description of this weapon for special rules.

Handguns

A handgun is a personal firearm that can be used one-handed without penalty. This includes all pistols and some submachine guns and shotguns. All handguns require the Personal Firearms Proficiency feat. Using a handgun without this feat imposes a –4 penalty on attack rolls.

Handguns can be broken down into three smaller groups: autoloaders, revolvers, and machine pistols.

Autoloaders (sometimes called “automatics”) feature removable box magazines, and some models hold quite a lot of ammunition. They work by using the energy of a shot fired to throw back a slide, eject the shot’s shell casing, and scoop the next round into the chamber. They are more complex than revolvers, but nevertheless have become increasingly popular in the modern age.

Revolvers are relatively simple firearms that store several rounds (usually six) in a revolving cylinder. As the trigger is pulled, the cylinder revolves to bring the next bullet in line with the barrel.

Machine pistols are automatic weapons small enough to be fired with one hand. Some are autoloader pistols modified to fire a burst of bullets in a single pull of the trigger, while others are modified submachine guns, cut down in size and weight to allow one-handed use.

Ranged weapons that use box magazines come with one full magazine.

Beretta 92F

The standard service pistol of the United States military and many American law enforcement agencies.

Beretta 93R

This close relative of the Beretta 92F looks like a large autoloader but can fire on automatic. It sports a fold-down grip in front of the trigger guard, an extendable steel shoulder stock that is attached to the butt of the pistol, and an extended magazine.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

Colt Double Eagle

Based on the M1911 mechanism, this pistol is an updated civilian version that fires a 10mm round.

Colt M1911

This .45 semiautomatic pistol was used by the United States military for decades until it was recently replaced by the Beretta 92F. Manufactured at three locations in the United States alone, the M1911 can be found all over the world, and is still in use in several other military forces.

Colt Python

The Python has a well-deserved reputation for accuracy. Due to its high quality of manufacture, the Colt Python is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Derringer

This pistol breaks open at the breech like a double-barreled shotgun. The two-shot weapon has one barrel atop the other and is barely 5 inches long, making it easy to conceal.

Desert Eagle

Manufactured by Israeli Military Industries, the Desert Eagle is the king of large-frame, heavy-caliber autoloaders. The version on Table: Ranged Weapons fires the massive .50 Action Express round. The Desert Eagle also comes in .357 Magnum and .44 Magnum models.

Glock 17

The Glock is typical of 9mm self-loading pistols carried by many police officers and military personnel. Due to its high quality of manufacture, the Glock 17 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Glock 20

This slightly larger version of the Glock 17 is chambered for the slightly more powerful 10mm round. Due to its high quality of manufacture, the Glock 20 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

MAC Ingram M10

No longer in production, about 10,000 of these small submachine guns were made and supplied to United States police forces, the U.S. Army, Cuba, and Peru. Light pressure on

the trigger produces single shots, while increased pressure brings automatic fire.

The M10 accepts a suppressor without modification.

Pathfinder

The Pathfinder is a high-quality weapon used as a concealed backup weapon by police officers or for personal defense. The Pathfinder is typical of a number of short-barreled (3 inches) small-caliber revolvers.

Ruger Service-Six

This revolver, designed specifically for police use, fires the .38 Special round. It was very popular with United States police forces prior to the increasing use of autoloaders in recent decades, and is still in service with many police forces today.

S&W M29

The Smith & Wesson Model 29 .44 Magnum revolver fires one of the most powerful pistol cartridges in the world. The M29 is known for its deafening sound, bright muzzle flash, and powerful recoil.

SITES M9 Resolver

The compact SITES weapon is very narrow, making it easy to conceal.

Skorpion

The CZ61 Skorpion is a Czech machine pistol seen increasingly in the West since the collapse of the Soviet Union. Originally intended for military vehicle crews who don't have space for an unwieldy longarm, it was widely distributed to Communist countries and in central Africa, and can now be found anywhere in the world.

TEC-9

The Intratec TEC-9 is an inexpensive machine pistol popular with criminals because it can be modified (Repair check DC 15) to fire on automatic. The pistol only works on semiautomatic fire or, if modified, only on automatic. Once modified to fire on automatic, the TEC-9 cannot be changed back to semiautomatic.

Walther PPK

The PPK is a small, simple, and reliable autoloader with a design that dates back to the 1930s. It remains in widespread service among European police, military, and government agencies.

Longarms

Longarms are personal firearms that require two hands to be fired without penalty. This group includes hunting and sniping rifles, assault rifles, shotguns, and most submachine guns. The basic longarm is the rifle, a group that includes both hunting rifles and sniper rifles. Most rifles are autoloaders, and they function internally in a manner very similar to autoloader pistols. Some models are operated manually, however, with the user having to work a bolt or lever between each shot. Assault rifles are rifles designed for military use and feature automatic as well as semiautomatic fire.

Shotguns are large-bore weapons that primarily fire shells full of small projectiles. They tend to be powerful, but only at short

range. Reduce shotgun damage by 1 point for every range increment of the attack.

Submachine guns are relatively compact longarms that generally fire pistol ammunition. They can fire on automatic.

All longarms are covered by the Personal Firearms Proficiency feat.

Longarms are not well suited to close combat. A character takes a –4 penalty on the attack roll when firing at an adjacent target.

AKM/AK-47

This assault rifle of the old Soviet Union is one of the most popular firearms in the world, having found common use in scores of bush wars and insurrections—on all sides of such conflicts.

Barrett Light Fifty

The heavy but rugged Light Fifty is an incredibly powerful weapon for its size. Although it's a sniper rifle, it fires a .50-caliber machine gun bullet, a round much more powerful than any other rifle ammunition.

Benelli M1

The Benelli 121 M1 semiautomatic shotgun is reliable, simple, and sturdy, with one of the fastest shotgun actions in the world. Many military and law enforcement agencies use this or similar weapons.

Beretta M3P

Designed for police and security work, the M3P can fire either single shots or on semiautomatic. The M3P comes equipped with a tubular steel stock that folds over the top of the weapon to form a carrying handle, and its ammunition feeds from a box magazine—an uncommon feature in a shotgun.

Browning BPS

This heavy longarm fires the largest shotgun round available, the 10-gauge shell.

HK G3

The G3 fires the powerful 7.62mm cartridge, a round used in many light machine guns but increasingly uncommon in assault rifles. At one time, over sixty of the world's armies used this rifle.

HK MP5

The Heckler & Koch MP5 family of weapons is among the most recognizable in the world. Many different designs exist; described here is the most basic model.

Due to its high quality of manufacture, the MP5 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

HK MP5K

A radically shortened version of the MP5, this weapon is optimized to be concealable. The steps taken to reduce the weapon's size and weight negate the benefits of the parent weapon's extraordinary quality, and as a result the MP5K is not a mastercraft weapon.

Although it comes with a 15-round magazine, the MP5K can also accept the same 30-round magazine as the MP5 (use of the larger magazine increases the weapon's size to Large, though). This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

HK PSG1

This high-precision sniper rifle, based on the design of the HK G3, has a fully adjustable trigger and stock for individual users. The PSG1 comes with a standard scope.

Due to its high quality of manufacture, the PSG1 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

M16A2

Typical of the assault rifles used by militaries around the world, the Colt M16A2 is the current service rifle of the United States military, and is common with other armies and in the civilian world.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

M4 Carbine

This is a cut-down version of the Colt M16A2, shortened by about a third by means of a telescoping stock and a shorter barrel.

Mossberg

The Mossberg Model 500 ATP6C is a pump-action shotgun designed for military and police work.

Remington 700

A bolt-action rifle with a reputation for accuracy, the Remington 700 has been popular with hunters and target shooters since its introduction in the 1940s.

Sawed-Off Shotgun

This is a 12-gauge, double-barreled shotgun with the stock and barrels sawed short. All that's left of the stock is a pistol grip, and the barrels are roughly 12 inches long. Sawed-off shotguns are generally illegal; most are homemade by cutting down a standard shotgun.

Steyr AUG

An unusual and exotic-looking weapon, the bullpup AUG is the standard rifle of the Austrian and Australian armies. Its completely ambidextrous components make it equally convenient for left- and right-handed users, and it features a built-in optical sight.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

Uzi

Designed in the 1950s for the Israeli army, the Uzi has become the most popular submachine gun in the world. It features a collapsible stock, making it extremely compact.

Winchester 94

The Winchester Model 94 Big Bore is a lever-action rifle typical of big-bore hunting rifles found around the world.

Heavy Weapons

The weapons covered in this section fall under the Exotic Firearms Proficiency feat. Someone who wields a heavy weapon without the appropriate proficiency takes a –4 penalty on all attack rolls with the weapon.

M-60

Introduced in the Vietnam War era, this medium machine gun is still in widespread use with the U.S. military and that of several other armies. The Exotic Firearms Proficiency (heavy machine guns) feat applies to this weapon.

M2HB

This heavy-duty .50-caliber machine gun has been in service since World War II, and remains a very common vehicle-mounted military weapon around the world. The Exotic Firearms Proficiency (heavy machine guns) feat applies to this weapon.

M72A3 LAW

The LAW (light antitank weapon) is a disposable, one-shot rocket launcher. It comes as a short, telescoped fiberglass and aluminum tube. Before using the weapon, the firer must first arm and extend the tube, which is a move action. When the LAW hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the LAW ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

The M72 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

M79

This simple weapon is a single-shot grenade launcher. It fires 40mm grenades (see under Grenades and Explosives, below). These grenades look like huge bullets an inch and a half across; they can't be used as hand grenades, and the M79 can't shoot hand grenades.

Attacking with an M79 is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences between using the M79 and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the M79 requires a weapon proficiency to operate without penalty.

The Exotic Firearms Proficiency (grenade launchers) feat applies to this weapon.

Other Ranged Weapons

Ranged weapons that are not firearms include such diverse objects as crossbows, tasers, and pepper spray. The feat that provides proficiency with these weapons varies from weapon to weapon, as indicated on Table: Ranged Weapons.

Compound Bow

Bow hunting remains a popular sport in North America. A character's Strength modifier applies to damage rolls made when using this weapon.

Crossbow

A crossbow requires two hands to use. Pulling a lever draws the bow. Loading a crossbow is a move action that provokes attacks of opportunity.

Flamethrower

A flamethrower consists of a pressurized backpack containing fuel, connected to a tube with a nozzle. It shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save.

A flamethrower's backpack has hardness 5 and 5 hit points. When worn, the backpack has a Defense equal to 9 + the wearer's Dexterity modifier + the wearer's class bonus. A backpack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in adjacent 5-foot squares (Reflex save, DC 15, for half damage). Any creature or flammable object that takes damage from a flamethrower catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot-by-10-foot area.

A flamethrower can shoot 10 times before the fuel supply is depleted. Refilling or replacing a fuel pack has a purchase DC of 13.

Javelin

This light, flexible spear built for throwing can be used in melee, but since it's not designed for it, characters using it in this manner are always considered nonproficient and take a -4 penalty on their melee attack rolls.

Pepper Spray

A chemical irritant that can temporarily blind a target, pepper spray comes in a single-shot container. To use it, make a ranged touch attack against the target. The target must make a Fortitude saving throw (DC 15) or be blinded for 1d4 rounds.

Shuriken

A shuriken is a thrown, star-shaped projectile with four to eight razor-sharp points. A character may draw a shuriken as a free action.

Taser

A taser uses springs or compressed air to fire a pair of darts at a target. On impact, the darts release a powerful electrical current. On a successful hit, the darts deal 1d4 points of electricity damage and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds. Reloading a taser is a full-round action that provokes attacks of opportunity.

Whip

Whips deal a small amount of lethal damage. Although a character doesn't "fire" the weapon, treat a whip as a ranged weapon with a maximum range of 15 feet and no range penalties.

Because a whip can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a ranged touch attack. The character does not provoke an attack of opportunity when using a whip in this way. If the character is tripped during his or her own trip attempt, the character can drop the whip to avoid being tripped.

When using a whip, a character gets a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).

Ammunition

Ammunition for firearms and other ranged weapons is covered on Table: Ammunition.

Table: Ammunition

Ammunition Type (Quantity)	Purchase DC
5.56mm (20)	4
7.62mm (20)	4
7.62mmR (20)	4
.444 caliber (20)	6
.50 caliber (20)	6
9mm (50)	5
10mm (50)	5
.22 caliber (50)	4
.32 caliber (50)	5
.38 special (50)	5
.357 caliber (50)	5
.44 caliber (50)	5
.45 caliber (50)	5
.50AE caliber (50)	6
10-gauge buckshot (10)	5
12-gauge buckshot (10)	4
Arrow (12)	8
Crossbow bolt (12)	7

5.56mm, 7.62mm, 7.62mmR, .444, .50

These calibers of ammunition are generally used in rifles, assault rifles, or machine guns, and are sold in boxes of 20 bullets each. The 7.62mmR is used in the AKM and other ex-Soviet weapon types, and is not compatible with the larger 7.62mm cartridge. The .50 caliber is a huge cartridge generally fired from heavy machine guns, but also adapted to a few models of powerful sniper rifles.

9mm, 10mm, .22, .32, .38 S, .357, .44, .45, .50AE

These calibers are generally used in pistols or submachine guns, and are sold in boxes of 50 bullets each. The .50AE pistol round is not compatible with the much larger .50 rifle-caliber cartridge (see above).

10-gauge Buckshot, 12-gauge Buckshot

Shotgun cartridges, also known as buckshot, are sold in boxes of ten.

Arrow

Arrows come in quivers of 12 and are used with the compound bow and other types of archery weapons. These missile weapons consist of a slender shaft and a pointed head.

Crossbow Bolt

A shaft or missile designed to be shot from a crossbow, bolts come in quivers of 12.

Explosives and Splash Weapons

These weapons explode or burst, dealing damage to creatures or objects within an area.

Explosives can be thrown or set off in place, depending on the type of explosive device. Dynamite and hand grenades are examples of these weapons.

All explosives must be detonated. Some, such as grenades, include built-in detonators. (Pulling the pin on a grenade is a free action.) Others require timers or other devices to set them off. Detonators are covered in Weapon Accessories.

A splash weapon is a projectile that bursts on impact, spewing its contents over an area and damaging any creature or object within that area. Generally, creatures directly hit by splash weapons take the most damage, while those nearby take less damage. Splash weapons usually must be thrown to have effect. Explosives and splash weapons require no feat to use with proficiency unless they are fired or propelled from some sort of launcher or other device, in which case the appropriate Weapon Proficiency feat for the launcher is necessary to avoid the –4 nonproficient penalty.

Explosives and Splash Weapons Table

Explosives and splash weapons are described by a number of statistics, as shown on Table: Explosives and Splash Weapons. **Damage/Direct Hit Damage:** The primary damage dealt by the weapon. For explosives, the Damage column shows the damage dealt to all creatures within the explosive's burst radius. For splash weapons, the Direct Hit Damage column is used for a target directly struck by the weapon.

Burst Radius/Splash Damage: For explosives, the burst radius is the area affected by the explosive. All creatures or objects within the burst radius take damage from the explosive. For splash weapons, all creatures within 5 feet of the weapon's impact point take splash damage equal to the amount shown in this column.

Damage Type: Damage from explosives and splash weapons is classified according to type: energy (of a specific type) or slashing. Some creatures or characters may be resistant or immune to some forms of damage.

Table: Explosives and Splash Weapons

Weapon	Damage	Critical	Damage Type	Burst Radius	Reflex Range		Size	Weight	Purchase	
					DC	Increment			DC	Restriction
40mm fragmentation grenade	3d6	—	Slashing	10 ft.	15	—	Tiny	1 lb.	16	Mil (+3)
C4/Semtex	4d6	—	Concussion	10 ft.	18	—	Small	1 lb.	12	Mil (+3)
Det cord	2d6	—	Fire	See text	12	—	Med	2 lb.	8	Res (+2)
Dynamite	2d6	—	Concussion	5 ft.	15	10 ft.	Tiny	1 lb.	12	Lic (+1)
Fragmentation grenade	4d6	—	Slashing	20 ft.	15	10 ft.	Tiny	1 lb.	15	Mil (+3)
Smoke grenade	—	—	—	See text	—	10 ft.	Small	2 lb.	10	—
Tear gas grenade	See text	—	—	See text	—	10 ft.	Small	2 lb.	12	Res (+2)
Thermite grenade	6d6	—	Fire	5 ft.	12	10 ft.	Small	2 lb.	17	Mil (+3)
White phosphorus grenade	2d6	—	Fire	20 ft.	12	10 ft.	Small	2 lb.	15	Mil (+3)

Splash Weapons

Weapon	Direct Hit		Splash Damage	Critical ²	Damage Type	Reflex DC	Range Increment	Size	Weight	Purchase	
	Damage	DC								DC	Restriction
Acid, mild	1d6	—	1	20	Acid	—	10 ft.	Tiny	1 lb.	6	—
Molotov cocktail ¹	1d6	—	1	20	Fire	—	10 ft.	Small	1 lb.	6	—

¹ This weapon cannot be purchased as an item; the purchase DC given is for the weapon's components.

² Threat range applies to direct hits only; splash damage does not threaten a critical hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Reflex DC: Any creature caught within the burst radius of an explosive may make a Reflex save against the DC given in this column for half damage.

Range Increment: If the weapon can be thrown, its range increment is shown in this column. Explosives with no range increment must be set in place before being detonated. (See the Demolitions skill)

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.

Weight: This column gives the weapon's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

Restriction: The restriction rating for the weapon, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the weapon on the black market.

Grenades and Explosives

Many explosives require detonators, which are described in Weapon Accessories.

40mm Fragmentation Grenade

This small explosive device must be fired from a 40mm grenade launcher, such as the M79. It sprays shrapnel in all directions when it explodes.

The 40mm fragmentation grenade has a minimum range of 40 feet. If fired against a target closer than 40 feet away, it does not arm and will not explode.

The purchase DC given is for a box of 6 grenades.

C4/Semtex

So-called “plastic” explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be coaxed to take various shapes. The information on the table represents a 1-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by 2 feet, and requires a Demolitions check (DC 15) to link them.

Although the damage statistics on the table represent a 1-pound block, C4 is sold in 4-block packages. The purchase DC given represents a package of 4 blocks.

C4/Semtex requires a detonator to set off. It is considered to be a moderate explosive for the purpose of using a Craft (chemical) check to manufacture it.

Det Cord

Det cord is an explosive in a ropelike form. Technically, det cord doesn't explode—but it burns so fast (4,000 yards per second) that it might as well be exploding. Normally used to string multiple explosive charges together for simultaneous detonation (allowing a single detonator to set them all off), det cord can also be looped around a tree or post or other object to cut it neatly in half.

The information on the table represents a 50-foot length. A length of det cord can be spread out to pass through up to ten 5-foot squares. When this is the case, it deals the indicated damage to all creatures in each 5-foot square through which it passes.

It can also be doubled up; for each additional 5 feet of cord within a single 5-foot square, increase the damage by +1d6 to a maximum increase of +4d6.

Det cord requires a detonator to set it off. It is considered to be a simple explosive for the purpose of using a Craft (chemical) check to manufacture it.

Dynamite

Perhaps one of the most common and straightforward explosives, dynamite is very stable under normal conditions. A stick of dynamite requires a fuse or detonator to set it off.

Additional sticks can be set off at the same time if they are within the burst radius of the first stick, increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet).

It's possible to wire together several sticks of dynamite for even greater explosive effect. Doing so requires a Demolitions check (DC 10 + 1 per stick). If the character succeeds on the check, the

damage or the burst radius of the explosion increases by 50% (the character's choice).

Dynamite is sold in boxes of 12 sticks. It is considered to be a simple explosive for the purpose of using a Craft (chemical) check to manufacture it.

To set off dynamite using a fuse, the fuse must first be lit, requiring a move action (and a lighter or other source of flame). The amount of time until the dynamite explodes depends on the length of the fuse—a fuse can be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade), or long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action.

Fragmentation Grenade

The most common military grenade, this is a small explosive device that sprays shrapnel in all directions when it explodes. The purchase DC given is for a box of 6 grenades.

Smoke Grenade

Military and police forces use these weapons to create temporary concealment. On the round when it is thrown, a smoke grenade fills the four squares around it with smoke. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. The smoke obscures all sight, including the darkvision ability granted by night vision goggles. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Smoke grenades are available in several colors, including white, red, yellow, green, and purple. As such, they can be used as signal devices.

The purchase DC given is for a box of 6 grenades.

Tear Gas Grenade

Military and police forces use these weapons to disperse crowds and smoke out hostage takers. On the round that it is thrown, a tear gas grenade fills a 5-foot radius with a cloud of irritant that causes eyes to fill with tears. On the following round, it fills a 10-foot radius, and on the third round it fills a 15-foot radius. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

A character caught in a cloud of tear gas must make a Fortitude save (DC 15) or be nauseated. This effect lasts as long as the character is in the cloud and for 1d6 rounds after he or she leaves the cloud. Those who succeed at their saves but remain in the cloud must continue to save each round. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus on the Fortitude save.

Thermite Grenade

Thermite does not technically explode. Instead, it creates intense heat meant to burn or melt through an object upon which the grenade is set. Military forces use thermite grenades to quickly destroy key pieces of equipment.

The purchase DC given is for a box of 6 grenades.

White Phosphorus Grenade

White phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a White Phosphorus grenade is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

In addition, a WP grenade creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade (see above), except that it only fills squares within 5 feet of the explosion point.

The purchase DC given is for a box of 6 grenades.

Splash Weapons

Many splash weapons, such as Molotov cocktails, are essentially homemade devices (improvised explosives). The purchase DC given in Table: Explosives and Splash Weapons reflects the typical cost of the necessary components. See the Craft (chemical) skill for details on making improvised explosives.

Acid, Mild

A character can throw a flask of acid as a grenadelike weapon. A flask is made of ceramic, metal, or glass (depending on the substance it has to hold), with a tight stopper, and holds about 1 pint of liquid. This entry represents any mild caustic substance. Acid may be purchased in many places, including hardware stores.

Molotov Cocktail

A Molotov cocktail is a flask containing a flammable liquid, plugged with a rag. A Molotov cocktail is easily made by hand (Craft [chemical] check DC 10 or Intelligence check DC 15). To use it, the rag must first be lit, requiring a move action (and a lighter or other source of flame). The cocktail detonates in 2 rounds or on impact with a solid object, whichever comes first. A target that takes a direct hit is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

Melee Weapons

Melee weapons are used in close combat, and they are generally among the simplest types of weapons. The feat that provides proficiency with these weapons varies from weapon to weapon;

Table: Melee Weapons

Weapon	Damage	Critical	Damage Type	Range Increment	Size	Weight	Purchase	
							DC	Restriction
<i>Simple Weapons (require the Simple Weapons Proficiency feat)</i>								
Brass knuckles	1	20	Bludgeoning	—	Tiny	1 lb.	5	—
Cleaver	1d6	19–20	Slashing	—	Small	2 lb.	5	—
Club	1d6	20	Bludgeoning	10 ft.	Med	3 lb.	4	—
Knife	1d4	19–20	Piercing	10 ft.	Tiny	1 lb.	7	—
Metal baton	1d6	19–20	Bludgeoning	—	Med	2 lb.	8	—
Pistol whip	1d4	20	Bludgeoning	—	Small	—	—	—
Rifle butt	1d6	20	Bludgeoning	—	Large	—	—	—
Sap	1d6 ¹	20	Bludgeoning	—	Small	3 lb.	2	—
Stun gun ¹	1d3	20	Electricity	—	Tiny	1 lb.	5	—
Tonfa ¹	1d4	20	Bludgeoning	—	Med	2 lb.	6	—

some are considered simple weapons (covered by the Simple Weapons Proficiency feat); others are archaic (Archaic Weapons Proficiency) or exotic (Exotic Melee Weapon Proficiency).

A character's Strength modifier is always added to a melee weapon's attack roll and damage roll.

Melee Weapons Table

Melee weapons are described by a number of statistics, as shown on Table: Melee Weapons.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Damage Type: Melee weapon damage is classified according to type: bludgeoning (weapons with a blunt striking surface), energy (of a specific type), piercing (weapons with a sharp point), and slashing (weapons with an edged blade). Some creatures or characters may be resistant or immune to some forms of damage.

Range Increment: Melee weapons that are designed to be thrown can be used to make ranged attacks. As such, they have a range increment just as other ranged weapons do—but the maximum range for a thrown weapon is five range increments instead of ten.

Any attack at less than the given range increment is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.

Weight: This column gives the weapon's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon.

Restriction: None of the following melee weapons have restrictions on their purchase.

Archaic Weapons (require the Archaic Weapons Proficiency feat)

Bayonet (fixed) ¹	1d4/1d6	20	Piercing	—	Large	1 lb.	7	—
Hatchet	1d6	20	Slashing	10 ft.	Small	4 lb.	4	—
Longsword	1d8	19–20	Slashing	—	Med	4 lb.	11	—
Machete	1d6	19–20	Slashing	—	Small	2 lb.	5	—
Rapier	1d6	18–20	Piercing	—	Med	3 lb.	10	—
Spear	1d8	20	Piercing	—	Large	9 lb.	6	—
Straight razor	1d4	19–20	Slashing	—	Tiny	0.5 lb.	4	—
Sword cane ¹	1d6	18–20	Piercing	—	Med	3 lb.	9	—

Exotic Melee Weapons (each requires a specific Exotic Melee Weapon Proficiency feat)

Chain ¹	1d6/1d6	20	Bludgeoning	—	Large	5 lb.	5	—
Chain saw	3d6	20	Slashing	—	Large	10 lb.	9	—
Kama	1d6	20	Slashing	—	Small	2 lb.	5	—
Katana	2d6	19–20	Slashing	—	Large	6 lb.	12	—
Kukri	1d4	18–20	Slashing	—	Small	1 lb.	5	—
Nunchaku	1d6	20	Bludgeoning	—	Small	2 lb.	3	—
Three-section staff ¹	1d10/1d10	20	Bludgeoning	—	Large	3 lb.	4	—

¹ See the description of this weapon for special rules.

Simple Melee Weapons

Generally inexpensive and light in weight, simple weapons get the job done nevertheless.

Brass Knuckles

These pieces of molded metal fit over the outside of a character's fingers and allow him or her to deal lethal damage with an unarmed strike instead of nonlethal damage. A strike with brass knuckles is otherwise considered an unarmed attack. When used by a character with the Brawl feat, brass knuckles increase the base damage dealt by an unarmed strike by +1 and turn the damage into lethal damage.

The cost and weight given are for a single item.

Cleaver

Heavy kitchen knives can be snatched up for use as weapons in homes and restaurants. These weapons are essentially similar to the twin butterfly swords used in some kung fu styles.

Club

Almost anything can be used as a club. This entry represents the wooden nightsticks sometimes carried by police forces.

Knife

This category of weapon includes hunting knives, butterfly or "balisong" knives, switchblades, and bayonets (when not attached to rifles). A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a knife.

Metal Baton

This weapon can be collapsed to reduce its size and increase its concealability. A collapsed baton is Small and can't be used as a weapon. Extending or collapsing the baton is a free action.

Pistol Whip

Using a pistol as a melee weapon can deal greater damage than attacking unarmed. No weight or purchase DC is given for this weapon, since both vary depending on the pistol used.

Rifle Butt

The butt of a rifle can be used as an impromptu club.

Sap

This weapon, essentially a smaller version of a club, deals nonlethal damage instead of lethal damage.

Stun Gun

Although the name suggests a ranged weapon, a stun gun requires physical contact to affect its target. (The taser is a ranged weapon with a similar effect.) On a successful hit, the stun gun deals 1d3 points of electricity damage, and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds.

Tonfa

This is the melee weapon carried by most police forces, used to subdue and restrain criminals. A character can deal nonlethal damage with a tonfa without taking the usual –4 penalty.

Archaic Melee Weapons

Most of these weapons deal damage by means of a blade or a sharp point. Some of them are moderately expensive, reflecting their archaic nature in modern-day society.

Bayonet (Fixed)

The statistics given describe a bayonet fixed at the end of a longarm with an appropriate mount. With the bayonet fixed, the longarm becomes a double weapon—clublike at one end and spearlike at the other. A character can fight with it as if fighting with two weapons, but if the character does so, he or she incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.

Hatchet

This light axe is a chopping tool that deals slashing damage when employed as a weapon.

Longsword

This classic, straight blade is the weapon of knighthood and valor.

Machete

This long-bladed tool looks much like a short, lightweight sword.

Rapier

The rapier is a lightweight sword with a thin blade. A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a rapier.

Spear

This primitive device is a reach weapon. A character can strike opponents 10 feet away with it, but can't use it against an adjacent foe.

Straight Razor

Favored by old-school organized crime "mechanics," this item can still be found in some barbershops and shaving kits.

Sword Cane

This is a lightweight, concealed sword that hides its blade in the shaft of a walking stick or umbrella. Because of this special construction, a sword cane is always considered to be concealed; it is noticed only with a Spot check (DC 18). (The walking stick or umbrella is not concealed, only the blade within.)

Exotic Melee Weapons

Most exotic weapons are either atypical in form or improved variations of other melee weapons. Because each exotic weapon is unique in how it is manipulated and employed, a separate Exotic Melee Weapon Proficiency feat is required for each one in order to avoid the -4 nonproficiency penalty.

Chain

Also called the manriki-gusari, this is a simple chain with weighted ends. It can be whirled quickly, striking with hard blows from the weights. One end can also be swung to entangle an opponent.

The chain can be used either as a double weapon or as a reach weapon. A character can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon. In this case, the character can only strike at an adjacent opponent.

If a character uses the chain as a reach weapon, he or she can strike opponents up to 10 feet away. In addition, unlike other weapons with reach, the character can use it against an adjacent foe. In this case, the character can only use one end of the chain effectively; he or she can't use it as a double weapon.

Because a chain can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a

melee touch attack. If the character is tripped during his or her own trip attempt, the character can drop the chain to avoid being tripped.

When using a chain, the character gets a +2 equipment bonus on his or her opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm the opponent).

A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a chain.

Chain Saw

Military and police units use powered saws to cut through fences and open doors rapidly. They are sometimes pressed into service as weapons, often by people who watch too many movies.

Kama

A kama is a wooden shaft with a scythe blade extending at a right angle out from the shaft. Kama are traditional weapons in various styles of karate.

Katana

The katana is the traditional Japanese samurai sword. When used with the Exotic Melee Weapon Proficiency feat, it can be used with one hand. For a wielder without the feat, the katana must be used with two hands, and the standard -4 nonproficiency penalty applies.

Kukri

This heavy, curved dagger has its sharp edge on the inside of the curve.

Nunchaku

A popular martial arts weapon, the nunchaku is made of two wooden shafts connected by a short length of rope or chain.

Three-Section Staff

Originally a farm implement for threshing grain, this weapon is composed of three sections of wood of equal lengths, joined at the ends by chain, leather, or rope. The three-section staff requires two hands to use.

The three-section staff is a double weapon. A character can fight with it as if fighting with two weapons, but if he or she does, the character incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.

Improvised Weapons

Any portable object can be used as a weapon in a pinch. In most cases, an object can be wielded either as a melee weapon or a ranged weapon.

A character takes a -4 penalty on his or her attack roll when wielding or throwing an improvised weapon. An improvised weapon is not considered simple, archaic, or exotic, so weapon proficiency feats cannot offset the -4 penalty.

Table: Improvised Weapon Damage by Size

Object Size	Examples	Damage
Diminutive	Ashtray, CD disk case, crystal paperweight	1
Tiny	Fist-sized rock, mug, screwdriver, softball, flashlight, wrench	1d2
Small	Bottle, drill, fire extinguisher, flower pot, helmet, metal hubcap, vase	1d3
Medium-size	Bar stool, brick, briefcase, bowling ball, garbage can lid, hockey stick, nail gun	1d4
Large	Empty garbage can, guitar, computer monitor, office chair, tire iron	1d6
Huge	10-foot ladder, mailbox, oil barrel, park bench, sawhorse	1d8
Gargantuan	Desk, dumpster, file cabinet, large sofa, soda machine	2d6
Colossal	Junked vehicle, stoplight, telephone pole	2d8

A character can effectively wield or throw an object of his or her size category or smaller using one hand. A character can effectively wield or throw an object one size category larger than him or herself using two hands. An improvised thrown weapon has a range increment of 10 feet. Increase the range increment for creatures of Large size or larger as follows: Large 15 feet, Huge 30 feet, Gargantuan 60 feet, Colossal 120 feet. Damage: Improvised weapons deal lethal damage based on their size, although the GM may adjust the damage of an object that is especially light or heavy for its size. The wielder's Strength modifier applies only to damage from Tiny or larger improvised weapons; do not apply the wielder's Strength modifier to damage from Diminutive objects. Table: Improvised Weapon Damage by Size gives the damage for improvised weapons of varying size. Improvised weapons threaten a critical hit on a natural roll of 20. Improvised weapons of Fine size deal no damage.

Unlike real weapons, improvised weapons are not designed to absorb damage. They tend to shatter, bend, crumple, or fall apart after a few blows. An improvised weapon has a 50% chance of breaking each time it deals damage or, in the case of thrown objects, strikes a surface (such as a wall) or an object larger than itself.

Armor

Body armor comes in a variety of shapes and sizes, providing varying degrees of coverage and varying heaviness of materials. Three feats cover proficiency in the use of armor: Armor Proficiency (light), Armor Proficiency (medium), and Armor Proficiency (heavy).

Armor Table

Armor is described by a number of statistics, as shown on Table: Armor.

Type: Armor comes in four types: archaic, impromptu, concealable, and tactical.

Archaic armor is old-fashioned armor, such as medieval chainmail and plate mail.

Impromptu armor includes items that provide protection even though they weren't designed for that purpose, such as leather biker's jackets and football pads.

Concealable armor is modern body armor designed to fit underneath regular clothing. It can be worn for extended periods of time without fatiguing the wearer.

Tactical armor is modern body armor that fits over clothing and can't be easily concealed. Its weight and bulk make it impractical to wear all the time, and it's generally only donned when a specific dangerous confrontation is likely. Because it's worn over clothing in tactical situations, tactical armor often has pockets, clips, and velcro attachment points for carrying weapons, grenades, ammunition, flashlights, first aid kits, and other items.

Equipment Bonus: The protective value of the armor. This bonus adds to the wearer's Defense.

Nonproficient Bonus: The maximum amount of the armor's equipment bonus that can be applied to the wearer's Defense if the wearer is using armor with which he or she isn't proficient (doesn't have the appropriate feat).

Maximum Dex Bonus: This number is the maximum Dexterity bonus to Defense that this type of armor allows. Heavier armor limits mobility, reducing a character's ability to avoid attacks. Even if a character's Dexterity bonus drops to +0 because of armor, the character are not considered to have lost his or her Dexterity bonus.

Armor Penalty: The heavier or bulkier the armor, the more it affects certain skills. This penalty applies to checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble.

Speed (30 ft.): Medium and heavy armor slows a character down. The number in this column is the character's speed while in armor, assuming his or her base speed is 30 feet (the normal speed for most human beings).

Weight: This column gives the armor's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the armor. This number reflects the base price and doesn't include any modifier for purchasing the armor on the black market.

Restriction: The restriction rating for the armor, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the armor on the black market.

Table: Armor

Armor	Type	Equipment Bonus	Nonprof. Bonus	Maximum Dex Bonus	Armor Penalty	Speed (30 ft.)	Weight	Purchase DC	Restriction
<i>Light Armor</i>									
Leather jacket	Impromptu	+1	+1	+8	-0	30	4 lb.	10	—
Leather armor	Archaic	+2	+1	+6	-0	30	15 lb.	12	—
Light undercover shirt	Concealable	+2	+1	+7	-0	30	2 lb.	13	Lic (+1)
Pull-up pouch vest	Concealable	+2	+1	+6	-1	30	2 lb.	13	Lic (+1)
Undercover vest	Concealable	+3	+1	+5	-2	30	3 lb.	14	Lic (+1)
<i>Medium Armor</i>									
Concealable vest	Concealable	+4	+2	+4	-3	25	4 lb.	15	Lic (+1)
Chainmail shirt	Archaic	+5	+2	+2	-5	20	40 lb.	18	—
Light-duty vest	Tactical	+5	+2	+3	-4	25	8 lb.	16	Lic (+1)
Tactical vest	Tactical	+6	+2	+2	-5	25	10 lb.	17	Lic (+1)
<i>Heavy Armor</i>									
Special response vest	Tactical	+7	+3	+1	-6	20	15 lb.	18	Lic (+1)
Plate mail	Archaic	+8	+3	+1	-6	20	50 lb.	23	—
Forced entry unit	Tactical	+9	+3	+0	-8	20	20 lb.	19	Lic (+1)

Light Armor

For the character who doesn't want to be bogged down by more cumbersome armor types, a leather garment or some sort of concealable armor is just the ticket.

Leather Jacket

This armor is represented by a heavy leather biker's jacket. A number of other impromptu armors, such as a football pads and a baseball catcher's pads, offer similar protection and game statistics.

Leather Armor

This archaic armor consists of a breastplate made of thick, lacquered leather, along with softer leather coverings for other parts of the body.

Light Undercover Shirt

Designed for deep undercover work in which it's critical that the wearer not appear to be armed or armored, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso.

Pull-Up Pouch Vest

This garment, consisting of a torso apron of light protective material held up by a loop around the neck, can be stored in an innocuous fanny pack. Deploying the apron is a move action. This garment provides no equipment bonus (and has no armor penalty or maximum Dexterity bonus) when undeployed.

Undercover Vest

Covering a larger area of the torso, this vest provides better protection than the light undercover shirt—but it's also more easily noticed. It's best used when the armor should remain unseen but the wearer doesn't expect to face much scrutiny, granting a +2 bonus on Spot checks to notice the armor.

Medium Armor

Most medium armor (except for the archaic chainmail shirt) is not terribly heavy, but nonetheless provides a significant amount of protection—at the expense of some speed.

Concealable Vest

Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing. While it may go unnoticed by a quick glance, it is usually visible to anyone looking closely for it, granting a +4 bonus on Spot checks to notice the armor.

Chainmail Shirt

This medieval-era armor is a long shirt made of interlocking metal rings, with a layer of padding underneath. It's heavy, making it uncomfortable to wear for long periods of time.

Light-Duty Vest

A lightweight tactical vest designed for extended use by riot police and forces on alert for potential attack, this armor sacrifices a degree of protection for a modicum of comfort—at least compared to other tactical body armors.

Tactical Vest

The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

Heavy Armor

For the best protection money can buy, go with heavy armor, but watch out for the armor penalty.

Plate Mail

This medieval-era armor consists of metal plates that cover the entire body. It's heavy and cumbersome compared to most modern armor, but it does provide a great deal of protection.

Special Response Vest

Built like the tactical vest, but incorporating groin and neck protection as well as a ceramic plate over the chest, this armor provides additional protection in battles against heavily armed opponents.

Forced Entry Unit

The most powerful protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet. Heavy and cumbersome, this armor is generally only donned by tactical officers heading into a dangerous assault.

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EQUIPMENT (VEHICLES)

Vehicles

Vehicles are described by a number of statistics, as shown on Table: Vehicles.

Crew: The standard number of crew. In most cases, only one person is needed to drive the vehicle; other crew members serve as gunners or copilots.

Passengers: The number of passengers (in addition to the crew) the vehicle is designed to carry. Vehicles that carry passengers can use that space to carry additional cargo when passengers aren't present. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo.

Cargo Capacity: The amount of cargo the vehicle is designed to carry. Many vehicles can carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity.

Table: Vehicles

Name	Crew	Pass	Cargo	Init	Maneuver	Top Speed	Defense	Hit Points	Hardness	Size	Purchase DC	Restriction
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Civilian Aircraft

Bell Jet Ranger (helicopter)	1	4	250 lb.	-4	-4	245 (25)	6	5	28	G	39	Lic (+1)
Bell Model 212 (helicopter)	2	13	5,000 lb.	-4	-4	200(20)	6	5	36	G	45	Res (+2)
Cessna 172 Skyhawk (prop plane)	1	3	120 lb.	-4	-4	210 (21)	6	5	30	G	36	Lic (+1)
Learjet Model 45 (corporate jet)	2	10	500 lb.	-4	-4	1,100 (110)	6	5	44	G	40	Lic (+1)

Civilian Cars

Acura 3.2 TL (mid-size sedan)	1	4	300 lb.	-2	-1	265 (26)	8	5	34	H	29	Lic (+1)
Aston-Martin Vanquish (sports coupe)	1	1	175 lb.	-2	+0	335 (33)	8	5	34	H	36	Lic (+1)
BMW M3 (sports coupe)	1	4	200 lb.	-2	+1	275 (27)	8	5	32	H	30	Lic (+1)
Chevrolet Cavalier (economy coupe)	1	4	275 lb.	-1	-1	185 (18)	9	5	30	L	26	Lic (+1)
Chevrolet Corvette (sports coupe)	1	1	250 lb.	-2	+0	310 (31)	8	5	32	H	30	Lic (+1)
Dodge Neon (economy sedan)	1	4	275 lb.	-1	-1	220 (22)	9	5	30	L	26	Lic (+1)
Ford Crown Victoria (mid-size sedan)	1	5	425 lb.	-2	-1	185 (18)	8	5	34	H	28	Lic (+1)
Jaguar XJS (luxury sedan)	1	4	275 lb.	-2	-1	230 (23)	8	5	34	H	32	Lic (+1)
Lamborghini Diablo (sports coupe)	1	1	100 lb.	-2	+1	360 (36)	8	5	34	H	37	Lic (+1)
Mercedes E55 AMG (luxury sedan)	1	4	325 lb.	-2	+0	280 (28)	8	5	34	H	32	Lic (+1)
Volkswagen Jetta (mid-size wagon)	1	4	275 lb.	-2	+0	230 (23)	8	5	32	H	28	Lic (+1)

Civilian Motorcycles

Ducati 998R (racing bike)	1	0	0 lb.	+0	+3	370 (37)	10	5	18	M	27	Lic (+1)
Harley Davidson FLSTF (street bike)	1	1	0 lb.	-1	+1	275 (27)	9	5	22	L	26	Lic (+1)
Yamaha YZ250F (dirt bike)	1	1	0 lb.	+0	+2	165 (16)	10	5	18	M	23	Lic (+1)

Initiative: The modifier added to the driver's or pilot's initiative check when operating the vehicle.

Maneuver: The modifier added to any Drive or Pilot checks attempted with the vehicle.

Top Speed: The maximum number of squares the vehicle can cover in 1 round at character scale (with the number of squares at chase scale in parentheses). This is the fastest the vehicle can move.

Defense: The vehicle's Defense.

Hardness: The vehicle's hardness. Subtract this number from any damage dealt to the vehicle.

Hit Points: The vehicle's full normal hit points.

Size: Vehicle size categories are defined differently from the size categories for weapons and other objects.

Purchase DC: This is the purchase DC for a Wealth check to acquire the vehicle. This number reflects the base price and doesn't include any modifier for purchasing the vehicle on the black market.

Restriction: The restriction rating for the vehicle, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the vehicle on the black market.

Civilian Trucks

AM General Hummer (SUV)	1	3	1,000 lb.	-2	-2	140 (14)	8	5	38	H	34	Lic (+1)
Chevrolet Suburban (SUV)	1	8	500 lb.	-2	-2	175 (17)	8	5	38	H	30	Lic (+1)
Dodge Caravan (minivan)	1	4	325 lb.	-2	-2	195 (19)	8	5	34	H	28	Lic (+1)
Ford Escape XLT (SUV)	1	4	300 lb.	-2	-2	200 (20)	8	5	32	H	29	Lic (+1)
Ford F-150 XL (pickup)	1	2	1,700 lb.	-2	-2	175 (17)	8	5	36	H	28	Lic (+1)
Toyota Tacoma Xtracab (pickup)	1	3	1,600 lb.	-2	-2	185 (18)	8	5	34	H	27	Lic (+1)

Civilian Water Vehicles

Bayliner 1802 Capri (runabout)	1	5	2,100 lb.	-2	-2	55 (5)	8	5	28	H	28	Lic (+1)
Fairline Targa 30 (cabin cruiser)	1	3	2,100 lb.	-4	-4	80 (8)	6	5	40	G	32	Lic (+1)
Sea-Doo XP (personal watercraft)	1	1	60 lb.	-1	+1	105 (10)	9	5	22	L	24	Lic (+1)

Other Civilian Vehicles

Armored truck	2	0	3,600 lb.	-2	-2	175 (17)	8	10	36	H	34	Res (+2)
Honda TRX400FW (4-wheel ATV)	1	0	675 lb.	-1	+1	95 (9)	9	5	22	L	23	Lic (+1)
Limousine	1	7	425 lb.	-4	-4	195 (19)	6	5	38	G	36	Lic (+1)
Moving truck	1	2	33,000 lb.	-4	-4	165 (16)	6	5	44	G	34	Lic (+1)
NABI Model 40LFW (city bus)	1	39	0 lb.	-4	-4	120 (12)	6	5	48	G	38	Lic (+1)

Military Vehicles

BMP-2 (tracked APC)	3	7	250 lb.	-2	-2	70 (7)	8	10	52	H	40	Mil (+3)
M1A2 Abrams (tracked tank)	4	0	425 lb.	-4	-4	80 (8)	6	20	64	G	47	Mil (+3)
M2A2 Bradley (tracked APC)	3	7	425 lb.	-4	-4	70 (7)	6	15	58	G	45	Mil (+3)
M113A1 Gavin (tracked APC)	2	11	200 lb.	-2	-2	62 (6)	8	10	48	H	39	Mil (+3)
UH-60 Black Hawk (helicopter)	2	14	9,000 lb.	-4	-4	325 (32)	6	5	46	G	47	Mil (+3)

Civilian Aircraft

All aircraft, from one-seaters to jumbo jets, are controlled by the use of the Pilot skill. A few examples are provided here from the variety of airgoing vehicles that might be available to characters.

Bell Jet Ranger

This is perhaps the most common civilian helicopter worldwide; it has also been adopted by many military forces as a light utility helicopter. The Jet Ranger is two squares wide and seven squares long. It provides three-quarters cover for crew and passengers.

Bell Model 212

This is the twin-engine, civilian version of the ubiquitous Huey helicopter. As a civilian aircraft, it is a sturdy, reliable helicopter used for passenger and cargo work all over the world. Military versions are still in use in many countries. The Bell 212 is three squares wide and seven squares long. It provides three-quarters cover for crew and passengers (one-quarter cover for passengers if the cargo doors are open).

Cessna 172 Skyhawk

This common single-engine propeller plane is relatively inexpensive. A Cessna 172 is seven squares wide (including wings; fuselage is one square wide) and six squares long. It provides three-quarters cover for crew and passengers.

Learjet Model 45

This is a sleek business jet introduced in the late 90s. Two turbofans, set on the fuselage above and behind the wings, provide the power. The interior includes luxury accommodations and a lavatory. A Learjet is ten squares wide (including wings; fuselage is two squares wide) and twelve squares long. It provides three-quarters cover for crew and nine-tenths cover for passengers.

Civilian Cars

Most new civilian cars include such standard features as air conditioning, air bags, antilock brakes, cruise control, keyless entry, and an AM/FM radio with CD player. Luxury vehicles often also include extras such as heated side mirrors, power seats, leather upholstery, and sunroofs. In general, these luxury amenities can be added to a nonluxury car with an increase of 1 to the vehicle's purchase DC.

Unless otherwise noted, civilian cars provide three-quarters cover for their occupants (although passengers who lean out of windows or sunroofs, perhaps to fire weapons, may be reduced to one-half or even one-quarter cover).

Acura 3.2 TL

The 3.2 TL is a four-door luxury sedan. It is two squares wide and four squares long.

Aston-Martin Vanquish

The Vanquish is a two-door luxury sports car powered by a 5.9-liter, 460-horsepower V12 engine. A six-speed manual transmission with overdrive is standard. The Vanquish is two squares wide and four squares long.

BMW M3

The M3 is a two-door luxury sports car equipped with a standard 3.2-liter, 333-horsepower engine. The M3 is two squares wide and three squares long.

Chevrolet Cavalier

A two-door family coupe, the Cavalier is two squares wide and four squares long.

Chevrolet Corvette

The Corvette is a two-door sports car equipped with a 5.7-liter, 350-horsepower V8 engine. The Corvette is two squares wide and three squares long.

Dodge Neon

The Neon is an inexpensive four-door family sedan. It is two squares wide and three squares long.

Ford Crown Victoria

The Crown Victoria is a large four-door family sedan equipped with a 4.6-liter, 220-horsepower V8 engine. Large and durable, it is a favorite of police forces (police cruisers are commonly Crown Victorias). The Crown Victoria is two squares wide and four squares long.

Jaguar XJ Sedan

The XJ is a four-door luxury sedan. It is two squares wide and four squares long.

Lamborghini Diablo

The Diablo is a top-of-the-line exotic sports car—a two-door coupe equipped with a standard 6.0-liter, 550-horsepower V12 engine. The Diablo is two squares wide and three squares long.

Mercedes E55 AMG

The E-Class is a four-door luxury sedan equipped with a powerful 5.5-liter, 349-horsepower V8 engine. It is two squares wide and four squares long.

Volkswagen Jetta

The Jetta is a four-door station wagon. It is two squares wide and three squares long.

Civilian Motorcycles

Unlike getting into a car, mounting a motorcycle is a free action. Motorcycles tend to perform better than automobiles, but they provide no cover to their occupants.

Ducati 998R

This is a top-of-the-line street bike with a strong heritage of winning races. The 998R is one square wide and two squares long.

Harley-Davidson FLSTF Fat Boy

This huge motorcycle sports a 1,450cc engine. It's designed to look cool and compete for space on the roads with automobiles. It is one square wide and two squares long.

Yamaha YZ250F

A classic dirt bike, this is very similar to the motorcycle used by United States Army cavalry scouts. The YZ250F is one square wide and two squares long.

Civilian Trucks

Trucks include pickups, sport utility vehicles, vans, and minivans. They generally have the same features as civilian cars.

Like cars, trucks generally provide three-quarters cover to their occupants. The rear bed of a pickup truck, however, provides only one-half cover.

AM General Hummer

The four-door Hummer is a civilian version of the military's all-terrain "humvee" utility vehicle. It comes equipped with a powerful 6.5-liter, 195-horsepower V8 turbo diesel engine. The hummer is decked out like a luxury vehicle inside, but this vehicle is every bit as rugged as the military version.

The military version can be configured in a variety of ways, including a two-door pickup, a four-door pickup with a short bed, and a completely enclosed, SUVlike body with a hatchback and four doors. It lacks the luxury accessories of the civilian version, but it is equipped with puncture-resistant tires.

A Hummer is two squares wide and four squares long.

Chevrolet Suburban

One of the largest sport utility vans on the market, the Suburban is a four-door truck equipped with a standard 6.0-liter, 320-horsepower V8 engine. It is two squares wide and four squares long.

Dodge Caravan

The Caravan is a minivan with two conventional doors up front, sliding doors on the side, and a rear hatch-style door. It is two squares wide and four squares long.

Ford Escape XLT

The Escape is a four-door SUV with a 3.0-liter, 201-horsepower V6 engine. It is two squares wide and three squares long.

Ford F-150 XL

This two-door pickup truck has a 4.2-liter, 202-horsepower V6 engine. The F-150 is two squares wide and four squares long.

Toyota Tacoma Xtracab

The Tacoma is a two-door pickup with a back seat in its extended cab. It is two squares wide and four squares long.

Civilian Water Vehicles

Piloting a water vehicle is covered by the Drive skill.

Bayliner 1802 Capri

This is a large runabout—a powerboat with an outboard engine and an open cockpit with a tiny cabin (about the size of the interior of an economy car) forward. It comes with a trailer; loading or unloading it requires a paved boat ramp and 10 minutes of work. The Capri provides one-half cover to occupants in the cockpit or stern, full cover to occupants in the cabin, and no cover to those forward of the cockpit. The Capri is two squares wide and four squares long.

Fairline Targa 30

This cabin cruiser is a motor yacht with two internal diesel engines. It comes equipped with four berths and a fully equipped galley. It provides one-half cover to occupants in the cockpit or stern, full cover to occupants below deck, and no cover to those forward of the cockpit. The Targa is three squares wide and six squares long.

Sea-Doo XP

This is a two-seat jet ski that propels itself with a powerful jet of water. The Sea-Doo XP is one square wide and two squares long, and provides no cover for its riders.

Other Vehicles

A few types of vehicles don't fit neatly into the categories covered above. Many of these (such as the armored truck and the limousine) are usually custom built, so the model name isn't specified as it is with most other vehicles in this section. The description and stats reflect a typical model.

Armored Truck

Used to transport money between businesses and financial institutions, armored trucks are designed to deter would-be thieves. The truck has three doors and firing ports that allow the crew to use their firearms without leaving the vehicle. The armored truck is two squares wide and four squares long. It provides nine-tenths cover for its occupants. It is equipped with puncture-resistant tires.

Honda TRX400FW

This all-terrain vehicle is something like a four-wheeled motorcycle. It is one square wide and two squares long. It provides no cover for its riders.

Limousine

A limousine is a big, comfortable car. The statistics given are for a moderate-sized vehicle, rather than a stretch limo or a conventional car with a professional driver. Limousines feature virtually every available luxury feature, often including televisions and small refrigerators. A partition divides the front seat from the rest of the vehicle. A limousine is two squares wide and five squares long. It provides three-quarters cover for its occupants.

Moving Truck

This is a large cargo truck used to move furniture or deliver freight. Trucks of this sort are often available as rentals. A moving truck is two squares wide and five squares long. It provides three-quarters cover for occupants in the cab and full cover for any in the back.

NABI Model 40LFW

This is a typical city bus. It has a door at the front and a second door about halfway down the right-hand side. This vehicle is two squares wide and eight squares long. It provides three-quarters cover for crew and passengers.

Military Vehicles

Several military vehicles are covered here. In addition, a number of the civilian vehicles covered above, such as the AM General Hummer and the Bell Model 212 helicopter, are commonly seen in military service.

BMP-2

A Soviet-era armored personnel carrier, the BMP is used by the Russian army and more than twenty ex-Soviet states or clients. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch and another full-round action to start it moving. The BMP-2 is three squares wide and four squares long. It provides full cover to its occupants.

This vehicle comes equipped with a 30mm cannon (see Table: Vehicle Weapons) mounted in a full turret.

M1A2 Abrams

This is the U.S. Army's main battle tank, probably the most advanced and powerful tank in the world. It is crewed by a driver, a gunner, a gun loader, and a commander. It has three top hatches, one for the driver and two on the turret. (The driver's position cannot be reached from the other positions, which are all in the turret.) It takes a full-round action to enter a tank and another full-round action to start it moving. The Abrams is three squares wide and six squares long. It provides full cover to its occupants.

This vehicle comes equipped with a tank cannon (see Table: Vehicle Weapons) and an M2HB heavy machine gun (see Table: Ranged Weapons), both mounted in full turrets.

M2A2 Bradley

This is the U.S. Army's principal armored personnel carrier. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch, and another full-round action to start it moving. In addition to its own armament, the Bradley's passenger compartment has ports that allow passengers to fire their personal weapons from within the vehicle. The Bradley is three squares wide and four squares long. It provides full cover to its occupants.

This vehicle comes equipped with a 25mm cannon (see Table: Vehicle Weapons) mounted in a full turret.

M113A1 Gavin

Introduced in 1960s and for many years a mainstay of the U.S. Army, this tracked armored personnel carrier is now in use by more than fifty countries. It is crewed by a driver and a commander, and features a top hatch above each position as well as a rear door. It takes a full-round action to enter the vehicle through a top hatch and another full-round action to start it moving. The Gavin is three squares wide and four squares long. It provides full cover to its occupants.

UH-60 Black Hawk

Introduced in the 1980s to replace the aging UH-1, the Black Hawk is the U.S. Army's primary utility helicopter. The UH-60 is three squares wide and twelve squares long. It provides three-quarters cover to crew and passengers (one-quarter cover to passengers if the cargo doors are open).

Table: Vehicle Weapons

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
<i>Cannons (require the Exotic Firearms Proficiency [cannons] feat)</i>										
BMP-2 30mm cannon	4d12	20	Ballistic	150 ft.	A	Linked	Huge	*	*	*
M1A2 Abrams tank cannon	10d12	20	Ballistic	150 ft.	Single	1	Huge	*	*	*
M2A2 Bradley 25mm cannon	4d12	20	Ballistic	150 ft.	A	Linked	Huge	*	*	*

* Weight, purchase DC, and restriction rating do not apply. These weapons are part of the vehicles on which they are mounted.

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COMBAT

Combat is played out in rounds, and in each round everybody acts in turn in a regular cycle. Combat usually runs in the following way.

1. Each combatant starts the battle flat-footed. Once a combatant acts, he or she is no longer flat-footed.
2. The GM determines which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of their opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one move or attack action. Combatants who were unaware don't get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round.
4. Combatants act in initiative order.
5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

Combat Statistics

This section summarizes the fundamental combat statistics.

Attack Roll

An attack roll represents a character's attempts to strike an opponent on the character's turn in a round. When a character makes an attack roll, he or she rolls 1d20 and adds his or her attack bonus. If the result equals or beats the target's Defense, the character hits and deals damage. Many modifiers can affect the attack roll.

A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also always a threat—a possible critical hit. If the character is not proficient in the weapon he or she is attacking with (the character doesn't have the appropriate Weapon Proficiency feat), that character takes a -4 penalty on the attack roll.

Attack Bonus

A character's attack bonus with a melee weapon is:
Base attack bonus + Strength modifier + size modifier

With a ranged weapon, a character's attack bonus is:
Base attack bonus + Dexterity modifier + range penalty + size modifier

Strength Modifier

Strength helps a character swing a weapon harder and faster, so a character's Strength modifier applies to melee attack rolls.

Size Modifier

Creature size categories are defined differently from the size categories for weapons and other objects. Since this size modifier applies to Defense against a melee weapon attack or a

ranged weapon attack, two creatures of the same size strike each other normally, regardless of what size they actually are. Creature sizes are compatible with vehicle sizes.

Table: Size Modifiers

Size (Example)	Size Modifier
Colossal (blue whale [90 ft. long])	-8
Gargantuan (gray whale [40 ft. long])	-4
Huge (elephant)	-2
Large (lion)	-1
Medium-size (human)	+0
Small (German shepherd)	+1
Tiny (housecat)	+2
Diminutive (rat)	+4
Fine (horsefly)	+8

Dexterity Modifier

Dexterity measures coordination and steadiness, so a character's Dexterity modifier applies when the character attacks with a ranged weapon.

Range Penalty

The range penalty for a ranged weapon depends on what weapon the character is using and how far away the target is. All ranged weapons and thrown weapons have a range increment (see Table: Ranged Weapons and Table: Melee Weapons). Any attack from a distance of less than one range increment is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. Ranged weapons that fire projectiles can shoot up to ten increments.

Damage

When a character hits with a weapon, he or she deals damage according to the type of weapon. Effects that modify weapon damage also apply to unarmed strikes and the natural physical attack forms of creatures.

Damage is deducted from the target's current hit points.

Minimum Weapon Damage

If penalties to damage bring the damage result below 1, a hit still deals 1 point of damage.

Strength Bonus

When a character hits with a melee weapon or thrown weapon, add his or her Strength modifier to the damage.

Off-Hand Weapon: When a character deals damage with a weapon in his or her off hand, add only half of the character's Strength bonus.

Wielding a Weapon Two-Handed: When a character deals damage with a weapon that he or she is wielding two-handed, add 1.5 times the character's Strength bonus. However, the character doesn't get this higher Strength bonus when using a light weapon two-handed; in such a case, only the character's normal Strength bonus applies to the damage roll.

Multiplying Damage

Sometimes damage is multiplied by some factor. Roll the damage (with all modifiers) multiple times and total the results. Bonus damage represented as extra dice is an exception. Do not multiply bonus damage dice when a character scores a critical hit.

Critical Hits

When a character makes an attack roll and gets a natural 20 (the d20 shows 20), the character hits regardless of the target's Defense, and the character has scored a threat of a critical hit. To find out if it is actually a critical hit, the character immediately makes another attack roll with all the same modifiers as the attack roll that scored the threat. If the second roll also results in a hit against the target's Defense, the attack is a critical hit. (The second roll just needs to hit to confirm a critical hit; the character doesn't need to roll a second 20.) If the second roll is a miss, then the attack just deals the damage of a regular hit.

A critical hit multiplies the character's damage. Unless otherwise specified, the multiplier is x2. (It is possible for some weapons to have higher multipliers, doing more damage on a critical hit.) Some weapons have expanded threat ranges, making a critical hit more likely. However, even with these weapons, only a 20 is an automatic hit. The Critical column on Table: Ranged Weapons and Table: Melee Weapons indicates the threat range for each weapon on the tables. Bonus damage represented as extra dice is not multiplied when a character scores a critical hit.

Defense

A character's Defense represents how hard it is for opponents to land a solid, damaging blow on the character. It's the attack roll result that an opponent needs to achieve to hit the character. The average, unarmored civilian has a Defense of 10. A character's Defense is equal to:

10 + Dexterity modifier + class bonus + equipment bonus + size modifier

Dexterity Modifier

If a character's Dexterity is high, he or she is particularly adept at dodging blows or gunfire. If a character's Dexterity is low, he or she is particularly inept at it. Characters apply their Dexterity modifier to Defense.

Sometimes a character can't use his or her Dexterity bonus. If a character can't react to a blow, that character can't use his or her Dexterity bonus to Defense.

Class Bonus

A character's class and level grant the character an innate bonus to Defense. This bonus applies in all situations, even when the character is flat-footed or when the character would lose his or her Dexterity bonus for some other reason.

Equipment Bonus

If a character wears armor, it provides a bonus to his or her Defense. This bonus represents the armor's ability to protect the character from blows.

Armor provides a minimum bonus to anyone who wears it, but a character who is proficient in the use of a certain type of armor receives a larger bonus to Defense.

Sometimes a character can't use his or her equipment bonus to Defense. If an attack will damage the character just by touching him or her, that character can't add his or her equipment bonus (see Touch Attacks, below).

Size Modifier

The bigger an opponent is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Since this same modifier applies to attack rolls a creature doesn't have a hard time attacking another creature of the same size. Size modifiers are shown on Table: Size Modifiers.

Other Modifiers

Other factors can add to a character's Defense.

Feats: Some feats give a bonus to a character's Defense.

Natural Armor: Some creatures have natural armor, which usually consists of scales, fur, or layers of thick muscle.

Dodge Bonuses: Some other Defense bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies a character his or her Dexterity bonus also denies his or her dodge bonuses. Unlike most sorts of bonuses, dodge bonuses stack with each other.

Magical Effects: Some campaigns may include magic. Some magical effects offer enhancement bonuses to armor (making it more effective) or deflection bonuses that ward off attacks.

Touch Attacks

Some attacks disregard armor. In these cases, the attacker makes a touch attack roll (either a ranged touch attack roll or a melee touch attack roll). The attacker makes his or her attack roll as normal, but a character's Defense does not include any equipment bonus or armor bonus. All other modifiers, such as class bonus, Dexterity modifier, and size modifier, apply normally.

Hit Points

A character's hit points tell how much punishment he or she can take before dropping. Hit points are based on the character's class and level, and the character's Constitution modifier applies.

When a character's hit point total drops to 0, he or she is disabled. When it drops to -1, he or she is dying. When it drops to -10, the character is dead.

Speed

A character's speed tells how far he or she can move in a move action. Humans normally move 30 feet, but some creatures move faster or slower. Wearing armor can slow a character down.

A character normally moves as a move action, leaving an attack action to attack. The character can, however, use his or her attack action as a second move action. This could let the character move again, for a total movement of up to double his or her normal speed. Another option is to run all out (a full-round action). This lets the character move up to four times his or her normal speed, but a character can only run all out in a straight line, and doing so affects the character's Defense (see Run).

Saving Throws

Generally, when a character is subject to an unusual or magical attack, he or she gets a saving throw to avoid or reduce the effect. A saving throw is a 1d20 roll plus a bonus based on the character's class and level (the character's base save bonus) and an ability modifier.

A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success.

A character's saving throw bonus is:

Base save bonus + ability modifier

The Difficulty Class for a save is determined by the attack itself.

Saving Throw Types

The three different kinds of saving throws are:

Fortitude: These saves measure a character's ability to stand up to massive physical punishment or attacks against his or her vitality and health such as poison and paralysis. Apply a character's Constitution modifier to his or her Fortitude saving throws.

Reflex: These saves test a character's ability to dodge massive attacks such as explosions or car wrecks. (Often, when damage is inevitable, a character gets to make a Reflex save to take only half damage.) Apply the character's Dexterity modifier to his or her Reflex saving throws.

Will: These saves reflect a character's resistance to mental influence and domination as well as to many magical effects. Apply the character's Wisdom modifier to his or her Will saving throws.

Initiative

Every round, each combatant gets to do something. The combatants' initiative checks, from highest to lowest, determine the order in which they act, from first to last.

Initiative Checks

At the start of a battle, each combatant makes a single initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll, and anyone with the Improved Initiative feat gets an additional +4 bonus on the check. The GM finds out what order characters are acting in, counting down from highest result to lowest, and each character acts in turn. On all following rounds, the characters act in the same order (unless a character takes an action that results in his or her initiative changing; see Special Initiative Actions). If two or more combatants have the same initiative check result, the combatants who are tied go in order of total initiative modifier (including Dexterity modifier and Improved Initiative bonus, if applicable). If there is still a tie, roll a die.

Flat-Footed: At the start of a battle, before the character has had a chance to act (specifically, before the character's first turn in the initiative order), the character is flat-footed. A character can't use his or her Dexterity bonus to Defense while flat-footed.

Joining a Battle

If characters enter a battle after it has begun, they roll initiative at that time and act whenever their turn comes up in the existing order.

Surprise

When a combat starts, if a character was not aware of his or her enemies and they were aware of the character, that character is surprised. Likewise, a character can surprise his or her enemies if the character knows about them before they're aware of the character.

The Surprise Round

If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take an attack action or move action during the surprise round (see Action Types, below). If no one or everyone is surprised, a surprise round does not occur.

Unaware Combatants

Combatants who are unaware at the start of battle do not get to act in the surprise round. Unaware combatants are still flat-footed because they have not acted yet. Because of this, they lose any Dexterity bonus to Defense.

Actions in Combat

The fundamental actions of moving and attacking cover most of what a character wants to do in a battle. They're described here. Other, more specialized options are touched on in Table: Actions in Combat, and covered in Special Initiative Actions and Special Attacks.

The Combat Round

Each round represents about 6 seconds in the game world. A round is an opportunity for each character involved in a combat to take an action. Anything a person could reasonably do in 6 seconds, a character can do in 1 round.

Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his or her entire round's worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative Actions.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from a certain round to the same initiative number in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

Free Action

Free actions consume a very small amount of time and effort, and over the span of the round, their impact is so minor that they are considered free. A character can perform one or more free actions while taking another action normally. However, the GM puts reasonable limits on what a character can really do for free. For instance, dropping an object, dropping to a prone position, speaking a sentence or two, and ceasing to concentrate on a magic spell (if magic is available in the campaign) are all free actions.

Attack Actions

Most common attack actions are described below. More specialized attack actions are mentioned in Table: Actions in Combat, and covered in Special Attacks.

Melee Attacks

With a normal melee weapon, a character can strike any enemy within 5 feet. (Enemies within 5 feet are considered adjacent to the character.)

A character capable of making more than one melee attack per round must use the full attack action (see Full-Round Actions, below) in order to make more than one attack.

Fighting Defensively: A character can choose to fight defensively while making a melee attack. If the character does so, he or she takes a –4 penalty on his or her attack in a round to gain a +2 dodge bonus to Defense in the same round.

Unarmed Attacks

Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon, except that an unarmed attack deals nonlethal damage. Unarmed strikes count as light melee weapons (for purposes of two-weapon attack penalties and so on). The following exceptions to normal melee rules apply to unarmed attacks.

Attacks of Opportunity: Making an unarmed attack against an armed opponent provokes an attack of opportunity from the character attacked. The attack of opportunity comes before the character's attack. An unarmed attack does not provoke attacks of opportunity from other foes, nor does it provoke an attack of opportunity from an unarmed foe.

“Armed” Unarmed Attacks: Sometimes a character or creature attacks unarmed but the attack still counts as armed. A creature with claws, fangs, and similar natural physical weapons, for example, counts as armed. Being armed counts for both offense and defense—not only does a creature not provoke an attack of opportunity when attacking an armed foe, but a character provokes an attack of opportunity from that creature if the character makes an unarmed attack against it. The Combat Martial Arts feat makes a character's unarmed attacks count as armed.

Unarmed Strike Damage: An unarmed strike from a Medium-size character deals 1d3 points (plus the character's Strength modifier, as normal) of nonlethal damage.

A character can specify that his or her unarmed strike will deal lethal damage before the character makes his or her attack roll, but the character takes a –4 penalty on the attack roll because he or she has to strike a particularly vulnerable spot to deal lethal damage.

Ranged Attacks

With a ranged weapon, a character can shoot or throw at any target that is within the ranged weapon's maximum range and in line of sight. A target is in line of sight if there are no solid obstructions between the character and the target. The maximum range for a thrown weapon is five range increments. For weapons that fire projectiles, it is ten range increments. A character capable of making more than one ranged attack per round must use the full attack action (see Full-Round Actions, below) in order to make more than one attack.

Shooting or Throwing into a Melee: If a character shoots or throws a ranged weapon at a target that is engaged in melee with an ally, the character takes a –4 penalty on his or her attack roll because the character has to aim carefully to avoid hitting the ally. Two characters are engaged in melee if they are enemies and they are adjacent to one another. (An unconscious or otherwise immobilized character is not considered engaged unless he or she is actually being attacked.)

If the target is so big that part of it is 10 feet or farther from the nearest ally, the character can avoid the –4 penalty, even if it's engaged in melee with an ally.

Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a –4 penalty on attacks against adjacent opponents.

Fighting Defensively: A character can choose to fight defensively while making a ranged attack. If the character does so, he or she takes a –4 penalty on his or her attack in a round to gain a +2 dodge bonus to Defense in the same round.

Total Defense

Instead of attacking, a character can use his or her attack action simply to defend. This is called a total defense action. The character doesn't get to attack or perform any other activity, but does get a +4 dodge bonus to his or her Defense for 1 round. The character's Defense improves at the start of this action, so it helps against any attacks of opportunity the character is subject to while performing his or her move action.

Move Actions

With the exception of specific movement-related skills, most move actions don't require a check. In some cases, ability checks might be required.

Movement

The simplest move action is moving the character's speed. If a character takes this kind of move action during his or her turn, the character cannot also take a 5-foot step.

Many nonstandard modes of movement are also covered under this category, including climbing and swimming (up to one-quarter the character's speed), crawling (up to 5 feet), and entering a vehicle.

Manipulating Objects

In most cases, moving or manipulating an object is a move action. This includes drawing or holstering a weapon, retrieving or putting away a stored object, picking up an object, moving a heavy object, and opening a door.

If the character has a base attack bonus of +1 or higher, he or she can draw a weapon as part of his or her normal movement.

Standing Up

Standing up from a prone position requires a move action. It provokes an attack of opportunity from opponents who threaten the character.

Start/Complete Full-Round Action

The “start/complete full-round action” move action lets a character start undertaking a full-round action (such as those listed on Table: Actions in Combat) at the end of his or her turn, or complete a full-round action by using a move action at the beginning of his or her turn in the round following the round when the character started the full-round action.

If the character starts a full-round action at the end of his or her turn, the next action that character takes must be to complete the full-round action.

Full-Round Actions

A full-round action requires an entire round to complete. If it doesn't involve moving any distance, a character can combine it with a 5-foot step.

Charge

Charging is a special full-round action that allows a character to move more than his or her speed and attack during the action. However, there are tight restrictions on how and when a character can charge.

Movement during a Charge: The character must move before his or her attack, not after. The character must move at least 10 feet and may move up to twice his or her speed. All movement must be in a straight line, with no backing up allowed. The character must stop as soon as he or she is within striking range of his or her target (the character can't run past the target and attack from another direction). A character can't take a 5-foot step during the same round as a full charge.

During the surprise round (or any other time a character is limited to taking no more than a single attack action on his or her turn) the character can still use the charge action, but he or she is only allowed to move up to his or her speed (instead of up to twice his or her speed).

Attacking after a Charge: After moving, the character may make a single melee attack. The character gets a +2 bonus on the attack roll. The character also takes a -2 penalty to his or her Defense for 1 round (until the beginning of the character's turn in the following round).

Even if the character has extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, a character only gets to make one attack after a charge.

Instead of attacking the target, a character can attempt to push the target back. See Bull Rush.

Full Attack

If a character gets more than one attack per action because his or her base attack bonus is high enough, because he or she fights with two weapons, because he or she is using a double weapon, or for some special reason, the character must use the full attack action to get his or her additional attacks. The character does not need to specify the targets of his or her attacks ahead of time.

The character can see how the earlier attacks turn out before assigning the later ones.

Full attack is a full-round action. Because of this, the only movement a character can take during a full attack is a 5-foot step. The character may take the step before, after, or between the attacks.

If a character gets multiple attacks based on his or her base attack bonus, the character must make the attacks in order from highest bonus to lowest. If the character is using two weapons, the character can strike with either weapon first. If the character is using a double weapon, the character can strike with either part of the weapon first.

Committing to a Full Attack Action: A character doesn't have to commit to a full attack until after the first attack. The character can then decide whether to make his or her remaining attacks or to take a move action. Of course, if the character has already taken a 5-foot step, he or she can't use his or her move action to move any distance, but the character could still draw or put away a weapon, for instance (see Move Actions, above).

Fighting Defensively: A character can choose to fight defensively when taking a full attack action. If the character does so, he or she takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to Defense in the same round.

Attacking with Two Weapons: If the character wields a second weapon in his or her off hand, the character can get one extra attack per round with that weapon. Fighting in this way is very difficult, however—the character takes a -6 penalty on the regular attack or attacks with his or her primary hand and a -10 penalty on the attack with his or her off hand. A character can reduce these penalties in two ways.

1. If the off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

2. The Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6.

Table: Two-Weapon Fighting Penalties summarizes the interaction of all these factors.

Double Weapons: A character can use a double weapon to make an extra attack as if he or she were fighting with two weapons. The penalties apply as if the off-hand weapon were light.

Table: Two-Weapon Fighting Penalties

Circumstances	Primary Hand	Off Hand
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
Two-Weapon Fighting feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-2

Run

A character can run all out as a full-round action. When a character runs, he or she can move up to four times his or her speed in a straight line. (The character does not get a 5-foot step.) The character loses any Dexterity bonus to Defense since he or she can't avoid attacks. However, the character gets a +2 bonus to Defense against ranged attacks while running.

A character can run for a number of rounds equal to his or her Constitution score, but after that the character must succeed at a Constitution check (DC 10) to continue running. The character must check again each round in which he or she continues to run, and the DC of this check increases by 1 for each check the character makes. When the character fails this check, he or she

must stop running. A character who has run to his or her limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move normally, but can't run. A run represents a speed of about 14 miles per hour for an unencumbered human.

Withdraw

Withdrawing from melee combat is a full-round action. When a character withdraws, he or she can move up to twice his or her speed. (The character doesn't also get a 5-foot step.) The square the character starts from is not considered threatened for purposes of withdrawing, and therefore enemies do not get attacks of opportunity against the character when he or she moves from that square.

If while withdrawing, the character moves through another threatened square (other than the one started in) without stopping, enemies get attacks of opportunity as normal. Some forms of movement (such as climbing and swimming) require skill checks from most creatures. A character may not withdraw using a form of movement for which that character must make a skill check.

Miscellaneous Actions

Some actions don't fit neatly into the above categories. Some of the options described below are actions that take the place of or are variations on the actions described earlier. For actions not covered in any of this material, the GM determines how long such an action takes to perform and whether doing so provokes attacks of opportunity from threatening enemies.

Use Feat, Skill, or Talent

Certain feats, let a character take special actions in combat. Other feats are not actions in themselves, but they give a character a bonus when attempting something he or she can already do. Some feats aren't meant to be used within the framework of combat. The individual feat descriptions tell a character what he or she needs to know about them. Most uses of skills or talents in a combat situation are attack actions, but some might be move actions or full-round actions. When appropriate, the description of a talent or a skill provides the time required to use it.

Attacks of Opportunity

The melee combat rules assume that combatants are actively avoiding attacks. A player doesn't have to declare anything special for his or her character to be on the defensive. Sometimes, however, a combatant in a melee lets his or her guard down, and doesn't maintain a defensive posture as usual. In this case, combatants near him or her can take advantage of this lapse in defense to attack for free. These attacks are called attacks of opportunity.

Weapon Type

A character can use a melee weapon to make attacks of opportunity whenever the conditions for such an attack are met (see Provoking an Attack of Opportunity, below). In addition, a character can make attacks of opportunity with unarmed attacks

if the character's unarmed attacks count as armed (see "Armed" Unarmed Attacks).

Threatened Squares

A character threatens the squares into which he or she can make a melee attack, even when it is not the character's action. Generally, that's all squares adjacent to the character's position. An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from the character. A character can only make attacks of opportunity with melee weapons, never with ranged weapons.

Provoking an Attack of Opportunity

Two actions can provoke attacks of opportunity: moving out of a threatened square, and performing an action within a threatened square that distracts from defending and lets the character's guard down.

Moving out of a Threatened Square: When a character moves out of a threatened square, that character generally provokes an attack of opportunity. There are two important exceptions, however. A character doesn't provoke an attack of opportunity if all he or she moves is a 5-foot step, or if the character withdraws.

If the character doesn't start in a threatened square, but moves into one, the character has to stop there, or else he or she provokes an attack of opportunity as he or she leaves that square.

Performing an Action that Distracts the Character: Some actions, when performed in a threatened square, provoke attacks of opportunity because they make a character divert his or her attention from the fight at hand. Using a ranged weapon, in particular, provokes attacks of opportunity. Table: Actions in Combat notes many additional actions that provoke attacks of opportunity.

Making an Attack of Opportunity

An attack of opportunity is a single melee attack, and a character can only make one per round. A character does not have to make an attack of opportunity if he or she doesn't want to.

An experienced character gets additional regular melee attacks (by using the full attack action), but at a lower attack bonus. A character makes his or her attack of opportunity, however, at his or her normal attack bonus—even if the character has already attacked in this round.

Movement and Position

When using a grid to represent character's movement, the standard scale equates 1 inch (or a 1 inch square) to 5 feet in the game world.

Standard Scale

One inch (or one square) = 5 feet

"Next to" or "adjacent" = 1 inch (5 feet) away

(or in adjacent square)

30mm figure = A human-size creature

A human-size creature occupies an area 1 inch (5 feet) across (or one square)

One round = 6 seconds

Tactical Movement

Where can a character move, how long it takes to get there, and whether he or she is vulnerable to attacks of opportunity while moving are key questions in combat.

How Far Can a Character Move?

Humans normally move 30 feet, although armor can slow a character down. Some creatures move faster or slower. A character's speed when unarmored is sometimes called base speed.

Encumbrance: A character encumbered by carrying a large amount of gear or a fallen comrade may move slower than normal.

Movement in Combat: Generally, a character can move his or her speed as a move action. If a character uses his or her attack action as a move action, the character can move again (for a total movement of up to twice the character's normal speed). If the character spends the entire round to run all out, he or she can move up to four times his or her normal speed. If a character does something that requires a full round, he or she can only take a 5-foot step.

Movement in Darkness: If a character moves when he or she can't see, such as in total darkness, his or her speed is limited to one-half normal. The Blind-Fight feat reduces this penalty.

Passing Through

Sometimes a character can pass through an area occupied by another character or creature.

Friendly Character: A character can move through a square occupied by a friendly character.

Unfriendly Character: There are two ways to move through a square occupied by a resisting enemy. The character can attempt an overrun. Or the character can attempt to tumble through a square occupied by an enemy (if the character has ranks in the Tumble skill; see the skill description).

A character can move through a square occupied by an unfriendly character who doesn't resist as if the character was friendly.

Square Occupied by Creature Three Sizes Larger or Smaller: Any creature can move through a square occupied by a creature three size categories larger or three categories smaller than it is.

Flanking

If a character is making a melee attack against an opponent, and an ally directly opposite the character is threatening the opponent, the character and his or her ally flank the opponent. The character gains a +2 bonus on his or her attack roll. The ally must be on the other side of the opponent so that the opponent is directly between the character and the ally.

A character doesn't gain a bonus for flanking when making a ranged attack.

Combat Modifiers

This section covers offensive and defensive modifiers provided by position.

Favorable and Unfavorable Conditions

Generally speaking, any situational modifier created by the attacker's position or tactics applies to the attack roll, while any situational modifier created by the defender's position, state, or tactics applies to the defender's Defense. The GM judges what bonuses and penalties apply, using Table: Defense Modifiers and Table: Attack Roll Modifiers as guides.

Table: Defense Modifiers

Circumstance	Melee	Ranged
Defender sitting or kneeling	-2	+2 ¹
Defender prone	-4	+4 ¹
Defender stunned or cowering	-2 ²	-2 ²
Defender climbing	-2 ²	-2 ²
Defender flat-footed	+0 ²	+0 ²
Defender running	+0 ²	+2 ²
Defender grappling (attacker not)	+0 ²	+0 ³
Defender pinned	-4 ⁴	+0 ⁴
Defender helpless	+0 ²	+0 ²

(such as paralyzed, sleeping, or bound)

Defender has cover ——— See Cover ———

Defender concealed or invisible — See Concealment —

¹ May instead improve bonus to Defense granted by cover. See Cover, below.

² The defender loses any Dexterity bonus to Defense.

³ Roll randomly to see which grappling combatant the character strikes. That defender loses any Dexterity bonus to Defense.

⁴ Treat the defender's Dexterity as 0 (-5 modifier).

Table: Attack Roll Modifiers

Circumstance	Melee	Ranged
Attacker flanking defender ¹	+2	—
Attacker on higher ground	+1	+0
Attacker prone	-4	-2
Attacker invisible	+2 ³	+2 ³

¹ A character flanks a defender when he or she has an ally on the opposite side of the defender threatening the defender.

² Some ranged weapons can't be used while the attacker is prone.

³ The defender loses any Dexterity bonus to Defense.

Cover

Cover provides a bonus to Defense. The more cover a character has, the bigger the bonus. In a melee, if a character has cover against an opponent, that opponent probably has cover against the character, too. With ranged weapons, however, it's easy to have better cover than the opponent.

The GM may impose other penalties or restrictions on attacks depending on the details of the cover.

Degree of Cover

Cover is assessed in subjective measurements of how much protection it offers. The GM determines the value of cover. This measure is not a strict mathematical calculation, because a character gains more value from covering the parts of his or her body that are more likely to be struck. If the bottom half of a character's body is covered, that only gives one-quarter cover, because most vital areas are still fully exposed. If one side or the other of a character's body is covered, the character gets one-half cover.

Cover Defense Bonus

Table: Cover gives the Defense bonuses for different degrees of cover. Add the relevant number to the character's Defense. This cover bonus overlaps (does not stack) with certain other bonuses.

Cover Reflex Save Bonus

Table: Cover gives the Reflex save bonuses for different degrees of cover. Add this bonus to Reflex saves against attacks that affect an area. This bonus only applies to attacks that originate or burst out from a point on the other side of the cover.

Striking the Cover Instead of a Missed Target

If it ever becomes important to know whether the cover was actually struck by an incoming attack that misses the intended target, the GM should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck. This can be particularly important to know in cases when a character uses another character as cover. In such a case, if the cover is struck and the attack roll exceeds the Defense of the covering character, the covering character takes the damage intended for the target.

If the covering character has a Dexterity bonus to Defense or a dodge bonus, and this bonus keeps the covering character from being hit, then the original target is hit instead. The covering character has dodged out of the way and didn't provide cover after all. A covering character can choose not to apply his or her Dexterity bonus to Defense and/or his or her dodge bonus, if the character so desires.

Table: Cover

Degree of Cover (Example)	Cover Bonus to Defense	Reflex Saves
One-quarter (standing behind a 3-ft. high wall)	+2	+1
One-half (fighting from around a corner or a tree; standing at an open window; behind a creature of same size)	+4	+2
Three-quarters (peering around a corner or a big tree)	+7	+3
Nine-tenths (standing at an arrow slit; behind a door that's slightly ajar)	+10	+4 ¹
Total (on the other side of a solid wall)	—	—

¹ Half damage if save is failed; no damage if successful.

Concealment

Concealment includes all circumstances in which nothing physically blocks a blow or shot, but something interferes with an attacker's accuracy.

Degree of Concealment

Concealment is subjectively measured as to how well concealed the defender is. Examples of what might qualify as concealment of various degrees are given in Table: Concealment.

Concealment always depends on the point of view of the attacker.

Concealment Miss Chance

Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. (Actually, it doesn't matter who makes the roll or whether it's rolled before or after the attack roll. When multiple concealment conditions apply to a defender, use the one that would produce the highest miss chance. Do not add the miss chances together.)

Table: Concealment

Concealment (Example)	Miss Chance
One-quarter (light fog; light foliage)	10%
One-half (shadows; dense fog at 5 ft.)	20%
Three-quarters (dense foliage)	30%
Nine-tenths (near total darkness)	40%
Total (attacker blind; total darkness; smoke grenade; dense fog at 10 ft.)	50% and must guess target's location

Helpless Defenders

A helpless foe—one who is bound, sleeping, unconscious, or otherwise at the attacker's mercy—is an easy target. A character can sometimes approach a target who is unaware of his or her presence, get adjacent to the target, and treat him or her as helpless. If the target is in combat or some other tense situation, and therefore in a state of acute awareness and readiness, or if the target can use his or her Dexterity bonus to Defense, then that target can't be considered unaware. Further, any reasonable precaution taken by a target, including stationing bodyguards, placing his or her back to a wall, or being able to make Spot checks, also precludes catching that target unaware and helpless.

Regular Attack

A helpless defender has an effective Defense of 5 + his or her size modifier. If a character is attacking with a ranged weapon and is not adjacent to the target, the character can use a full-round action to make the attack, and gain a +5 bonus on the attack roll. If the character is attacking with a melee weapon, or with a ranged weapon from an adjacent square, the character can use a full-round action to deliver a coup de grace.

Coup de Grace

As a full-round action, a character can use a melee weapon to deliver a coup de grace to a helpless foe. A character can also use a ranged weapon, provided the character is adjacent to the target. The character automatically hits and score a critical hit. If the defender survives the damage, he or she still must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action.

A character can't deliver a coup de grace against a creature that is immune to critical hits.

Knockout Blow

As a full-round action, a character can make an unarmed attack or use a melee weapon that deals nonlethal damage to deliver a knockout blow to a helpless foe. A character can also use a melee weapon that deals lethal damage, but the character takes a

–4 penalty on any attempt to deal nonlethal damage with the weapon. The target has an effective Defense of 5 + his or her size modifier. If the character hits, he or she automatically scores a critical hit (see Nonlethal Damage).

Delivering a knockout blow provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action.

A character can't deliver a knockout blow against a creature that is immune to critical hits.

Special Initiative Actions

Usually a character acts as soon as he or she can in combat, but sometimes a character wants to act later, at a better time, or in response to the actions of someone else.

Delay

By choosing to delay, the character takes no action and then acts normally at whatever point in the initiative count the character decides to act. When a character delays, he or she voluntarily reduces his or her own initiative result for the rest of the combat. When the character's new, lower initiative count comes up later in the same round, the character can act normally. The character can specify this new initiative result or just wait until some time later in the round and act then, thus fixing the character's new initiative count at that point.

A character cannot interrupt anyone's action with a delayed action (as a character can with a readied action; see below).

Delaying Limits

The longest a character can delay before taking an action is until after everyone else has acted in the round. At that point, the delaying character must act or else forfeit any action in that round.

If multiple characters are delaying, the one with the highest initiative modifier (or highest Dexterity, in case of a tie) has the advantage. If two or more delaying characters both want to act on the same initiative count, the one with the highest initiative modifier gets to go first. If two or more delaying characters are trying to go after one another, the one with the highest initiative modifier gets to go last; the others must go first or lose their action for the round.

Ready

The ready action lets a character prepare to take an action later, to interrupt another character. Essentially, the character splits his or her action, taking the move action on the character's initiative count and the attack action at a later point. On the character's turn, he or she prepares to take an action later, if a specific trigger is met. Then, later in the round, if the readied action is triggered, the character takes it, acting before the triggering action.

Readying does not provoke an attack of opportunity. (The character's move action, and the attack action he or she readies, may both provoke attacks of opportunity normally.)

Readying an Action

A character can ready an attack action or a move action. To do so, the character specifies the action he or she will take and the conditions under which the character will take it. Then, any time before the character's next action, the character may take

the readied attack action in response to those conditions. The readied action occurs just before the event that triggers it. If the trigger is part of another character's actions, the readied action interrupts the other character. The other character continues his or her actions once the readied action is completed.

The character's initiative count changes. For the rest of the encounter, it is the count on which the character took the readied action, and the character acts immediately ahead of the character whose action triggered the readied action.

A character can take a 5-foot step as part of his or her readied action, but only if the character didn't otherwise move any distance during the round.

If the character comes to his or her next action and has not yet performed the readied action, the character doesn't get to take the readied action (though the character can ready the same action again). If the character takes his or her readied action in the next round, before his or her regular turn comes up, the character's initiative count rises to that new point in the order of battle, and he or she does not get your regular action that round.

Special Attacks

This section covers firearms, grappling, explosives, attacking objects, and an assortment of other special attacks.

Aid Another

In combat, a character can help a friend attack or defend by distracting or interfering with an opponent. If the character is in position to attack an opponent with which a friend of the character is engaged in melee combat, the character can attempt to aid the friend as an attack action. The character makes an attack roll against Defense 10. If the character succeeds, he or she doesn't actually damage the opponent—but the character's friend gains either a +2 circumstance bonus against that opponent or a +2 circumstance bonus to Defense against that opponent (aiding character's choice) on the friend's next turn.

Firearms

The most basic form of attack with a firearm is a single shot. One attack is one pull of the trigger and fires one bullet at one target.

The Personal Firearms Proficiency feat allows a character to make this sort of attack without penalty. If a character isn't proficient in personal firearms, he or she takes a –4 penalty on attacks with that type of weapon.

A number of other feats allow a character to deal extra damage when he or she fires more than one bullet as part of a single attack at a single target. (If a character doesn't have those feats, he or she can still fire more than one bullet—but the extra bullets don't have any effect, and are just wasted ammunition.) As with all forms of ranged weapons, attacking with a firearm while within a threatened square provokes an attack of opportunity.

Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a –4 penalty on attacks against adjacent opponents.

Autofire

If a ranged weapon has an automatic rate of fire, a character may set it on autofire. Autofire affects an area and everyone in it, not a specific creature. The character targets a 10-foot-by-10-

foot area and makes an attack roll; the targeted area has an effective Defense of 10. (If the character does not have the Advanced Firearms Proficiency feat, he or she takes a –4 penalty on the attack roll.) If the attack succeeds, every creature within the affected area must make a Reflex save (DC 15) or take the weapon’s damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

Autofire is not the same thing as burst fire, which involves firing a short burst at a specific target. Firing a burst requires the Burst Fire feat. If a character fires a blast of automatic fire at a specific target without the Burst Fire feat, it’s treated as a standard attack. The attack, if successful, only deals normal damage—all the extra ammunition the character fired is wasted. Some firearms—particularly machine guns—only have autofire settings and can’t normally fire single shots.

Grenades and Explosives

An explosive is a weapon that, when detonated, affects all creatures and objects within its burst radius by means of shrapnel, heat, or massive concussion. Its effect is broad enough that it can hurt characters just by going off close to them. Some explosives, such as grenades, can be thrown, and they explode when they land. Others are planted, with fuses or timers, and go off after a preset amount of time elapses.

Thrown Explosives

An attack with a thrown explosive is a ranged attack made against a specific 5-foot square. (A character can target a square occupied by a creature.) Throwing the explosive is an attack action. If the square is within one range increment, you do not need to make an attack roll. Roll 1d4 and consult the table to see which corner of the square the explosive bounces to.

Roll on d4	Corner of targeted square
1	Upper Left
2	Upper Right
3	Lower Right
4	Lower Left

If the target square is more than one range increment away, make an attack roll. The square has an effective Defense of 10. Thrown weapons require no weapon proficiency, so a character doesn’t take the –4 nonproficient penalty. If the attack succeeds, the grenade or explosive lands in the targeted square. Roll 1d4 and consult the table above to see which corner of the square the explosive bounces to.

If the character misses the target, the explosive lands at a corner of a square nearby in a random direction. Consult the tables below to determine where the explosive lands. If the weapon was thrown two to three range increments (11 to 30 feet), roll 1d8.

Roll on d8	Location Struck
1	upper left corner, one square beyond target
2	upper right corner, one square beyond target
3	upper right corner, one square right of target
4	lower right corner, one square right of target
5	lower right corner, one square short of target
6	lower left corner, one square short of target
7	lower left corner, one square left of target
8	upper left corner, one square left of target

For ranges of up to five range increments (31 to 50 feet), roll 1d12.

Roll on d12	Location Struck
1	upper left corner, two squares beyond target
2	upper right corner, two squares beyond target
3	upper right corner, one square beyond and right of target
4	upper right corner, two squares right of target
5	lower right corner, two squares right of target
6	lower right corner, one square short and right of target
7	lower right corner, two squares short of target
8	lower left corner, two squares short of target
9	lower left corner, one square short and left of target
10	lower left corner, two squares left of target
11	upper left corner, two squares left of target
12	upper left corner, one square beyond and left of target

After determining where the explosive landed, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

Planted Explosives

A planted explosive is set in place, with a timer or fuse determining when it goes off. No attack roll is necessary to plant an explosive; the explosive sits where it is placed until it is moved or goes off.

When a planted explosive detonates, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

Splash Weapons

A splash weapon is a ranged weapon that breaks apart on impact, splashing or scattering its contents over its target and nearby creatures or objects. Most splash weapons consist of liquids in breakable containers.

To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so characters don’t take the –4 nonproficient penalty. A hit deals direct hit damage to the target and splash damage to all other creatures within 5 feet of the target.

A character can instead target a specific 5-foot square, including a square occupied by a creature. Use the rules for thrown explosives. However, if a character targets a square, creatures within 5 feet are dealt the splash damage, and the direct hit damage is not dealt to any creature.

If the character misses the target (whether aiming at a creature or a square), check to see where the weapon lands, using the rules for thrown explosives. After determining where the object landed, it deals splash damage to all creatures within 5 feet.

Attack an Object

Sometimes a character needs to attack or break an object

Strike an Object

Objects are easier to hit than characters because they usually don't move, but many are tough enough to shrug off some damage from each blow.

Object Defense and Bonuses to Attack: Objects are harder or easier to hit depending on their size and whether they are immobile or being held, carried, or worn by opponents. The base Defense of objects is shown on Table: Size and Defense of Objects.

Table: Size and Defense of Objects

Size (Example)	Defense
Colossal (jetliner)	-3
Gargantuan (army tank)	1
Huge (typical car)	3
Large (big door)	4
Medium-size (dirt bike)	5
Small (chair)	6
Tiny (laptop computer)	7
Diminutive (paperback book)	9
Fine (pencil)	13

If a character uses a full-round action to make an attack against an inanimate, immobile object, the character gets an automatic hit with a melee weapon, or a +5 bonus on his or her attack roll with a ranged weapon.

An object being held, carried, or worn has a Defense equal to the above figure + 5 + the opponent's Dexterity modifier + the opponent's class bonus to Defense. Striking a held, carried, or worn object provokes an attack of opportunity from the character who holds it. (If a character has the Sunder feat, he or she doesn't incur an attack of opportunity for making the attempt.)

Hardness: Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see Table: Substance Hardness and Hit Points and Table: Object Hardness and Hit Points).

Hit Points: An object's hit point total depends on what it is made of or how big it is (see Table Substance Hardness and Hit Points and Table Object Hardness and Hit Points).

Table: Substance Hardness and Hit Points

Substance	Hardness	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Plastic, soft	0	3/inch of thickness
Glass	1	1/inch of thickness
Ceramic	1	2/inch of thickness
Ice	0	3/inch of thickness
Plastic, hard	2	5/inch of thickness
Wood	5	10/inch of thickness
Aluminum	6	10/inch of thickness
Concrete	8	15/inch of thickness
Steel	10	30/inch of thickness

Table: Object Hardness and Hit Points

Object	Hardness	Hit Points	Break DC
Lock			
Cheap	0	1	10
Average	3	5	15
High quality	5	10	20
High security	10	120	35
Ultrahigh security	20	150	40
Manufactured objects ¹			
Fine	0	1	10
Diminutive	0	1	10
Tiny	1	2	10
Small	3	3	12
Medium-size	5	5	15
Large	5	10	15
Huge	8	10	20
Gargantuan	8	20	30
Colossal	10	30	50
Firearm, Medium-size	5	7	17
Rope	0	2	23
Simple wooden door	5	10	13
Strong wooden door	5	20	23
Steel door	10	120	35
Cinderblock wall	8	90	35
Chain	10	5	26
Handcuffs	10	10	30
Metal bars	10	15	30

¹Figures for manufactured objects are minimum values. The GM may adjust these upward to account for objects with more strength and durability.

Energy Attacks: Acid and sonic attacks deal normal damage to most objects. Electricity and fire attacks deal half damage to most objects; divide the damage by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage by 4 before applying the hardness.

Ineffective Weapons: The GM may determine that certain weapons just can't deal damage effectively to certain objects. **Immunities:** Objects are immune to nonlethal damage and to critical hits.

Saving Throws: Unattended objects never make saving throws. They are considered to have failed their saving throws. An object attended by a character (being grasped, touched, or worn) receives a saving throw just as if the character herself were making the saving throw.

Breaking Objects

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check to see whether he or she succeeds. The DC depends more on the construction of the object than on the material.

If an object has lost half or more of its hit points, the DC to break it decreases by 2.

Repairing Objects

Repairing damage to an object takes a full hour of work and appropriate tools. (Without the tools, a character takes a -4 penalty on his or her Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all the object's hit points.

Bull Rush

A character can attempt a bull rush as an attack action made during his or her move action, or as part of a charge. (In general, a character can't make an attack action during a move action; this is an exception.) In either case, the character doesn't get a 5-foot step before, during, or after the bull rush attempt. When the character bull rushes, he or she attempts to push an opponent straight back instead of attacking the opponent. A character can only bull rush an opponent who is one size category larger than the character, the same size, or smaller.

Initiating a Bull Rush

First, the character moves into the target's square. Moving in this way provokes an attack of opportunity from each foe that threatens the character, probably including the target.

Second, the character and the target make opposed Strength checks. If the character and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The character gets a +2 bonus if he or she was charging. The target gets a +4 stability bonus if he or she has more than two legs or is otherwise exceptionally stable.

Bull Rush Results

If the character beats the target's Strength check, the character pushes the opponent back 5 feet. The character can push the target back an additional 5 feet for every 5 points by which the character exceeded the target's check result, provided the character moves with the target. A character can't, however, exceed his or her normal movement for that action. (The target provokes attacks of opportunity if moved. So does the character, if he or she moves with the target. The target and the character do not provoke attacks of opportunity from each other as a result of this movement.)

If the character fails to beat the target's Strength check, the character moves 5 feet straight back to where the character was before the character moved into the opponents square. If that square is occupied, the character falls prone in the square.

Overrun

A character can attempt an overrun as an attack action made during his or her move action, or as part of a charge. (In general, a character cannot make an attack action during a move action; this is an exception.) In either case, the character doesn't get a 5-foot step before, during, or after the overrun attempt. With an overrun, the character attempts to move through an opponents area, going past or over the opponent. A character can only overrun an opponent who is one size category larger than the character, the same size, or smaller. A character can make only one overrun attempt per action.

First, the character must move at least 10 feet in a straight line into the target's square (provoking attacks of opportunity normally).

Then the target chooses either to avoid the character or to block the character. If the opponent avoids the character, the character keeps moving. (A character can always move through a square occupied by someone who lets the character by.) If the opponent blocks the character, make a trip attack against the opponent (see Trip). If the character succeeds in tripping his or her opponent, the character can continue his or her movement as normal.

If the character fails and are tripped in turn, the character falls prone in the target's square. If the character fails but are not

tripped, the character has to move 5 feet back the way he or she came, ending his or her movement there. If that square is occupied, the character falls prone in the square.

Trip

A character can try to trip an opponent, or otherwise knock him or her down, as an unarmed melee attack. A character can only trip an opponent who is one size category larger than the character, the same size, or smaller.

Making a Trip Attack

Make an unarmed melee touch attack against the target. Doing this incurs an attack of opportunity from the target as normal for unarmed attacks.

If the attack succeeds, make a Strength check opposed by the target's Dexterity check or Strength check (using whichever ability score has the higher modifier). If the character and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The target gets a +4 stability bonus on his or her check if he or she has more than two legs or is otherwise exceptionally stable. If the character wins, he or she trips the target. If the character loses, the target may immediately react and make a Strength check opposed by the character's Dexterity check or Strength check to try to trip the character.

Being Tripped (Prone)

A tripped character is prone (see Table: Defense Modifiers). Standing up from a prone position is a move action.

Tripping with a Weapon

Some weapons, such as the chain and the whip, can be used to make trip attacks. A character doesn't incur an attack of opportunity when doing so. If the character is tripped during his or her own trip attempt, the character can drop the weapon to avoid being tripped.

Disarm

As a melee attack, a character may attempt to disarm his or her opponent. If the character does so with a weapon, he or she knocks the opponent's weapon out of his or her hands and to the ground. If the character attempt the disarm while unarmed, the character ends up with the weapon in his or her hand.

If a character is attempting to disarm the wielder of a melee weapon, follow the steps outlined here. Disarming the wielder of a ranged weapon is slightly different; see below.

Step One: The character provokes an attack of opportunity from the target he or she is trying to disarm.

Step Two: The character and the target make opposed attack rolls with their respective weapons. If the weapons are different sizes, the combatant with the larger weapon gets a bonus on the attack roll of +4 per difference in size category. If the target is using a weapon in two hands, he or she gets an additional +4 bonus. Also, if the combatants are different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

Step Three: If the character beats the target's attack roll, the target is disarmed. If the character attempted the disarm action unarmed, he or she now has the weapon. If the character was armed, the target's weapon is on the ground at the target's feet. If the character fails the disarm attempt, the target may immediately react and attempt to disarm the character with the same sort of opposed melee attack roll. The opponent's attempt does not provoke an attack of opportunity from the character. If

the opponent fails to disarm, the character does not get a free disarm attempt against the opponent.

Ranged Weapons

To disarm an opponent wielding a ranged weapon, the character makes a melee attack or unarmed attack to strike the weapon in the opponent's hand (see Attack an Object). If the weapon is held in two hands, it gets a +2 bonus to its Defense. If the character's attack succeeds, the ranged weapon falls to the ground or winds up in the character's hands (if the character made the attack unarmed). This kind of disarm attempt provokes an attack of opportunity, but if the character fails, the target does not get to make a disarm attempt against him or her.

Grabbing Objects

A character can also use disarm to snatch away an object worn by a target. Doing this works the same as a disarm attempt (see above), except for the following.

Attack of Opportunity: If the target's attack of opportunity inflicts any damage, the attempt to grab the object automatically fails.

Modifiers: If the object is well secured or otherwise difficult to grab from the target, the target gets a +4 bonus. On the other hand, if the object is poorly secured or otherwise easy to snatch or cut away, the attacker gets a +4 bonus.

Failed Attempts: Failing an attempt to grab an object doesn't allow the target to attempt to disarm the character.

Grapple

Grappling means wrestling and struggling hand-to-hand.

There are three stages to grappling: grabbing, holding, and pinning.

Grabbing

Normally, a grab is just the first step to starting a grapple. If the character grabs an opponent, but fails to go on to hold him or her, the character doesn't actually start a grapple. However, sometimes all a character wants to do is grab the target.

Holding

Once a character has established a hold, he or she is involved in a grapple. From a hold, a character can attempt a number of actions, including damaging the opponent or pinning the opponent. A character can't get a hold on any creature more than two size categories larger than the character. (However, such a creature can get a hold on the character—so while a character can't initiate a grapple with a creature more than two size categories larger than, a character can still end up in one.)

Pinning

Getting the opponent in a pin is often the goal of a grapple. A pinned character is held immobile.

Grapple Checks

When a character is involved in a grapple, he or she will need to make opposed grapple checks against an opponent—often repeatedly. A grapple check is something like a melee attack roll. A character's attack bonus on a grapple check is:

Base attack bonus + Strength modifier + grapple modifier

Grapple Modifier

A creature's size works in its favor when grappling, if that creature is Large or larger in size. Conversely, a creature of Small or smaller size is at a disadvantage because of its size when grappling. Instead of using a creature's size modifier on a grapple check (as would be done for a melee or ranged attack

roll), use the appropriate grapple modifier from Table: Grapple Modifiers.

Table: Grapple Modifiers

Size (Example)	Grapple Modifier
Colossal (blue whale [90 ft. long])	+16
Gargantuan (gray whale [40 ft. long])	+12
Huge (elephant)	+8
Large (lion)	+4
Medium-size (human)	+0
Small (German shepherd)	-4
Tiny (housecat)	-8
Diminutive (rat)	-12
Fine (horsefly)	-16

Starting a Grapple

To start a grapple, a character first needs to grab and hold his or her target. Attempting to start a grapple is the equivalent of making a melee attack. If the character gets multiple attacks in a round, he or she can attempt to start a grapple multiple times (at successively lower base attack bonuses). Follow these steps.

1. **Attack of Opportunity:** A character provokes an attack of opportunity from the target he or she is trying to grapple. If the attack of opportunity deals the character damage, the character fails to start the grapple. If the attack of opportunity misses or otherwise fails to deal damage, proceed to step 2.

2. **Grab:** The character makes a melee touch attack to grab the target. If the character fails to hit the target, the character fails to start the grapple. If the character succeeds, proceed to step 3.

3. **Hold:** Make an opposed grapple check. (This is a free action.) If the character succeeds, the character has started the grapple, and deals damage to the target as if with an unarmed strike. If the character loses, he or she fails to start the grapple. The character automatically loses an attempt to hold if the target is two or more size categories larger than the character is (but the character can still make an attempt to grab such a target, if that's all he or she wants to do).

4. **Maintain the Grapple:** To maintain the grapple for later rounds, the character must move into the target's square. (This movement is free and doesn't count as part of the character's movement for the round movement.) Moving, as normal, provokes attacks of opportunity from threatening enemies, but not from the target. The character and the target are now grappling.

If the character can't move into the target's square, the character can't maintain the grapple and must immediately let go of the target. To grapple again, the character must begin at step 1.

Grappling Consequences

While a character is grappling, his or her ability to attack others and defend him or herself is limited.

No Threatened Squares: A character doesn't threaten any squares while grappling.

No Dexterity Bonus: A character loses his or her Dexterity bonus to Defense (if the character has one) against opponents the character isn't grappling. (The character can still use it against opponents he or she is grappling.)

No Movement: A character cannot move while held in a grapple.

If the Character is Grappling

When a character is grappling (regardless of who started the grapple), he or she can attempt any of several actions on his or her turn. Unless otherwise noted, each of these options is equivalent to an attack. (If the character normally gets more than one attack per attack action, he or she can attempt as many of these options as he or she has attacks available, using his or her successively lower attack bonus for each roll.) The character is limited to these options only; he or she cannot take any other actions.

Damage the Opponent: Make an opposed grapple check; if the character succeeds, he or she deals damage as with an unarmed strike.

Pin: Make an opposed grapple check; if the character succeeds, he or she holds the opponent immobile for 1 round. The opponent takes a –4 penalty to Defense against all attacks from other people (but not from the character); however, the opponent is not considered helpless.

A character can't use a weapon on a pinned character or attempt to damage or pin a second opponent while holding a pin on the first.

A pinned character can't take any action except to attempt to escape from the pin.

Escape from Grapple: Make an opposed grapple check. If the character succeeds, he or she can escape the grapple. If more than one opponent is grappling the character, the grapple check result has to beat all their check results to escape. (Opponents don't have to try to hold a character if they don't want to.)

Alternatively, the character can make an Escape Artist check opposed by the opponent's grapple check to escape from the grapple. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks.

If the character has not used his or her move action for the round, the character may do so after escaping the grapple.

Escape from Pin: Make an opposed grapple check. If the character succeeds, he or she can escape from being pinned. (Opponents don't have to try to keep the character pinned if they don't want to.) The character is still being grappled, however.

Alternatively, a character can make an Escape Artist check opposed by the opponent's grapple check to escape from the pin. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks.

Break Another's Pin: Make an opposed grapple check; if the character succeeds, he or she can break the hold that an opponent has over an ally.

Draw a Light Weapon: A character can draw a light weapon as a move action.

Attack with a Light Weapon: A character can attack with a light weapon while grappling (but not while pinned or pinning). A character can't attack with two weapons while grappling.

If the Character is Pinned

When an opponent has pinned the character, he or she is held immobile (but not helpless) for 1 round. (the character can't attempt any other action.) On the character's turn, he or she can attempt to escape from the pin. If the character succeeds, he or she is still grappling.

Joining a Grapple

If the target is already grappling someone else, a character can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against the character, and

the character's grab automatically succeeds. The character still has to make a successful opposed grapple check and move in to be part of the grapple.

If multiple enemies are already involved in the grapple, the character picks one against whom to make the opposed grapple check.

Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one size category smaller than the character count as one-half creature each; creatures that are one size category larger than the character count as two creatures; and creatures two or more size categories larger than the character count as four creatures.

When involved in a grapple with multiple opponents, the character chooses one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to escape, a character's grapple check must beat the check results of all opponents.

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VEHICLE MOVEMENT AND COMBAT

For simply traveling from point to point, the vehicle used is largely a matter of personal style and finances. Skill checks are only required in extraordinary circumstances. These rules are primarily focused on ground vehicles—cars, trucks, and light military vehicles. The rules can be modified for boats, heavier armored vehicles, and aircraft.

Characters in Vehicles

A character in a vehicle fills one of several possible roles, which determines what the character can do.

Driver: The driver of the vehicle controls its movement. Most vehicles have only one position from where the vehicle can be driven, so the person seated there is the driver. Driving a vehicle is, at a minimum, a move action, which means that the driver may be able to do something else with his or her attack action. There can be only one driver in a vehicle at one time.

Copilot: A copilot can help the driver by taking an aid another action. The copilot must be seated in a location where he or she can see the road and advise the driver (in a car, this generally means the front passenger seat). Aiding the driver is a move action, leaving the copilot with an attack action each round to do something else. A vehicle can have only one copilot at a time.

Gunner: Some vehicles have built-in weapons. If such a weapon is controlled from a location other than the driver's position, a character can man that position and become the gunner. A vehicle can have as many gunners as it has gunner positions.

Passenger: All other personnel aboard the vehicle are considered passengers. Passengers have no specific role in the vehicle's operation, but may be able to fire weapons from the vehicle or take other actions.

Scale

These rules use two scales. If the encounter involves both vehicles and characters on foot, use character scale. If the scene involves only vehicles, and they're likely to move at much higher speeds than characters or creatures on foot, use chase scale.

Character Scale: Character scale is identical to the standard movement scale: It's carried out on a grid in which each square equals 5 feet.

In character scale, most vehicles are large enough to occupy multiple squares on the map grid. How many squares a vehicle occupies is specified in the vehicle's description.

When moving a vehicle, count the squares from the vehicle's rear. When turning, pivot the vehicle on the rear square toward which it is turning. When firing weapons, count squares from the location of the weapon.

In character scale, more than one ground vehicle cannot occupy the same square.

Chase Scale: In chase scale, each square of the grid represents 50 feet.

In chase scale, most commonly encountered vehicles occupy only one square. (Some especially large vehicles, such as ships or jumbo jets, might occupy more than one square.) More than one vehicle can occupy the same square. Vehicles in the same square are considered to be 20 feet apart for the purposes of determining range for attacks.

Vehicle Sizes

Vehicles use the same size categories as characters and creatures, as shown on Table: Vehicle Sizes. The vehicle's size modifier applies to its initiative modifier, maneuver modifier, and Defense. (The size modifier is already included in the vehicle statistics on Table: Vehicles)

Table: Vehicle Sizes

Vehicle Size	Size Modifier	Examples
Colossal	-8	Yacht, semi with trailer
Gargantuan	-4	Tank, limousine
Huge	-2	Luxury car, SUV, armored car
Large	-1	Economy car, Harley
Medium-size	+0	Racing bike, dirt bike

Facing and Firing Arcs

Unlike with characters, when dealing with vehicles, the vehicle's facing (the direction it's pointing) is important. Facing indicates the direction in which the vehicle is traveling (assuming it's not moving in reverse). It can also determine which weapons aboard the vehicle can be brought to bear on a target.

A weapon built into a vehicle can be mounted to fire in one of four directions—forward, aft (rear), right, or left—or be built into a partial or full turret. A partial turret lets a weapon fire into three adjacent fire arcs (such as forward, left, and right), while a full turret lets it fire in any direction. For vehicles with weapons, a weapon's arc of fire is given in the vehicle's description.

Getting Started

Most vehicles can be entered with a move action and started with a second move action. An exception is noted in a vehicle's description when it applies.

Initiative

There are two options for determining initiative in vehicle combat. First, is individual initiative just as in normal combat, where each character rolls separately. This is probably the best method if most or all characters are aboard the same vehicle, but it can result in a lot of delayed or readied actions as passengers wait for drivers to perform maneuvers. An alternative is to roll initiative for each vehicle, using the vehicle's initiative modifier. This is particularly appropriate when characters are in separate vehicles, since it allows everyone aboard the same vehicle to act more or less simultaneously.

Vehicle Speed

Vehicle speed is expressed in five categories: stationary, alley speed, street speed, highway speed, and all-out. Each of these speed categories represents a range of possible movement (see Table: Vehicle Speeds and Modifiers). Each round, a vehicle moves according to its current speed category.

Table: Vehicle Speeds and Modifiers

Speed Category	Character Scale		Chase Scale		Defense Modifier	Check/Roll Modifier
	Movement ¹	Turn Number ²	Movement ¹	Turn Number ²		
Stationary ³	0	—	0	—	+0	—
Alley speed	1–20	1	1–2	1	+0	+0
Street speed	21–50	2	3–5	1	+1	–1
Highway speed	51–150	4	6–15	2	+2	–2
All-out	151+	8	16+	2	+4	–4

¹ The number of squares a vehicle can move at this speed.

² The number of squares a vehicle must move at this speed before making a turn.

³ A stationary vehicle cannot move or maneuver.

Declaring Speed

At the beginning of his or her action, a driver must declare his or her speed category for the round. The driver can choose to go one category faster or slower than the vehicle's speed in the previous round. A stationary vehicle can change to alley speed in either forward or reverse. Most vehicles cannot go faster than alley speed in reverse.

Stationary: The vehicle is motionless.

Alley Speed: This speed is used for safely maneuvering a vehicle in tight spaces, such as alleys and parking garages. It tops out at about the speed a typical person can run.

Street Speed: The vehicle is traveling at a moderate speed, up to about 35 miles per hour.

Highway Speed: The vehicle is moving at a typical highway speed, from about 35 to 80 miles per hour.

All-Out: The vehicle is traveling extremely fast, more than 80 miles per hour.

Moving

On his or her action, the driver moves the vehicle a number of squares that falls within the vehicle's speed category.

Unlike characters, a vehicle cannot double move, run, or otherwise extend its movement (except by changing to a higher speed category).

Every vehicle has a top speed, included in its statistics on Table: Vehicles. A vehicle cannot move more squares than its top speed. This means that some vehicles cannot move at all-out speed, or even highway speed.

Count squares for vehicles just as for characters. Vehicles can move diagonally; remember that when moving diagonally, every second square costs two squares' worth of movement.

Unlike with moving characters, a vehicle's facing is important; unless it changes direction, a vehicle always moves in the direction of its facing (or in the opposite direction, if it's moving in reverse).

The Effects of Speed

A fast-moving vehicle is harder to hit than a stationary one—but it's also harder to control, and to attack from.

As shown on Table: Vehicle Speeds and Modifiers, when a vehicle travels at street speed or faster, it gains a bonus to Defense. However, that speed brings along with it a penalty on all skill checks and attack rolls made by characters aboard the vehicle—including Drive checks to control the vehicle and attacks made from it.

Driving a Vehicle

Driving a vehicle is a move action, taken by the vehicle's driver. During his or her move action, the driver moves the vehicle a

number of squares that falls within its speed category. The driver can attempt maneuvers to change the vehicle's course or speed. These maneuvers can be attempted at any point along the vehicle's route. The driver can choose to use his or her attack action to attempt additional maneuvers.

The two kinds of vehicle movement are simple maneuvers and stunts.

Simple Maneuvers: A simple maneuver, such as a 45-degree turn, is easy to perform. Each is a free action and can be taken as many times as the driver likes while he or she moves the vehicle. However, simple maneuvers do cost movement—so a vehicle that makes a lot of simple maneuvers will not get as far as one going in a straight line. Simple maneuvers do not require the driver to make skill checks.

Stunts: Stunts are difficult and sometimes daring maneuvers that enable a driver to change his or her vehicle's speed or heading more radically than a simple maneuver allows. A stunt is a move action. It can be taken as part of a move action to control the vehicle, and a second stunt can be attempted in lieu of the driver's attack action. Stunts always require Drive checks.

Simple Maneuvers

During a vehicle's movement, the driver can perform any one of the following maneuvers.

45-Degree Turn: Any vehicle can make a simple 45-degree turn as part of its movement. The vehicle must move forward at least a number of squares equal to its turn number (shown on Table: Vehicle Speeds and Modifiers) before it can turn. Making a 45-degree turn costs 1 square of movement.

Ram: At character scale, a driver does not have to perform a maneuver to ram another vehicle—he or she only needs to drive his or her vehicle into the other vehicle's square, and a collision occurs (see Collisions and Ramming).

At chase scale, however, more than one vehicle can occupy the same square and not collide—so ramming another vehicle requires a simple maneuver. The driver moves his or her vehicle into the other vehicle's square and states that he or she is attempting to ram. Resolve the ram as a collision, except that the driver of the target vehicle can make a Reflex save (DC 15) to reduce the damage to both vehicles by half.

Sideslip: A driver might wish to move to the side without changing the vehicle's facing, for instance to change lanes. This simple maneuver, called a sideslip, allows a vehicle to avoid obstacles or weave in and out of traffic without changing facing. A sideslip moves a vehicle 1 square forward and 1 square to the right or left, and costs 3 squares of movement.

Stunts

Stunts are maneuvers that require a Drive check to perform successfully. Unsuccessful stunts often result in the vehicle ending up someplace other than where the driver intended. When this happens, the vehicle collides with any objects in its path. Remember that the check/roll modifier from Table: Vehicle Speeds and Modifiers affects all Drive checks made by the driver and attack rolls made by all occupants of the vehicle.

Avoid Hazard: Vehicle combat rarely occurs on a perfectly flat, featureless plain. When a vehicle tries to move through a square occupied by a hazard, the driver must succeed on a Drive check to avoid the hazard and continue moving.

Structures simply cannot be avoided. Also, if a driver cannot make a check (if he or she has used all his or her actions for the round in performing other stunts), he or she automatically fails to avoid the hazard. In such cases, a collision occurs.

The DC to avoid a hazard varies with the nature of the hazard. On a failed check, the vehicle hits the obstacle. For caltrops, this means the caltrops make an attack against the vehicle (see Caltrops). An oil slick forces the driver to make a Drive check (DC 15) to retain control of the vehicle (see Losing Control). Failing to avoid an object results in a collision with the object (see Collisions and Ramming).

Hazard	DC
Caltrops	15
Oil slick	15
Object	
Small (tire, light debris)	5
Medium-size (crate)	10
Large (pile of wreckage)	15
Structure	Cannot be avoided

Bootleg Turn: By making a bootleg turn, a driver can radically change direction without turning in a loop. However, in so doing, the vehicle comes to a stop.

Before a vehicle can make a bootleg turn, it must move in a straight line at least a number of squares equal to its turn number. To make a bootleg turn, simply change the vehicle's facing to the desired direction. The vehicle ends its movement in that location, at stationary speed.

The DC for a bootleg turn depends on the change in facing. On a failed check, instead of facing the desired direction, the vehicle only changes facing by 45 degrees. Make a Drive check to retain control against a DC equal to the DC for the bootleg turn attempted (see Losing Control).

Facing Change	DC
45 degrees	5
90 degrees	10
135 degrees	15
180 degrees	20

Dash: With a dash stunt, a driver can increase the vehicle's speed by one category. (This increase is in addition to any speed change made at the beginning of the driver's action; if the driver increased speed at that time, he or she can accelerate a total of two categories in the same round.) The vehicle's total movement for the round cannot exceed the maximum number of squares for its new speed category. (The squares it has already moved before attempting the dash count against this total.)

The DC for a dash is 15.

On a failed check, the vehicle does not change speed categories.

Hard Brake: With a hard brake stunt, a driver can reduce the vehicle's speed by up to two categories. (This is in addition to any speed change made at the beginning of his action; if the driver reduced speed at that time, he or she can drop a total of three categories in the same round.) The vehicle's movement for the round ends as soon as it has moved the minimum number of squares for its new speed category. (If it has already moved that far before attempting the hard brake, it ends its movement immediately.)

The DC for a hard brake is 15.

On a failed check, the vehicle does not change speed categories. Make a Drive check (DC 15) to retain control (see Losing Control).

Hard Turn: A hard turn allows a vehicle to make a turn in a short distance without losing speed.

A hard turn functions like a 45-degree turn simple maneuver, except that the vehicle only needs to move forward a number of squares equal to half its turn number (rounded down).

The DC for a hard turn is 15.

On a failed check, the vehicle continues to move forward a number of squares equal to its turn number before turning, just as with a simple 45-degree turn. Make a Drive check (DC 15) to retain control (see Losing Control).

Jump: A driver can attempt to jump his or her vehicle across a gap in his or her path.

To make a jump, the vehicle must move in a straight line a number of squares equal to its turn number. If the vehicle doesn't have enough movement left to clear the gap, it must complete the jump at the start of its next turn.

The DC for a jump depends on the width of the gap, modified by the vehicle's speed category.

On a failed check, the vehicle fails to clear the gap, and instead falls into it (or collides with the far side). Determine damage as for a collision (see Collisions and Ramming).

Gap Width	DC
1–3 ft. (ditch)	15
4–8 ft. (culvert)	20
8–15 ft. (creek, small ravine)	25
16–25 ft. (narrow road, small pond)	35
26–40 ft. (wide road, small river)	45

Vehicle Speed Category	DC Modifier
Alley speed	+10
Street speed	+5
Highway speed	+0
All-out	–5

A shallow gap (1 to 3 feet deep) is equivalent to a Medium-size object; the vehicle may be able to avoid taking collision damage from the failed jump by treating the far side as a hazard and then continue moving (see Avoid Hazard, above).

A moderately deep gap (4 to 10 feet deep) is equivalent to a Huge object. The vehicle can only drive out of the gap if the walls are not too steep.

A deeper gap (11 feet or deeper) is equivalent to a Colossal object. The vehicle can only drive out of the gap if the walls are not too steep.

If the gap is filled with water, the vehicle takes only half damage from the collision with the ground. However, if the

water is too deep or the bottom is too soft (GM's discretion), the vehicle might not be able to move.

Sideswipe: During a vehicle's movement, a driver can attempt to sideswipe a vehicle or other target, either to deal damage without fully ramming it or to cause another driver to lose control of his or her vehicle.

At character scale, a vehicle must be side by side with its target (that is, occupying the square or squares directly to its side) and moving in the same direction. Attempting a sideswipe costs 1 square of movement.

At chase scale, the vehicle must be in the same square as its target and moving in the same direction. There is no movement cost.

If the stunt is successful, both vehicles take damage as if they had collided (see Collisions and Ramming), except that the collision multiplier is 1/4, and the driver of the target vehicle can make a Reflex save (DC 15) to reduce the damage to both vehicles by half of that result. The driver of the sideswiped vehicle must succeed at a Drive check (DC 15) at the beginning of his or her next action or lose control of the vehicle.

The DC for a sideswipe is 15. It's modified by the relative size and speed of the target.

Target Condition	DC Modifier
Each size category larger	-5
Each size category smaller	+5
Each speed category of difference	-2

On a failed check, both vehicles take damage as though the sideswipe attempt was a success. However, the other driver does not need to make a check to retain control.

Driver Options

Here is what a vehicle driver can do in a single round:

Choose the Vehicle's Speed: The driver may increase or decrease his or her vehicle's speed category by one (or keep it the same).

Optional Attack Action: If the driver wants, he or she can use his or her attack action before moving the vehicle. If the driver does so, however, he or she will be limited to a single stunt during movement.

Movement: Move the vehicle any number of squares within the vehicle's speed category. Along the way, perform any number of simple maneuvers (limited only by their movement cost). The driver may also attempt a single stunt as part of the movement (or two, if the driver didn't take his or her attack action before moving).

Optional Attack Action: If the driver did not take an attack action before moving, and performed one or fewer stunts, the driver has an attack action left.

Collisions and Ramming

A collision occurs when a vehicle strikes another vehicle or a solid object. Generally, when a vehicle collides with a creature or other moving vehicle, the target can attempt a Reflex save (DC 15) to reduce the damage by half.

Resolving Collisions

The base damage dealt by a vehicle collision depends on the speed and size of the objects involved. Use the highest speed

and the smallest size of the two colliding objects and refer to Table: Collision Damage.

Table: Collision Damage

Highest Speed	Damage Die Type
Alley speed	d2
Street speed	d4
Highway speed	d8
All-out	d12

Smallest Object or Creature Size	Number of Dice
Colossal	20
Gargantuan	16
Huge	12
Large	8
Medium-size	4
Small	2
Tiny	1
Smaller than Tiny	0

After finding the base damage, determine the collision's damage multiplier based on how the colliding vehicle struck the other vehicle or object. (For vehicles moving in reverse, consider the back end to be the vehicle's "front" for determining the collision multiplier.) Consult Table: Collision Direction for a multiplier. Once the damage has been determined, apply it to both vehicles (or objects or creatures) involved in the collision. Both vehicles reduce their speed by two speed categories. If the colliding vehicle moved the minimum number of squares for its new speed category before the collision, it ends its movement immediately. If not, it pushes the other vehicle or object aside, if possible, and continues until it has moved the minimum number of squares for its new speed category.

Table: Collision Direction

Colliding Vehicle's Target	Multiplier
A stationary object	x 1
A moving vehicle, striking head-on or 45 degrees from head-on	x 2
A moving vehicle, striking perpendicular	x 1
A moving vehicle, striking from the rear or 45 degrees from the rear	x 1/2
A vehicle being sideswiped (see Sideswipe)	x 1/4

The driver of the vehicle that caused the collision must immediately make a Drive check (DC 15) or lose control of the vehicle (see Losing Control, below). The driver of the other vehicle must succeed on a Drive check (DC 15) at the beginning of his or her next action or lose control of his or her vehicle.

Damage to Vehicle Occupants

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle.

Cover	Damage
None	Same as damage taken by vehicle
One-quarter	One-half damage taken by vehicle
One-half	One-quarter damage taken by vehicle
Three-quarters or more	None

Each of the occupants may make a Reflex save (DC 15) to take half damage.

Losing Control

A collision or a failed stunt can cause a driver to lose control of his vehicle. In these cases, the driver must make a Drive check to retain control of the vehicle. If this check is successful, the driver maintains control of the vehicle. If it fails, the vehicle goes into a spin. If it fails by 10 or more, the vehicle rolls.

Remember that the check/roll modifier from Table: Vehicle Speeds and Modifiers applies to all Drive checks.

An out-of-control vehicle may strike an object or other vehicle. When that happens, a collision occurs (see Collisions and Ramming, above).

Spin: The vehicle skids, spinning wildly.

At character scale, the vehicle moves in its current direction a number of squares equal to the turn number for its speed, then ends its movement. Once it stops, roll 1d8 to determine its new facing: 1, no change; 2, right 45 degrees; 3, right 90 degrees; 4, right 135 degrees; 5, 180 degrees; 6, left 135 degrees; 7, left 90 degrees; 8, left 45 degrees. Reorient the vehicle accordingly.

At chase scale, the vehicle moves 1 square and ends its movement. Roll to determine its new facing as indicated above.

Roll: The vehicle tumbles, taking damage.

At character scale, the vehicle rolls in a straight line in its current direction for a number of squares equal to the turn number for its speed, then ends its movement. At the end of the vehicle's roll, reorient the vehicle perpendicular to its original direction of travel (determine left or right randomly).

At chase scale, the vehicle rolls one square before stopping and reorienting.

At either scale, a vehicle takes damage equal to $2d6 \times$ the turn number for its speed. The vehicle's occupants take damage equal to $2d4 \times$ the turn number for its speed (Reflex save, DC 15, for half damage).

Hide and Seek

When being pursued, a driver can attempt a Hide check to lose the pursuer in heavy traffic, or a Bluff check to misdirect the pursuer before turning onto an off-ramp or a side street.

To make a Hide check, use the normal rules for hiding (see the Hide skill description). The normal size modifiers apply, but because the driver is hiding among other vehicles, most of which are size Large or Huge, he or she gains a +8 bonus on the check. This use of the Hide skill can only be attempted in fairly heavy traffic; in lighter traffic, the GM might not allow it or might apply a penalty to the check.

A driver can use Bluff to make a pursuer think he or she is going a different direction from what the driver intends. Just

before making a turn onto an off-ramp or side street, make a Bluff check opposed by the pursuer's Sense Motive check. If the driver is successful, the pursuer takes a -5 penalty on any Drive check needed to make the turn to follow the driver. If the other driver can make the turn using only simple maneuvers and does not have to make a Drive check, the Bluff attempt has no effect.

Fighting from Vehicles

The following rules provide a further framework for combat involving vehicles.

Vehicle Combat Actions

Actions during vehicle combat are handled the same way as actions during personal combat. In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed normally, in conjunction with another action.

Free Actions: Communicating orders and ducking down behind a door are examples of free actions. Characters can perform as many free actions as the GM permits in a single round.

Move Actions: Changing position within a vehicle is usually a move action, especially if the character has to trade places with another character. If the character's movement is short and unobstructed, the character can do it as the equivalent of a 5-foot step. Otherwise, it requires a move action.

Attack Actions: Anyone aboard a vehicle can make an attack with a personal weapon, and drivers and gunners can make attacks with any vehicle-mounted weapons controlled from their positions.

Full-Round Actions: Since the driver must use a move action to control the vehicle, he or she can't take a full-round action unless he or she starts it in one round and completes it on his or her next turn (see Start/Complete Full-Round Action).

Crew Quality

Rather than force the GM to create, or remember, statistics for everyone aboard a vehicle, vehicle statistics include a general "crew quality" descriptor. This indicates a typical crew's aptitude with the vehicle's systems.

Table: Vehicle Crew Quality shows the five levels of crew quality for GM-controlled vehicle crews, along with the appropriate check modifier. Use the check modifier for all skill checks related to the operation of the vehicle (including Drive and Repair checks). Use the attack bonus for all attack rolls performed by the crew. For quick reference, Table: Crewed Vehicles shows the typical crew quality, and the crew's total initiative and maneuver modifiers, for the vehicles covered in this book.

This by no means restricts the GM from creating unique vehicles where the crew's statistics are included, or from using GM characters' abilities when they drive or attack from vehicles. It's merely a shortcut to save time if the GM doesn't have particular characters behind the wheel.

Table: Vehicle Crew Quality

Crew Quality	Check Modifier	Attack Bonus
Untrained	-4	-2
Normal	+2	+0
Skilled	+4	+2
Expert	+8	+4
Ace	+12	+8/+3

Table: Crewed Vehicles

Name	Crew	Initiative	Maneuver
Civilian Aircraft			
Bell Jet Ranger	2 (Skilled +4)	+0	+0
Bell Model 212	2 (Skilled +4)	+0	+0
Cessna 172 Skyhawk	1 (Normal +2)	-2	-2
Learjet Model 45	2 (Skilled +4)	+0	+0
Civilian Cars			
Acura 3.2 TL	1 (Normal +2)	+0	+1
Aston-Martin Vanquish	1 (Normal +2)	+0	+2
BMW M3	1 (Normal +2)	+0	+3
Chevrolet Cavalier	1 (Normal +2)	+1	+1
Chevrolet Corvette	1 (Normal +2)	+0	+2
Dodge Neon	1 (Normal +2)	+1	+1
Ford Crown Victoria	1 (Normal +2)	+0	+1
Jaguar XJS	1 (Normal +2)	+0	+1
Lamborghini Diablo	1 (Normal +2)	+0	+3
Mercedes E55 AMG	1 (Normal +2)	+0	+2
Volkswagen Jetta	1 (Normal +2)	+0	+2
Civilian Motorcycles			
Ducati 998R	1 (Normal +2)	+2	+5
Harley Davidson FLSTF	1 (Normal +2)	+1	+3
Yamaha YZ250F	1 (Normal +2)	+2	+4
Civilian Trucks			
AM General Hummer	1 (Normal +2)	+0	+0
Chevrolet Suburban	1 (Normal +2)	+0	+0
Dodge Caravan	1 (Normal +2)	+0	+0
Ford Escape XLT	1 (Normal +2)	+0	+0
Ford F-150 XL	1 (Normal +2)	+0	+0
Toyota Tacoma Xtracab	1 (Normal +2)	+0	+0
Civilian Water Vehicles			
Bayliner 1802 Capri	1 (Normal +2)	+0	+0
Fairline Targa 30	1 (Normal +2)	-2	-2
Sea-Doo XP	1 (Normal +2)	+1	+3
Other Vehicles			
Armored truck	2 (Skilled +4)	+2	+2
Honda TRX400FW	1 (Normal +2)	+1	+3
Limousine	1 (Skilled +4)	+0	+0
Moving truck	1 (Normal +2)	-2	-2
NABI Model 40LFW	1 (Skilled +4)	+0	+0
Military Vehicles			
BMP-2	3 (Skilled +4)	+2	+2
M1A2 Abrams	4 (Skilled +4)	+0	+0
M2A2 Bradley	3 (Skilled +4)	+0	+0
M113A1 Gavin	2 (Skilled +4)	+2	+2
UH-60 Black Hawk	2 (Skilled +4)	+0	+0

Attack Options

Firing a vehicle's weapon requires an attack action and uses the driver's or gunner's ranged attack modifier.

A driver with 5 or more ranks in the Drive skill gains a +2 synergy bonus when firing vehicle-mounted weapons while driving.

Some military vehicles are equipped with fire-control computers. These systems grant equipment bonuses on attack rolls with the vehicle-mounted weapons to which they apply. **Driving Defensively:** Just as in melee combat, one can fight defensively while driving a vehicle, which grants a +2 dodge bonus to the vehicle's Defense and applies a -4 penalty on attack rolls made by occupants of the vehicle. **Total Defense:** A driver can choose the total defense, action which grants a +4 dodge bonus to Defense but does not allow the driver to attack (gunners or passengers take a -8 penalty on attack rolls). These modifiers last until the driver's next round of actions.

Full Attack Action: A driver cannot normally make a full attack, since controlling the vehicle requires a move action.

Gunners or passengers, however, can take full attack actions, since they don't have to use a move action (except, perhaps, to change positions in the vehicle). In general, taking a full attack action is useful only if a character has a base attack bonus high enough to get multiple attacks. A passenger can make multiple attacks with his or her own weapon. A gunner can make multiple attacks with one or more weapons controlled from his or her position.

Targeting Occupants

An attack made against a vehicle uses the vehicle's Defense, modified by its speed category. Attackers can choose instead to target specific vehicle occupants.

An attack against a vehicle occupant is made like any other attack. Remember, however, that a character in a vehicle gains bonuses to Defense from both the vehicle's speed and any cover it provides.

Cover

When a character fires from a vehicle, objects or other vehicles in the way can provide cover for the target (see Cover).

Damaging Vehicles

All vehicles have hit points, which are roughly equivalent to a character's hit points. Like most inanimate objects, vehicles also have hardness. Whenever a vehicle takes damage, subtract the vehicle's hardness from the damage dealt.

When a vehicle is reduced to 0 hit points, it is disabled.

Although it might be repairable, it ceases functioning. A vehicle that is disabled while moving drops one speed category each round until it comes to a stop. The driver cannot attempt any maneuvers except a 45-degree turn.

Unlike characters, vehicles don't "die" when they reach -10 hit points. Instead, a vehicle is destroyed when it loses hit points equal to twice its full normal total. A destroyed vehicle cannot be repaired.

Energy Attacks: Vehicles are treated as objects when subjected to energy attacks. **Exploding Vehicles:** If the attack that disables a vehicle deals damage equal to half its full normal hit points or

more, the vehicle explodes after 1d6 rounds. This explosion deals 10d6 points of damage to everyone within the vehicle (Reflex save, DC 20, for half damage), and half that much to everyone and everything within 30 feet of the explosion (Reflex save, DC 15, for half damage).

Repairing Damage

Repairing damage to a vehicle takes a full hour of work, a mechanical tool kit, and a garage or some other suitable facility. (Without the tool kit, a character takes a -4 penalty on his or her Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all of the vehicle's hit points.

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CREATURE OVERVIEW

Creature Description

Each creature is organized in the same general format, as described in the following text. Much of the information on a creature is condensed into a creature statistics block, the contents of which are explained below.

Challenge Rating (CR)

A creature's Challenge Rating provides a rough measure of the creature's toughness in a combat situation. As a rule of thumb, four heroes of a level equal to the creature's Challenge Rating should exhaust roughly one-quarter of their resources battling it. But situations may arise where a creature's Challenge Rating does not accurately reflect the difficulty of the challenge.

Size

A creature falls into one of nine size categories. The size categories are briefly described in Table: Creature Sizes. Each size category includes a size modifier that applies to the creature's Defense and attack rolls; a modifier that applies to grapple checks; and a modifier that applies to Hide checks. These modifiers have been figured into the statistics for the creatures described here.

Type

A creature's type determines many of its characteristics and abilities: physical ability scores, Hit Die type, base attack bonus, saving throw bonuses, skill points, feats, and special qualities. Mental ability scores (Intelligence, Wisdom, and Charisma) can vary widely among creatures of a type; unless a type description specifies a particular score for one of these abilities, the GM will assign values as he or she deems appropriate.

Hit Dice (HD) and Hit Points (hp)

A creature's type and size determine its Hit Dice. A creature's Hit Dice is equivalent to its level for determining how various FX abilities affect the creature, its rate of natural healing, and its maximum ranks in a skill.

A creature's Hit Dice and Constitution modifier determine its hit points. A creature's entry gives the creature's average hit points.

Massive Damage Threshold (Mas)

When a creature takes damage from a single attack equal to or greater than its current Constitution, it must succeed on a Fortitude save (DC 15) or immediately drop to -1 hit points. If the damage would reduce the creature to -1 hit points or fewer anyway, the massive damage threshold does not apply, and the creature does not need to make a Fortitude save.

Constructs, elementals, oozes, plants, and undead ignore the effects of massive damage and do not have massive damage thresholds. Vermin gain a +5 species bonus on their Fortitude saves to avoid falling to -1 hit points.

Initiative (Init)

The creature's modifier on initiative checks is usually equal to its Dexterity modifier, although the Improved Initiative feat provides an additional +4 bonus.

Speed (Spd)

A creature's tactical speed on land is the amount of distance it can cover in one move action. If the creature wears armor that reduces its speed, this fact is given along with a parenthetical note indicating the armor type; the creature's base unarmored speed follows.

If the creature has other modes of movement, these are given after the main entry. Unless noted otherwise, modes of movement are natural (not magical).

Burrow: The creature can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot run while burrowing.

Climb: A creature with a climb speed has the Climb skill at no cost and gains a +8 species bonus on Climb checks. The creature must make a Climb check to climb any wall or slope with a DC greater than 0, but it always can choose to take 10, even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it attempts an accelerated climb, it moves at double the given climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a -5 penalty. Creatures cannot use the run action while climbing. The creature retains its Dexterity bonus to Defense (if any) while climbing, and opponents get no special bonus on their attack rolls against the climbing creature.

Fly: The creature can fly at the given speed if carrying no more than a medium load. All fly speeds include a parenthetical note indicating maneuverability:

Perfect: The creature can perform almost any aerial maneuver it wishes.

Good: The creature is agile in the air, but cannot change direction as readily as one with perfect maneuverability.

Average: The creature can fly as adroitly as a small bird.

Poor: The creature flies as well as a very large bird.

Clumsy: The creature can barely fly at all.

Creatures that fly can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet. It can make only claw attacks, but these deal double damage. Creatures can use the run action while flying, provided they fly in a straight line.

Swim: A creature with a swim speed can move through water at the given speed without making Swim checks. It gains a +8 species bonus on any Swim check to perform some special action or avoid a hazard. The creature always can choose to take 10, even if distracted or endangered when swimming. Creatures can use the run action while swimming, provided they swim in a straight line.

Defense

A creature's Defense includes a parenthetical mention of the modifiers contributing to it. The creature's "touch" Defense (discounting natural armor and other armor modifiers) and "flat-footed" Defense (discounting Dexterity bonus and class bonus, if any) are provided as well.

Base Attack Bonus (BAB)

A creature's base attack bonus does not include any modifiers. It is used to calculate a creature's grapple modifier as well as the maximum bonus on damage rolls for a creature using the Power Attack feat. A creature's base attack bonus is derived by cross-referencing the creature's Hit Dice and type on Table: Creature Saves and Base Attack Bonuses.

Grapple Modifier (Grap)

Whenever a creature makes an opposed grapple check, apply this modifier to its d20 roll. The total modifier on grapple checks is determined as follows: base attack bonus + Strength modifier + grapple modifier. The grapple modifiers for creatures of various sizes are given in Table: Creature Sizes.

Primary Attack (Atk)

If a creature moves more than 5 feet in the same round it attacks, it makes only a single attack using its primary attack bonus. This bonus includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on its primary attack. The damage and primary weapon type are noted in parentheses.

A creature's primary attack damage includes its full Strength modifier (1.5 times its Strength bonus if it is the creature's sole attack).

Use the creature's primary attack bonus whenever the creature makes an attack of opportunity.

Creatures can attack with natural weapons, manufactured weapons, or sometimes both.

Natural Weapons

Natural weapons include teeth, claws, horns, and the like. The number of attacks along with the weapon, attack bonus, and form of attack (melee or ranged) are provided in a creature's entry. Unless noted otherwise, natural weapons threaten critical hits on a natural attack roll of 20.

If any attacks also cause some special effect other than damage, that information is given along with the damage. Unless noted otherwise, creatures deal double damage on critical hits.

Natural weapons have types just as other weapons do. The most common types are summarized below.

Bite: The creature attacks with its mouth, dealing piercing damage.

Claw or Rake: The creature rips with a sharp appendage, dealing slashing damage.

Gore: The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.

Slap or Slam: The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing damage. Stings are usually poisoned.

Manufactured Weapons

Creatures that use manufactured weapons follow the same rules as characters, including those for multiple attacks and two-weapon fighting penalties.

Full Attack (Full Atk)

A creature that takes no more than a 5-foot step during its turn can make a full attack using all of its natural weapons. A creature's full attack includes both its primary attack and its secondary attacks (if any).

The primary attack bonus includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks. A creature's primary attack damage includes its full Strength modifier (1.5 times its Strength bonus if it is the creature's sole attack or if the creature is wielding a two-handed melee weapon).

The remaining weapons are secondary attacks and take a –5 penalty on attack rolls. Creatures with the Multiattack feat (see Feats, below) take only a –2 penalty on secondary attacks. Secondary attacks add only one-half the creature's Strength bonus to the damage.

Creatures that do not normally carry ranged weapons are still given a ranged attack bonus for situations in which they might be throwing objects at a target.

Fighting Space (FS)

Fighting space approximates the amount of space a creature needs to move and fight effectively, and how much space it occupies on a grid of 5-foot-by-5-foot squares. Table: Creature Sizes gives the fighting space for creatures of any given size, although variations and exceptions are possible.

Reach

A creature's reach is the distance at which it can strike targets with its natural weapons without needing to adjust its position on the grid. A creature using its natural weapons threatens all squares within its reach. When measuring diagonally, every second square counts as two squares. Table: Creature Sizes provides the typical reach for creatures of any given size. The GM may adjust the values in the table by –5 feet or +5 feet for creatures that have less than normal or greater than normal reach. Unlike the wielder of a reach weapon, a creature with greater than normal reach (more than 5 feet) can still strike creatures next to it. A creature with greater than normal reach usually gets an attack of opportunity against a character if the character approaches it, because the character enters a square it threatens before he or she can attack it. (This does not apply if the character takes a 5-foot step.) Large or larger creatures with reach weapons can strike targets out to double their reach but can't strike at targets within their normal reach or less.

A creature with a 0-foot reach must move into the fighting space of its target to attack it, provoking an attack of opportunity from the target as the creature enters the target's fighting space and threatened area. Also, creatures with 0-foot reach do not threaten the squares around them.

Special Qualities (SQ)

Many creatures have unusual abilities. A special quality can be extraordinary (Ex), spell-like (Sp), or supernatural (Su).

Extraordinary: Extraordinary abilities are nonmagical and are not subject to anything that disrupts magic. Using an extraordinary ability is a free action unless noted otherwise.

Spell-Like: Spell-like abilities are magical and work just like spells, though they have no verbal, somatic, material, focus, or XP components. They are subject to spell resistance. Spell-like abilities usually have a limit on the number of times they can be used. A spell-like ability that can be used “at will” has no use limit. Using a spell-like ability is an attack action unless noted otherwise, and doing so while threatened provokes attacks of opportunity. A spell-like ability can be disrupted just as a spell can be.

For creatures with spell-like abilities, a designated caster level serves to define how difficult it is to dispel their spell-like effects and to define any level-dependent variable the abilities might have. The creature’s caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name.

The saving throw (if any) for a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature’s Charisma modifier.

Supernatural: Supernatural abilities are magical but are not subject to spell resistance. Using a supernatural ability is an attack action unless noted otherwise. Supernatural abilities may have a use limit or be usable at will, just like spell-like abilities. However, supernatural abilities do not provoke attacks of opportunity and never require Concentration checks.

Allegiances (AL)

This entry lists the creature’s most likely allegiances, in order from most important to least important. Fantastic creatures often have allegiances to a moral or ethical philosophy as well as allegiances to masters, groups, organizations, owners, or creators.

Saves (SV)

A creature’s Fortitude, Reflex, and Will saving throw modifiers take into account the creature’s type, ability score modifiers, feats, and any special qualities.

Action Points (AP)

Creatures have no action points. However, creatures can gain action points by taking levels in a heroic character class. Every time a creature picks up a heroic class level, it gains a number of action points equal to 5 + one-half its heroic character level (not counting the creature’s starting Hit Dice). Like most heroic characters, however, creatures with heroic class levels will have spent a certain number of action points in the course of their “heroic” careers.

Assume that a creature has a number of action points remaining equal to one-half of its heroic class levels.

Reputation (Rep)

A creature has a Reputation bonus of +0 but may increase the bonus by taking levels in a character class.

Abilities

Creatures have the same six ability scores as characters: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), Charisma (Cha). Exceptions are noted below.

Strength: Quadrupeds can carry heavier loads than bipedal characters. See Carrying Capacity.

Intelligence: A creature can speak all the languages mentioned in its descriptive text. Any creature with an Intelligence score of 3 or higher understands at least one language.

Nonabilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are as follows.

Strength: Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score can’t exert force, usually because it has no physical body or because it is immobile. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack bonus instead of a Strength modifier.

Dexterity: Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can’t move. If it can act (such as by casting spells), the creature applies its Intelligence modifier instead of its Dexterity modifier to initiative checks. The creature fails all Reflex saves and Dexterity checks.

Constitution: Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. The creature is also immune to ability damage, ability drain, and energy drain, and it always fails Constitution checks.

Intelligence: Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-affecting effects and automatically fails Intelligence checks.

Wisdom: Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score.

Charisma: Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score.

Skills

This section lists alphabetically all the creature’s skills by name along with skill modifiers that include adjustments for ability scores and any bonuses from feats or species abilities (unless otherwise noted in the descriptive text). All listed skills were purchased as class skills unless the creature acquires a character class (see Advancement, below).

Automatic Languages: Some creatures read, write, or speak unique languages that heroes don’t know anything about. The GM determines whether a hero is capable of learning one of these unique languages and the method by which that language can be learned.

Feats

This section lists alphabetically all the creature's feats. Most creatures use the same feats that are available to characters, but some have access to the Multiattack feat (described below).

Multiattack

The creature is adept at using all its natural weapons at once.

Prerequisite: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons take only a -2 penalty.

Normal: Without this feat, the creature's secondary natural attacks take a -5 penalty.

Advancement

The GM can improve a creature by increasing its Hit Dice. The Advancement entry indicates the increased Hit Dice (and often size) of the creature or indicates that the creature can advance by character class.

Increasing Hit Dice

As a creature gains Hit Dice, many of its game statistics change. Size: Adding Hit Dice to a creature can also increase its size. An increase in size affects a creature's Defense, attack rolls, and grapple checks, as shown on Table: Creature Sizes, as well as physical ability scores and damage, as shown in the descriptions of the creature types.

Defense: An increase in size affects a creature's Defense, as shown on Table: Creature Sizes. An increase in size might also improve a creature's natural armor bonus to Defense, as shown on Table: Adjustments to Physical Abilities and Natural Armor. Note that a natural armor bonus stacks with an equipment bonus from armor.

Attack Bonus: Table: Creature Saves and Base Attack Bonuses shows how a creature's base attack bonus improves as it gains Hit Dice. A change in the creature's size also modifies its attack rolls, as shown on Table: Creature Sizes. Both values must be counted when recalculating a creature's attack bonus.

Grapple Modifier: An increase in size affects a creature's grapple modifier, as shown on Table: Creature Sizes.

Damage: An increase in size also increases the amount of damage a creature deals with its natural weapons.

Saving Throws: Table: Creature Saves and Base Attack Bonuses shows how a creature's saving throw bonuses improve as it gains Hit Dice.

Ability Scores: An increase in size affects a creature's Strength, Dexterity, and Constitution, as shown on Table: Adjustments to Physical Abilities and Natural Armor.

Skills and Feats: As shown on Table: Bonus Skill Points and Feats by Creature Type, a creature may gain additional skill points and feats depending on its type.

Table: Adjustments to Physical Abilities and Natural Armor

Old Size ¹	New Size	Str	Dex	Con	Natural Armor Improvement
Fine	Diminutive	—	-2	—	—
Diminutive	Tiny	+2	-2	—	—
Tiny	Small	+4	-2	—	—
Small	Medium-size	+4	-2	+2	—
Medium-size	Large	+8	-2	+4	+2
Large	Huge	+8	-2	+4	+3
Huge	Gargantuan	+8	—	+4	+4
Gargantuan	Colossal	+8	—	+4	+5

¹ Repeat the adjustment if the creature moves up more than one size category.

Table: Bonus Skill Points and Feats by Creature Type

Type	Bonus Skill Points	Bonus Feats
Aberration	+2 per extra HD	+1 per 4 extra HD
Animal	—	—
Construct	—	—
Dragon	6 + Int modifier per extra HD	+1 per 4 extra HD
Elemental	+2 per extra HD	+1 per 4 extra HD
Fey	+2 per extra HD	+1 per 4 extra HD
Giant	+2 per extra HD	+1 per 4 extra HD
Humanoid	+1 per extra HD	+1 per 4 extra HD
Magical beast	+1 per extra HD ¹	+1 per 4 extra HD
Monstrous humanoid	+2 per extra HD	+1 per 4 extra HD
Ooze	—	—
Outsider	8 + Int modifier per extra HD	+1 per 4 extra HD
Plant	—	—
Undead	+2 per extra HD	+1 per 4 extra HD
Vermin	—	—

¹ Magical beasts with an Intelligence of 1 or 2 gain no bonus skills as they advance.

Acquiring a Character Class

A creature that acquires a character class follows the rules for multiclass characters. The creature's character level equals its Hit Dice plus the number of character class levels it has.

Creatures with 1 or fewer Hit Dice count only their character class levels.

Size: Adding character classes to a creature never affects its size.

Skills: Creatures that take levels of a character class do not gain as many skill points as a human character of the same class.

Creatures get 4 fewer skill points at 1st level than a human character and 1 fewer skill point each level thereafter; see Table: Skill Points per Class Level for Nonhumans.

Feats: Creatures with 1 or fewer Hit Dice that acquire character class levels advance as human characters do, but they gain only one bonus feat at 1st level instead of two.

Talents and Abilities

Creatures that advance by character class gain special talents and abilities, which are noted here.

Table: Skill Points per Class Level for Nonhumans

Basic Class	Skill Points per Level ¹
Strong	2 + Int modifier
Fast	4 + Int modifier
Tough	2 + Int modifier
Smart	8 + Int modifier
Dedicated	4 + Int modifier
Charismatic	6 + Int modifier

Advanced Class Skill Points per Level

Soldier	4 + Int modifier
Martial Artist	2 + Int modifier
Gunslinger	4 + Int modifier
Infiltrator	6 + Int modifier
Daredevil	4 + Int modifier
Bodyguard	2 + Int modifier
Field Scientist	6 + Int modifier
Techie	6 + Int modifier
Field Medic	4 + Int modifier
Investigator	4 + Int modifier
Personality	4 + Int modifier
Negotiator	4 + Int modifier

¹ Humanoids with 1 or fewer Hit Dice advance as human characters do. At 1st level, multiply the number of skill points per level by 4.

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CREATURE TYPES

A creature's type determines many of its characteristics and abilities: physical ability scores, Hit Die type, base attack bonus, saving throw bonuses, skill points, feats, and special qualities. Mental ability scores (Intelligence, Wisdom, and Charisma) can

vary widely among creatures of a type; unless a type description specifies a particular score for one of these abilities, the GM will assign values as he or she deems appropriate.

A creature belongs to one of the fifteen types described below.

A single creature cannot have more than one type.

Table: Creature Saves and Base Attack Bonuses provides the modifiers to a creature's saving throws and attack rolls based on its type and Hit Dice.

Table: Creature Saves and Base Attack Bonuses

Creature's Hit Dice	Good Save Bonus	Poor Save Bonus	Base Attack Bonus (A)	Base Attack Bonus (B)	Base Attack Bonus (C)
1 or less	2	+0	+0	+1	+0
2	+3	+0	+1	+2	+0
3	+3	+1	+2	+3	+1
4	+4	+1	+3	+4	+1
5	+4	+1	+3	+5	+2
6	+5	+2	+4	+6/+1	+2
7	+5	+2	+5	+7/+2	+3
8	+6	+2	+6/+1	+8/+3	+4
9	+6	+3	+6/+1	+9/+4	+4
10	+7	+3	+7/+2	+10/+5	+5
11	+7	+3	+8/+3	+11/+6/+1	+5
12	+8	+4	+9/+4	+12/+7/+2	+6/+1
13	+8	+4	+9/+4	+13/+8/+3	+6/+1
14	+9	+4	+10/+5	+14/+9/+4	+7/+2
15	+9	+5	+11/+6/+1	+15/+10/+5	+7/+2
16	+10	+5	+12/+7/+2	+16/+11/+6/+1	+8/+3
17	+10	+5	+12/+7/+2	+17/+12/+7/+2	+8/+3
18	+11	+6	+13/+8/+3	+18/+13/+8/+3	+9/+4
19	+11	+6	+14/+9/+4	+19/+14/+9/+4	+9/+4
20	+12	+6	+15/+10/+5	+20/+15/+10/+5	+10/+5

Base Attack Bonus (A): Use this column for aberrations, animals, constructs, elementals, giants, humanoids, oozes, plants, and vermin.

Base Attack Bonus (B): Use this column for dragons, magical beasts, monstrous humanoids, and outsiders.

Base Attack Bonus (C): Use this column for fey and undead.

Aberration

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. See Table:

Aberrations for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: $\frac{3}{4}$ of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Will.

Skill Points: 2 x Int score, plus 2 points per Hit Dice beyond 1 HD.

Feats: Int modifier (minimum +0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Aberrations share the following additional traits.

Weapon and Armor Proficiency: Aberrations receive one of the following as a bonus feat: Archaic Weapons Proficiency or Simple Weapons Proficiency. They are proficient with their natural weapons and any weapon mentioned in their entries.

Aberrations noted for wearing armor gain the Armor Proficiency bonus feat for whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

Darkvision (Ex): Most aberrations have darkvision with a range of 60 feet.

Table: Aberrations

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42–43	10–11	28–29	32d8	2d6	4d8	2d8	4d6
Gargantuan	34–35	10–11	24–25	16d8	1d8	4d6	2d6	2d8
Huge	26–27	10–11	20–21	8d8	1d6	2d8	2d4	2d6
Large	18–19	12–13	16–17	2d8	1d4	2d6	1d6	1d8
Medium-size	10–11	14–15	12–13	1d8	1d3	2d4	1d4	1d6
Small	6–7	16–17	10–11	1/2 d8	1d2	1d6	1d3	1d4
Tiny	2–3	18–19	10–11	1/4 d8	1	1d4	1d2	1d3
Diminutive	1	20–21	10–11	1/8 d8	—	1d3	1	1d2
Fine	1	22–23	10–11	1/16 d8	—	1d2	—	1

Animal

An animal is a nonhumanoid creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture. See Table: Animals for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude and Reflex (some animals have different good saves).

Skill Points: 10–15.

Table: Animals

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42–43	10–11	28–29	32d8	2d6	4d6	2d8	4d6
Gargantuan	34–35	10–11	24–25	16d8	1d8	2d8	2d6	2d8
Huge	26–27	10–11	20–21	4d8	1d6	2d6	2d4	2d6
Large	18–19	12–13	16–17	2d8	1d4	1d8	1d6	1d8
Medium-size	10–11	14–15	12–13	1d8	1d3	1d6	1d4	1d6
Small	6–7	16–17	10–11	1/2 d8	1d2	1d4	1d3	1d4
Tiny	2–3	18–19	10–11	1/4 d8	1	1d3	1d2	1d3
Diminutive	1	20–21	10–11	1/8 d8	—	1d2	1	1d2
Fine	1	22–23	10–11	1/16 d8	—	1	—	1

Construct

A construct is an animated object or artificially constructed creature. See Table: Constructs for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d10.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: None.

Skill Points: None.

Feats: None.

Constructs share the following additional traits.

Weapon and Armor Proficiency: Constructs are proficient with their natural weapons only. They are not proficient with armor.

Ability Scores: Constructs have no Constitution score and usually no Intelligence score.

Feats: None.

Animals share the following additional traits.

Weapon and Armor Proficiency: Animals are proficient with their natural weapons only. They are not proficient with armor.

Ability Scores: Animals have Intelligence scores of 1 or 2 (predatory animals tend to have Intelligence scores of 2). No creature with an Intelligence score of 3 or higher can be an animal.

Low-Light Vision (Ex): Most animals have low-light vision.

Extra Hit Points: Constructs gain extra hit points according to size, as shown on Table: Constructs.

Darkvision (Ex): Most constructs have darkvision with a range of 60 feet.

Immunities: Constructs are immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Repairable: Constructs cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage to a construct, and each check represents 1 hour of work. A construct reduced to 0 hit points is immediately destroyed and cannot be repaired.

Special: Constructs cannot be raised from the dead.

Table: Constructs

Size	Str	Dex	Con	Minimum HD	Extra Hit				
					Points	Slam	Bite	Claw	Gore
Colossal	44–47	6–7	—	32d10	120	4d6	2d6	2d8	4d6
Gargantuan	36–39	6–7	—	16d10	80	2d8	1d8	2d6	2d8
Huge	28–31	6–7	—	8d10	40	2d6	1d6	2d4	2d6
Large	20–23	8–9	—	2d10	20	1d8	1d4	1d6	1d8
Medium-size	12–15	10–11	—	1d10	10	1d6	1d3	1d4	1d6
Small	8–11	12–13	—	1/2 d10	5	1d4	1d2	1d3	1d4
Tiny	4–7	14–15	—	1/4 d10	—	1d3	1	1d2	1d3
Diminutive	2–5	16–17	—	1/8 d10	—	1d2	—	1	1d2
Fine	1	18–19	—	1/16 d10	—	1	—	—	1

Dragon

A dragon is a reptilian creature, usually winged, with magical or unusual abilities. See Table: Dragons for physical ability scores, recommended minimum Hit Dice, and damage based on size.
Hit Die: d12.

Base Attack Bonus: Total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude, Reflex, Will.

Skill Points: 6 + Int modifier per Hit Dice beyond 1 HD.

Table: Dragons

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal 46–47	6–7	30–31	38d12	2d8	4d8	4d6	4d6	
Gargantuan	38–39	6–7	26–27	27d12	2d6	4d6	2d8	2d8
Huge	30–31	6–7	22–23	19d12	1d8	2d8	2d6	2d6
Large	22–23	8–9	18–19	10d12	1d6	2d6	1d8	1d8
Medium-size	14–15	10–11	14–15	7d12	1d4	1d8	1d6	1d6
Small	10–11	12–13	12–13	4d12	—	1d6	1d4	1d4
Tiny	6–7	14–15	12–13	3d12	—	1d4	1d3	1d3
Diminutive	4–5	16–17	12–13	1d12	—	1d3	1d2	1d2
Fine	4–5	18–19	12–13	1/2 d12	1d2	1	1	

Elemental

An elemental is a being composed of one of the four classical elements: air, earth, fire, or water. See Table: Elementals for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table 8–2: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Varies by element: Fortitude (earth, water) or Reflex (air, fire).

Skill Points: 2 x Int score, plus 2 points per Hit Dice beyond 1 HD.

Table: Elementals

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal 44–45	6–7	28–29	32d8	4d6	4d6	2d8	2d6	
Gargantuan	36–37	6–7	24–25	16d8	2d8	2d8	2d6	1d8
Huge	28–29	6–7	20–21	8d8	2d6	2d6	2d4	1d6
Large	20–21	8–9	16–17	4d8	1d8	1d8	1d6	1d4
Medium-size	12–13	10–11	12–13	2d8	1d6	1d6	1d4	1d3
Small	8–9	12–13	10–11	1d8	1d4	1d4	1d3	1d2
Tiny	6–7	14–15	10–11	1/2 d8	1d3	1d3	1d2	1
Diminutive	4–5	16–17	10–11	1/4 d8	1d2	1d2	1	—
Fine	4–5	18–19	10–11	1/8 d8	1	1	—	—

Feats: 1, plus 1 feat per 4 Hit Dice beyond 1 HD.

Dragons share the following additional traits.

Weapon and Armor Proficiency: Dragons are proficient with their natural weapons only. They are not proficient with armor.
Darkvision (Ex): Most dragons have darkvision with a range of 60 feet.

Immunities: Dragons are immune to sleep, hold, and paralysis effects.

Feats: Int modifier (minimum 0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Elementals share the following additional traits.

Weapon and Armor Proficiency: Elementals are proficient with their natural weapons only. They are not proficient with armor.
Darkvision (Ex): Most elementals have darkvision with a range of 60 feet.

Immunities: Elementals are immune to poison, sleep, paralysis, and stunning. They are not subject to critical hits, flanking, or the effects of massive damage.

Special: Elementals cannot be raised from the dead.

Fey

A fey is a creature with supernatural abilities and connections to nature or some other force or place. Fey are usually human-shaped. See Table: Fey for physical ability scores, recommended minimum Hit Dice, and damage based on size. Hit Die: d6.

Base Attack Bonus: 1/2 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Will.

Skill Points: 3 x Int score, plus 2 points per Hit Dice beyond 1 HD.

Table: Fey

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal 42–43	8–9	26–27	32d6	2d6	2d8	2d8	4d6	
Gargantuan	34–35	8–9	22–23	16d6	1d8	2d6	2d6	2d8
Huge	26–27	8–9	18–19	8d6	1d6	1d8	2d4	2d6
Large	18–19	10–11	14–15	2d6	1d4	1d6	1d6	1d8
Medium-size	10–11	12–13	10–11	1d6	1d3	1d4	1d4	1d6
Small	6–7	14–16	8–9	1/2 d6	1d2	1d3	1d3	1d4
Tiny	2–3	16–17	8–9	1/4 d6	1	1d2	1d2	1d3
Diminutive	1	18–19	8–9	1/8 d6	—	1	1	1d2
Fine	1	20–21	8–9	1/16 d6	—	—	1	

Giant

A giant is a humanoid creature of Large size or larger. Giants are known for their great strength. See Table: Giants for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude.

Skill Points: 6 + Int modifier (minimum +1), plus 2 points per Hit Dice beyond 1 HD.

Table: Giants

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal 46–47	6–7	28–31	32d8	2d6	2d8	2d8	4d6	
Gargantuan	38–39	6–7	24–27	16d8	1d8	2d6	2d6	2d8
Huge	30–31	6–7	20–23	8d8	1d6	1d8	2d4	2d6
Large	22–23	8–9	16–19	2d8	1d4	1d6	1d6	1d8

Humanoid

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and head. A humanoid has few or no supernatural or extraordinary abilities. See Table: Humanoids for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Choose one (usually Reflex).

Feats: 1 + Int modifier (minimum 0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Fey share the following additional traits.

Weapon and Armor Proficiency: A fey receives either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat. Fey are proficient with any weapon mentioned in their entries. Fey noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

Low-Light Vision (Ex): Most fey have low-light vision.

Feats: 1, plus 1 feat per 4 Hit Dice beyond 1 HD.

Giants share the following additional traits.

Size: Giants must be Large or larger.

Weapon and Armor Proficiency: Giants receive either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat. They are proficient with their natural weapons and any weapon mentioned in their entries. Giants noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

Low-Light Vision (Ex): Most giants have low-light vision.

Skill Points: 6 + Int modifier, plus 1 point per Hit Dice beyond 1 HD.

Feats: 1, plus 1 feat per 4 Hit Dice beyond 1 HD.

Humanoids share the following additional traits.

Size: Humanoids must be Medium-size or smaller.

Weapon and Armor Proficiency: Humanoids with more than 1 Hit Die receive one bonus feat selected from the following list: Archaic Weapons Proficiency, Armor Proficiency (light), or Simple Weapons Proficiency.

Keen Sight (Ex): Humanoids accustomed to living underground may have darkvision with a range of 60 feet, low-light vision, or both (as noted in their entries).

Table: Humanoids

Size	Str	Dex	Con	Minimum HD	Slam ¹	Bite	Claw	Gore
Medium-size	10–15	10–13	10–11	1d8	1d3	1d4	1d4	1d6
Small	6–11	12–15	8–9	1/2 d8	1d2	1d3	1d3	1d4
Tiny	2–7	14–17	8–9	1/4 d8	1	1d2	1d2	1d3
Diminutive	1	16–19	8–9	1/8 d8	—	1	1	1d2
Fine	1	18–21	8–9	1/16 d8	—	—	1	—

¹ Unarmed attacks qualify as slam attacks that deal nonlethal damage.

Magical Beast

A magical beast is similar to an animal but can have an Intelligence score higher than 2. A magical beast might possess supernatural or extraordinary abilities, or it might be bizarre in appearance and habits. See Table: Magical Beasts for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d10.

Base Attack Bonus: Total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude, Reflex.

Table: Magical beasts

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal 42–43	10–11	28–29	32d10	2d6	4d6	2d8	4d6	—
Gargantuan	34–35	10–11	24–25	16d10	1d8	2d8	2d6	2d8
Huge	26–27	10–11	20–21	8d10	1d6	2d6	2d4	2d6
Large	18–19	12–13	16–17	2d10	1d4	1d8	1d6	1d8
Medium-size	10–11	14–15	12–13	1d10	1d3	1d6	1d4	1d6
Small	6–7	16–17	10–11	1/2 d10	1d2	1d4	1d3	1d4
Tiny	2–3	18–19	10–11	1/4 d10	1	1d3	1d2	1d3
Diminutive	1	20–21	10–11	1/8 d10	—	1d2	1	1d2
Fine	1	22–23	10–11	1/16 d10	—	1	—	1

Monstrous Humanoid

A monstrous humanoid is a humanoid creature with monstrous or animalistic features. A monstrous humanoid often possesses supernatural abilities as well. See Table: Monstrous Humanoids for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: Total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Reflex, Will.

Skill Points: 2 x Int score, plus 2 points per Hit Dice beyond 1 HD.

Skill Points: 2 x Int score, plus 1 point per Hit Dice beyond 1 HD, or 10–15 points if Int score is 1 or 2.

Feats: 1 + Int modifier (minimum 0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Magical beasts share the following additional traits.

Weapon and Armor Proficiency: Magical beasts are proficient with their natural weapons only. They are not proficient with armor.

Keen Sight (Ex): Magical beasts have darkvision with a range of 60 feet and low-light vision (unless noted otherwise).

Feats: 1 + Int modifier (minimum 0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Monstrous humanoids share the following additional traits.

Weapon and Armor Proficiency: Monstrous humanoids receive either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat. They are proficient with their natural attacks and any weapon mentioned in their entries.

Monstrous humanoids noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

Darkvision (Ex): Most monstrous humanoids have darkvision with a range of 60 feet.

Table: Monstrous Humanoids

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore	
Colossal 42–43	8–9	26–27	32d8	2d6	2d8	2d8	4d6		
Gargantuan	34–35	8–9	22–23	16d8	1d8	2d6	2d6	2d8	
Huge	26–27	8–9	18–19	8d8	1d6	1d8	2d4	2d6	
Large	18–19	10–11	14–15	2d8	1d4	1d6	1d6	1d8	
Medium-size	10–11	12–13	10–11	1d8	1d3	1d4	1d4	1d6	
Small	6–7	14–15	8–9	1/2 d8	1d2	1d3	1d3	1d4	
Tiny	2–3	16–17	8–9	1/4 d8	1	1d2	1d2	1d3	
Diminutive	1	18–19	8–9	1/8 d8	—	—	1	1	1d2
Fine	1	20–21	8–9	1/16 d8	—	—	1		

Ooze

An ooze is an amorphous or mutable creature. See Table: Oozes for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d10.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: None.

Skill Points: None.

Feats: None.

Oozes share the following additional traits.

Table: Oozes

Size	Str	Dex	Con	Minimum HD	Extra Hit				
					Points	Slam	Bite	Claw	Gore
Colossal	44–45	6–7	26–29	32d10	40	4d6	4d6	2d8	2d6
Gargantuan	36–37	6–7	22–25	16d10	30	2d8	2d8	2d6	1d8
Huge	28–29	6–7	18–21	8d10	20	2d6	2d6	2d4	1d6
Large	20–21	8–9	14–17	2d10	15	1d8	1d8	1d6	1d4
Medium-size	12–13	10–11	10–13	1d10	10	1d6	1d6	1d4	1d3
Small	8–9	12–13	8–9	1/2 d10	5	1d4	1d4	1d3	1d2
Tiny	4–5	14–15	8–9	1/4 d10	—	1d3	1d3	1d2	1
Diminutive	2–3	16–17	8–9	1/8 d10	—	1d2	1d2	1	—
Fine	2–3	18–19	8–9	1/16 d10	1	1	—	—	

Outsider

An outsider is a nonelemental creature originating from some other dimension, reality, or plane. See Table: Outsiders for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: Total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude, Reflex, Will.

Skill Points: 8 + Int modifier per Hit Dice.

Feats: 1, plus 1 feat per 4 Hit Dice beyond 1 HD.

Weapon and Armor Proficiency: Oozes are proficient with their natural weapons only, but not with armor.

Ability Scores: Oozes have no Intelligence score.

Extra Hit Points: An ooze has no natural armor rating but is difficult to kill because of its protoplasmic body. It gains extra hit points (in addition to those from its Hit Dice and Constitution score) according to size, as shown on Table: Oozes.

Immunities: Oozes are immune to mind-affecting effects, poison, sleep, paralysis, stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Oozes are not subject to critical hits, flanking, or the effects of massive damage.

Blindsight (Ex): Most oozes have blindsight with a range of 60 feet.

Oustersiders share the following additional traits.

Weapon and Armor Proficiency: Outsiders receive either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat. They are proficient with their natural weapons and any weapon mentioned in their entries. Outsiders noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

Darkvision (Ex): Most outsiders have darkvision with a range of 60 feet.

Special: Outsiders cannot be raised from the dead.

Table: Outsiders

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal 44–47	6–7	28–29	32d8	4d6	4d6	2d8	2d6	
Gargantuan	36–39	6–7	24–25	16d8	2d8	2d8	2d6	1d8
Huge	28–31	6–7	20–21	8d8	2d6	2d6	2d4	1d6
Large	20–23	8–9	16–17	2d8	1d8	1d8	1d6	1d4
Medium-size	12–15	10–11	12–13	1d8	1d6	1d6	1d4	1d3
Small	8–11	12–13	10–11	1/2 d8	1d4	1d4	1d3	1d2
Tiny	4–7	14–15	10–11	1/4 d8	1d3	1d3	1d2	1
Diminutive	2–3	16–17	10–11	1/8 d8	1d2	1d2	1	—
Fine	2–3	18–19	10–11	1/16 d8 1	1	—	—	

Plant

A plant is a vegetable creature. See Table: Plants for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude.

Skill Points: None.

Feats: None.

Table: Plants

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal 44–45	6–7	28–29	32d8	4d6	2d6	2d8	4d6	
Gargantuan	36–37	6–7	24–25	16d8	2d8	1d8	2d6	2d8
Huge	28–29	6–7	20–21	4d8	2d6	1d6	2d4	2d6
Large	20–21	8–9	16–17	2d8	1d8	1d4	1d6	1d8
Medium-size	12–13	10–11	12–13	1d8	1d6	1d3	1d4	1d6
Small	8–9	12–13	10–11	1/2 d8	1d4	1d2	1d3	1d4
Tiny	4–5	14–15	10–11	1/4 d8	1d3	1	1d2	1d3
Diminutive	2–3	16–17	10–11	1/8 d8	1d2	—	1	1d2
Fine	2–3	18–19	10–11	1/16 d8 1	—	—	1	

Undead

An undead is a once-living creature animated by spiritual or supernatural forces. See Table: Undead for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d12.

Base Attack Bonus: 1/2 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Will.

Skill Points: 3 x Int score, plus 2 points per Hit Dice beyond 1 HD.

Feats: 1 + Int modifier, plus 1 feat per 4 HD beyond 1 HD.

Undead share the following additional traits.

Weapon and Armor Proficiency: Undead receive either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat. An undead is proficient with its natural weapons and any weapon mentioned in its entry. Undead noted for wearing

Plants share the following additional traits.

Weapon and Armor Proficiency: Plants are proficient with their natural weapons only. They are not proficient with armor.

Immunities: Plants are immune to sleep, paralysis, stunning, and mind-affecting effects. They are not subject to critical hits or the effects of massive damage.

Low-Light Vision (Ex): Most plants with visual sensory organs have low-light vision.

Blindsight (Ex): Most plants without visual sensory organs have blindsight with a range of 60 feet.

armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

Ability Scores: An undead has no Constitution score. It uses its Charisma modifier for Concentration checks.

Darkvision (Ex): Most undead have darkvision with a range of 60 feet.

Immunities: Undead are immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or effects of massive damage, or any effect requiring a Fortitude save unless the effect also works on objects or is harmless.

Healing: Undead cannot heal damage on their own if they have no Intelligence score. Undead can be healed with negative energy (usually only available through the use of magic). Most undead are destroyed immediately if reduced to 0 hit points or less.

Special: Undead cannot be raised from the dead.

Table: Undead

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal 44–45	6–7	—	32d12	4d6	4d6	2d8	2d6	
Gargantuan	36–37	6–7	—	21d12	2d8	2d8	2d6	1d8
Huge	28–29	6–7	—	10d12	2d6	2d6	2d4	1d6
Large	20–21	8–9	—	4d12	1d8	1d8	1d6	1d4
Medium-size	12–13	10–11	—	1d12	1d6	1d6	1d4	1d3
Small	8–9	12–13	—	1/2 d12 1d4	1d4	1d3	1d2	
Tiny	4–5	14–15	—	1/4 d12 1d3	1d3	1d2	1	
Diminutive	2–3	16–17	—	1/8 d12 1d2	1d2	1	—	
Fine	2–3	18–19	—	1/16 d12 1	1	—	—	

Vermin

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. See Table: Vermin for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude.

Skill Points: 10–15.

Feats: None.

Vermin share the following additional traits.

Table: Vermin

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal 42–43	6–7	26–27	32d8	2d6	4d6	2d8	4d6	
Gargantuan	34–35	6–7	22–23	16d8	1d8	2d8	2d6	2d8
Huge	26–27	6–7	18–19	8d8	1d6	2d6	2d4	2d6
Large	18–19	8–9	14–15	2d8	1d4	1d8	1d6	1d8
Medium-size	10–11	10–11	10–11	1d8	1d3	1d6	1d4	1d6
Small	6–7	12–13	8–9	1/2 d8	1d2	1d4	1d3	1d4
Tiny	2–3	14–15	8–9	1/4 d8	1	1d3	1d2	1d3
Diminutive	1	16–17	8–9	1/8 d8	—	1d2	1	1d2
Fine	1	18–19	8–9	1/16 d8 —	1	—	1	

Weapon and Armor Proficiency: Vermin are proficient with their natural weapons only. They are not proficient with armor.

Ability Scores: Vermin have no Intelligence score.

Potent Venom: Medium-size or larger poisonous vermin get a bonus to the save DC of their poison based on their size, as follows: Medium-size +2, Large +4, Huge +6, Gargantuan +8, Colossal +10.

Darkvision (Ex): Most vermin with visual sensory organs have darkvision with a range of 60 feet.

Blindsight (Ex): Most vermin without visual sensory organs have blindsight with a range of 60 feet.

Immunities: Vermin are immune to mind-affecting effects.

Resistance to Massive Damage (Ex): Vermin gain a +5 species bonus on Fortitude saves to negate the effects of massive damage.

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CREATURES

The creatures described in this section include mundane animals as well as fantastic creatures. The fantastic creatures are intended for campaigns that allow FX abilities.

Some creatures are presented as “templates.” A template can be acquired or inherited. Acquired templates can be applied to a creature anytime. Inherited templates assume the creature was born with the template.

A creature’s description often includes statistics for both the standard breed and an “improved” version that has levels in one or more heroic classes.

Ape

Species Traits

Scent (Ex): This ability allows an ape to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Ape: CR 2; Large animal; HD 4d8+8; hp 26; Mas 14; Init +2; Spd 30 ft., climb 30 ft.; Defense 14, touch 11, flat-footed 12 (–1 size, +2 Dex, +3 natural); BAB +3; Grap +12; Atk +7 melee (1d6+5, claw); Full Atk +7 melee (1d6+5, 2 claws) and +2 melee (1d6+2, bite), or +4 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ low-light vision, scent; AL none; SV Fort +6, Ref +6, Will +2; AP 0; Rep +0; Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills: Climb +18, Listen +6, Spot +6.

Feats: None.

Advancement: 5–8 HD (Large).

Bat

Species Traits

Blindsight (Ex): Bats can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 30 feet. Ultrasonic noise forces the bat to rely on its weak vision, which has a maximum range of 5 feet.

Skill Bonuses: Bats receive a +4 species bonus on Listen and Spot checks. These bonuses are lost if the bat’s blindsight is negated.

Bat: CR 1/10; Diminutive animal; HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 5 ft., fly 40 ft. (good); Defense 16, touch 16, flat-footed 14 (+4 size, +2 Dex); BAB +0; Grap –17; Atk none; Full Atk none; FS 1 ft. by 1 ft.; Reach 0 ft.; SQ blindsight 30 ft.; AL none; SV Fort +2, Ref +4, Will +2; AP 0; Rep +0; Str 1, Dex 15, Con 10, Int 2, Wis 14; Cha 4.

Skills: Listen +9, Move Silently +6, Spot +9.

Feats: None.

Advancement: None.

Bear

Species Traits

Bears have the following traits.

Improved Grab (Ex): To use this ability, the bear must hit with a claw attack.

Scent (Ex): This ability allows a bear to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Bear: CR 4; Large animal; HD 6d8+24; hp 51; Mas 19; Init +1; Spd 40 ft.; Defense 15, touch 10, flat-footed 14 (–1 size, +1 Dex, +5 natural); BAB +4; Grap +16; Atk +11 melee (1d8+8, claw); Full Atk +11 melee (1d8+8, 2 claws), +6 melee (2d8+4 bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ improved grab, low-light vision, scent; AL none; SV Fort +9, Ref +6, Will +3; AP 0; Rep +0; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills: Climb +18, Listen +6, Spot +6.

Feats: None.

Advancement: 7–10 HD (Large).

Bugbear

Species Traits

Scent (Ex): This ability allows the bugbear to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonus: Bugbears receive a +4 species bonus on Move Silently checks.

Bonus Feat: Bugbears gain the bonus feat Simple Weapons Proficiency.

Automatic Language: Bugbears read, write, and speak Goblin.

Bugbear: CR 2; Medium-size humanoid; HD 3d8+3; hp 16; Mas 13; Init +1; Spd 30 ft.; Defense 15, touch 11, flat-footed 14 (+1 Dex, +3 natural, +1 leather jacket); BAB +2; Grap +4; Atk +4 melee (1d3+2, slam or 1d6+2/19–20, metal baton); Full Atk +4 melee (1d3+2, slam or 1d6+2/19–20, metal baton), or +3 ranged (2d6, Colt Python); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., scent; AL chaos, evil; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills: Climb +2, Hide +3, Listen +3, Move Silently +6 (includes species bonus), Read/Write Goblin, Speak Goblin, Spot +3.

Feats: Alertness, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Leather jacket, metal baton, Colt Python (.357 revolver), 50 rounds of .357 ammunition, hip holster, casual clothes.

Advancement: By character class.

Bugbear Fast Hero 3: CR 5; Medium-size humanoid; HD 3d8+3 plus 3d8+3; hp 32; Mas 13; Init +1; Spd 30 ft.; Defense 21, touch 15, flat-footed 20 (+1 Dex, +4 class, +3 natural, +3 undercover vest); BAB +4; Grap +6; Atk +6 melee (1d3+2, slam or 1d6+2/_19–20, metal baton); Full Atk +6 melee (1d3+2, slam or 1d6+2/_19–20, metal baton), or +5 ranged (2d8, Mossberg); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., scent; AL chaos, evil; SV Fort +3, Ref +6, Will +2; AP 1; Rep +1; Str 15, Dex 13, Con 13, Int 10, Wis 10, Cha 9.

Skills: Climb +2*, Drive +3, Escape Artist +3*, Hide +5*, Knowledge (streetwise) +2, Listen +3, Move Silently +8*, Read/Write Goblin, Speak Goblin, Spot +3, Tumble +3*.

*Includes the –2 armor penalty for wearing an undercover vest.

Feats: Alertness, Armor Proficiency (light), Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency. Talents (Fast Hero): Evasion, uncanny dodge 1. Possessions: Undercover vest, metal baton, Mossberg (12-gauge shotgun), 20 rounds of 12-gauge ammunition, fatigues, fatigue jacket, car opening kit, climbing gear.

Cat

Species Traits

Skill Bonuses: Cats receive a +8 species bonus on Balance checks and a +4 species bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the cat's Hide bonus rises to +8. Cats use their Dexterity modifier for Climb checks.

Bonus Feats: A cat gains the bonus feats Weapon Finesse (bite) and Weapon Finesse (claw).

Cat: CR 1/4; Tiny animal; HD 1/2 d8; hp 2; Mas 10; Init +2; Spd 30 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap -12; Atk +4 melee (1d2-4, claw); Full Atk +4 melee (1d2-4, 2 claws), -1 melee (1d3-4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ low-light vision; AL none or owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7.

Skills: Balance +10, Climb +5, Hide +17 (+21 in tall grass or heavy undergrowth), Jump +6, Listen +4, Move Silently +9, Spot +4.

Feats: Weapon Finesse (bite), Weapon Finesse (claw).

Advancement: None.

Crocodile

Species Traits

Aquatic: Crocodiles can move in water without making Swim checks and cannot drown in water.

Improved Grab (Ex): To use this ability, a crocodile must hit an opponent of its size or smaller with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Skill Bonus: Crocodiles gain a +12 species bonus on Hide checks when submerged.

Medium-Size Crocodile: CR 2; Medium-size animal; HD 3d8+9; hp 22; Mas 17; Init +1; Spd 20 ft., swim 30 ft.; Defense 15, touch 11, flat-footed 14 (+1 Dex, +4 natural); BAB +2; Grap +6; Atk +6 melee (1d8+6, bite), or +6 melee (1d12+6, tail slap); Full Atk +6 melee (1d8+6, bite), or +6 melee (1d12+6, tail slap); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aquatic, improved grab, low-light vision; AL none; SV Fort +6, Ref +4, Will +2; AP 0; Rep +0; Str 19, Dex 12, Con 17, Int 2, Wis 12, Cha 2.

Skills: Hide +7 (+19 when submerged), Listen +5, Spot +5.

Feats: None.

Advancement: 4-5 HD (Medium-size); 6-7 HD (Large).

Huge Crocodile: CR 4; Huge animal; HD 7d8+28; hp 59; Mas 19; Init +1; Spd 20 ft., swim 30 ft.; Defense 16, touch 9, flat-footed 15 (-2 size, +1 Dex, +7 natural); BAB +5; Grap +21; Atk +11 melee (2d8+12, bite), or +11 melee (1d12+12, tail slap); Full +11 melee (2d8+12, bite), or +11 melee (1d12+12, tail

slap); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ aquatic, improved grab, low-light vision; AL none; SV Fort +9, Ref +6, Will +3; AP 0; Rep +0; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2. **Skills:** Hide +0 (+4 while submerged), Listen +5, Spot +5. **Feats:** None.

Advancement: 8-16 HD (Huge); 17-32 HD (Gargantuan).

Deinonychus

Species Traits

Scent (Ex): This ability allows a deinonychus to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Deinonychus: CR 3; Large animal; HD 4d8+12; hp 30; Mas 17; Init +2; Spd 60 ft.; Defense 16, touch 11, flat-footed 14 (-1 size, +2 Dex, +5 natural); BAB +3; Grap +11; Atk +6 melee (2d6+4, rake); Full Atk +6 melee (2d6+4, rake), +1 melee (1d3+2, 2 foreclaws), +1 melee (2d4+2, bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ low-light vision, scent; AL none or pack; SV Fort +7, Ref +6, Will +2; AP 0; Rep +0; Str 19, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +7, Jump +13, Listen +11, Spot +11, Survival +9.

Feats: None.

Advancement: 5-8 HD (Large).

Dog

Species Traits

Scent (Ex): This ability allows a dog to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonus: Dogs gain a +2 species bonus on Jump checks.

Dogs also gain a +4 species bonus on Survival checks when tracking by scent.

Small Dog: CR 1/3; Small animal; HD 1d8+2; hp 6; Mas 15; Init +3; Spd 40 ft.; Defense 14, touch 14, flat-footed 11 (+1 size, +3 Dex); BAB +0; Grap -3; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; AL none or owner; SV Fort +4, Ref +5, Will +1; AP 0; Rep +0; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills: Jump +3, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5.

Feats: None.

Advancement: None.

Medium-Size Dog: CR 1; Medium-size animal; HD 2d8+4; hp 13; Mas 15; Init +2; Spd 40 ft.; Defense 13, touch 12, flat-footed 11 (+2 Dex, +1 natural); BAB +1; Grap +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; AL none or owner; SV Fort +5, Ref +5, Will +1; AP 0; Rep +0; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Jump +4, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5.

Feats: None.

Advancement: None.

Ferret

Species Traits

Attach (Ex): If a ferret hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached ferret loses its Dexterity bonus to Defense and has a Defense of 12.

Scent (Ex): This ability allows a ferret to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonuses: A ferret receives a +8 species bonus on Balance checks and a +4 species bonus on Move Silently checks. It uses its Dexterity modifier for Climb checks.

Bonus Feat: A ferret gains the bonus feat Weapon Finesse (bite).

Ferret: CR 1/4; Tiny animal; HD 1/4 d8; hp 2; Mas 10; Init +2; Spd 20 ft., climb 20 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap -12; Atk +4 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ attach, low-light vision, scent; AL none; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5.

Skills: Balance +10, Climb +11, Hide +13, Move Silently +9, Spot +4.

Feats: Weapon Finesse (bite).

Advancement: None.

Fiend

Fiends vary wildly. GMs are encouraged to design their own fiends using the information provided in the Table: Outsiders and below. Several sample fiends are given below.

Species Traits

Fiends have the following traits.

Variable Size: Depending on their size, fiends gain a size bonus or penalty on attack rolls, a size bonus or penalty to Defense,

Table: Fiend Immunities, Resistances, and Damage Reduction

Roll d%	Immunity	Roll d%	Resistance	Roll d%	Damage Reduction
01-06	Acid damage	01-21	None (do not roll again)	01-33	None (do not roll again)
07-12	Cold damage	22-27	Acid resistance 10	34-45	5/specific weapon type ¹
13-18	Sonic/concussion damage	28-30	Acid resistance 20	46-57	10/specific weapon type ¹
19-24	Electricity damage	31-36	Cold resistance 10	58-63	20/specific weapon type ¹
25-30	Fire damage	37-39	Cold resistance 20	64-72	5/+1
31-36	Ballistic damage	40-45	Sonic/concussion resistance	10	73-81 10/+1
37-42	Bludgeoning damage	46-48	Sonic/concussion resistance	20	82-84 15/+1
43-48	Piercing damage	49-54	Electricity resistance 10	85-87	20/+1
49-54	Slashing damage	55-57	Electricity resistance 20	88-90	5/+2
55-60	Poison damage	58-63	Fire resistance 10	91-93	10/+2
61-66	Radiation damage	64-66	Fire resistance 20	94-98	15/+2
67-100	Choose one, and roll again	67-100	Choose one, and roll again	99-100	20/+2

¹ Includes weapons made of a specific material (silver or wood, for example) or weapons that deal a specific type of damage (ballistic, bludgeoning, piercing, or slashing).

Festergog (Vomit Fiend)

Festergog (vomit fiend): CR 9; Huge outsider; HD 12d8+60; hp 114; Mas 20; Init -2; Spd 20 ft., climb 20 ft.; Defense 22, touch 6, flat-footed 22 (-2 size, -2 Dex, +16 natural); BAB +16; Grap +33; Atk +23 melee (2d6+13, slam); Full Atk +23/+18/+13/+8 melee (2d6+9, slam), or +12/+7/+2/-3 ranged; FS 15 ft. by 15 ft.; Reach 10 ft.; SQ stench, immune to electricity and poison,

and a size bonus or penalty on Hide checks and grapple checks. See Table: Creature Sizes for attack and Defense modifiers based on size, as well as for a fiend's typical fighting space and reach.

Natural Armor: A fiend has preternaturally tough skin and gains a natural armor bonus to Defense. The bonus depends on its size, and higher bonuses are allowable: Tiny or smaller +2, Small +5, Medium-size +9, Large +14, Huge +16, Gargantuan +18, Colossal +20.

Immunities (Ex): A fiend is immune to one or more specific types of energy or weapon damage. Roll on Table: Fiend Immunities, Resistances, and Damage Reduction.

Resistance to Energy (Ex): A fiend is resistant to one or more specific types of energy damage. Roll on Table: Fiend Immunities, Resistances, and Damage Reduction.

Damage Reduction (Su): Some fiends have damage reduction. Roll on Table: Fiend Immunities, Resistances, and Damage Reduction to determine whether a fiend has damage reduction.

If the campaign includes few or no magic weapons, the GM should consider allowing specific types of weapons to ignore a fiend's damage reduction or contrive some other special vulnerability (see Creature Weaknesses for suggestions).

Telepathy (Su): Fiends with an Intelligence of 6 or higher can communicate telepathically with any creature within 100 feet that has a language.

Allegiances: All fiends have a primary allegiance to evil. Fiends may also have an allegiance to either chaos or law.

Bonus Feat: Fiends gain either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat.

Automatic Languages: Fiends can speak Abyssal (the language of demons) and a number of additional languages equal to their Intelligence bonus. Fiends with an Intelligence of 8 or higher can also read and write these languages.

Advancement: By character class.

acid and fire resistance 20, damage reduction 10/slashing, telepathy, darkvision 60 ft.; AL evil, chaos; SV Fort +15, Ref +8, Will +14; AP 0; Rep +0; Str 28, Dex 6, Con 20, Int 16, Wis 15, Cha 16.

Skills: Bluff +15, Climb +29, Intimidate +15, Knowledge (any three) +15, Listen +14, Read/Write Abyssal, Read/Write Draconic, Read/Write English, Read/Write Latin, Search +15,

Sense Motive +14, Speak Abyssal, Speak Draconic, Speak English, Speak Latin, Spot +14, Survival +14.

Feats: Blind-Fight, Frightful Presence, Iron Will, Power Attack, Simple Weapons Proficiency.

Stench (Ex): A festergog's skin exudes a toxic, foul-smelling pus. Any creature within 10 feet must succeed on a Fortitude save (DC 21) or become nauseated for as long as it remains in the affected area and for 1d4 rounds afterward. A nauseated creature cannot attack, cast spells, use spell-like abilities, or do anything else requiring attention or concentration. The only action a nauseated creature can take is a single move action per turn. Creatures that successfully save are unaffected and cannot be affected again by the same festergog's stench for 24 hours. Immunities (Ex): A festergog is immune to electricity and poison.

Acid and Fire Resistance 20 (Ex): A festergog ignores the first 20 points of damage from any attack that deals acid or fire damage.

Damage Reduction 10/Slashing (Su): A festergog ignores the first 10 points of damage dealt by any nonslashing weapon.

Rotlord (Carrion Fiend)

Rotlord (carrion fiend): CR 4; Large outsider; HD 5d8+15; hp 37; Mas 17; Init -1; Spd 20 ft.; Defense 22, touch 8, flat-footed 22 (-1 size, -1 Dex, +14 natural); BAB +5; Grap +14; Atk +9 melee (1d6+7, pincer); Full Atk +9 melee (1d6+5, 2 pincers), +7 melee (1d8+7 plus disease, bite); FS 10 ft. by 10 ft.; Reach 5 ft. (bite), 10 ft. (pincers); SQ disease, fast healing 3, immune to bludgeoning damage and poison, cold and fire resistance 10, telepathy, darkvision 60 ft.; AL evil; SV Fort +7, Ref +3, Will +5; AP 0; Rep +0; Str 20, Dex 8, Con 17, Int 11, Wis 12, Cha 12.

Skills: Climb +10, Hide +4, Knowledge (any one) +5, Listen +6, Move Silently +4, Read/Write Abyssal, Search +5, Speak Abyssal, Speak Latin, Spot +6, Survival +6.

Feats: Multiattack, Simple Weapons Proficiency, Track.

Disease (Ex): Any creature that takes damage from a rotlord's bite must succeed on a Fortitude save (DC 15) or contract a horrible but treatable wasting disease (incubation period 1 day; 1d4 temporary Constitution). A successful Treat Injury check (DC 24) or a remove disease spell cures the affliction.

Animate Dead (Sp): Once per day, as an attack action, a rotlord can use animate dead (see page 339) as the spell cast by a 5th-level Acolyte.

Fast Healing 3 (Ex): A rotlord that devours a Small or Medium-size corpse gains the ability to heal damage at a rate of 3 hit points per round. Each devoured corpse provides the rotlord with 24 hours of fast healing. A rotlord can devour a Small corpse as a full-round action or a Medium-size corpse in 2 rounds.

Immunities (Ex): A rotlord is immune to bludgeoning damage and poison.

Cold and Fire Resistance 10 (Ex): A rotlord ignores the first 10 points of damage from any attack that deals cold or fire damage.

Skinhusker (Blade Fiend)

A skinhusker resembles a frightfully gaunt, 9-foot-tall human with red skin. Two slender, white horns protrude from its elongated forehead, and each of its two arms ends in a wicked, 3-foot-long, serrated bone blade. A skinhusker revels in combat and enjoys inflicting pain.

Skinhusker (blade fiend): CR 6; Large outsider; HD 7d8+21; hp 52; Mas 17; Init -1; Spd 30 ft.; Defense 22, touch 8, flat-footed 22 (-1 size, -1 Dex, +14 natural); BAB +7; Grap +16; Atk +11 melee (1d8+7/19-20, bone armband); Full Atk +11 melee (1d8+5/19-20, 2 bone armbands), or +5 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ improved critical (bone armband), immune to fire and poison, electricity resistance 20, damage reduction 10/+1, telepathy, darkvision 60 ft.; AL evil, chaos; SV Fort +8, Ref +4, Will +7; AP 0; Rep +0; Str 21, Dex 8, Con 17, Int 13, Wis 14, Cha 14.

Skills: Intimidate +11, Knowledge (any two) +10, Listen +11, Read/Write Abyssal, Read/Write Latin, Search +10, Speak Abyssal, Speak Latin, Spot +11, Survival +11.

Feats: Cleave, Power Attack, Simple Weapons Proficiency.

Improved Critical (Ex): A skinhusker threatens a critical hit on a natural roll of 19 or 20.

Death Explosion (Su): When a skinhusker is reduced to -1 or fewer hit points, it explodes in a ball of flame. All creatures in adjacent squares take 2d6 points of fire damage; a successful Reflex save (DC 12) halves the damage.

Immunities (Ex): A skinhusker is immune to fire and poison. Electricity Resistance 20 (Ex): A skinhusker ignores the first 20 points of damage from any attack that deals electricity damage.

Flesh Golem

Species Traits

Construct: Flesh golems have the traits and immunities common to constructs.

Speed: Flesh golems can't take run actions.

Berserk (Ex): When a flesh golem enters combat, there is a cumulative 1% chance each round it will go berserk. An uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a successful Charisma check (DC 19). Following such a successful check, it takes 1 minute of rest by the golem to reset the golem's berserk chance to 0%.

Magic Immunity (Ex): A flesh golem is immune to all spells, psionic powers, spell-like abilities, and supernatural effects, except as follows. Attacks that deal fire or cold damage slow it for 2d6 rounds, with no saving throw (see the slow spell). A slowed golem can take only one move or attack action each turn. Additionally, the slowed golem takes a -2 penalty to Defense, melee attack rolls, melee damage rolls, and Reflex saves. Any amount of electricity damage dealt to the golem breaks the slow effect and cures 1 point of damage for each 3 points of damage it would otherwise deal. The golem rolls no saving throw against effects that deal electricity damage.

Damage Reduction 15/+1 (Su): In campaigns without magic weapons, the GM can either disregard the golem's damage reduction or apply the damage reduction only to certain types of weapons (ballistic, bludgeoning, sonic/concussion, piercing, or slashing).

Flesh Golem: CR 7; Large construct; HD 9d10+20; hp 69; Mas —; Init -1; Spd 30 ft. (can't run); Defense 18, touch 8, flat-footed 18 (-1 size, -1 Dex, +10 natural); BAB +6; Grap +15; Atk +10 melee (2d8+5, slam); Full Atk +10 melee (2d8+5, 2

slams), or +4 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ construct, berserk, magic immunity, damage reduction 15/+1; AL none or owner; SV Fort +3, Ref +2, Will +3; AP 0; Rep +0; Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1.
Skills: None.
Feats: None.
Advancement: 10–18 HD (Large); 19–27 HD (Huge).

Advanced Flesh Golem: CR 13; Huge construct; HD 20d10+40; hp 150; Mas —; Init –2; Spd 30 ft. (can't run); Defense 19, touch 6, flat-footed 19 (–2 size, –2 Dex, +13 natural); BAB +15; Grap +32; Atk +22 melee (4d6+9, slam); Full Atk +22 melee (4d6+9, 2 slams), or +11 ranged; FS 15 ft. by 15 ft.; Reach 15 ft.; SQ construct, berserk, magic immunity, damage reduction 15/+1; AL none or owner; SV Fort +6, Ref +4, Will +6; AP 0; Rep +0; Str 29, Dex 7, Con —, Int —, Wis 11, Cha 1.
Skills: None.
Feats: None.

Gargoyle

Species Traits

Keen Sight (Ex): Gargoyles have darkvision with a range of 60 feet and low-light vision.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a Spot check (DC 20) to notice the gargoyle is alive.

Damage Reduction 15/+1 (Su): In campaigns without magic weapons, the GM can either disregard the gargoyle's damage reduction or apply the damage reduction only to certain types of weapons (ballistic, bludgeoning, sonic/concussion, piercing, or slashing).

Skill Bonus: A gargoyle receives a +8 species bonus on Hide checks when concealed against a background of worked stone.

Bonus Feats: Gargoyles receive the bonus feats Weapon Finesse (bite), Weapon Finesse (claw), and Weapon Finesse (gore).

Automatic Language: Gargoyles speak (but neither read nor write) Terran.

Gargoyle: CR 4; Medium-size magical beast; HD 4d10+16; hp 38; Mas 18; Init +2; Spd 45 ft., fly 75 ft. (average); Defense 16, touch 14, flat-footed 12 (+2 Dex, +4 natural); BAB +4; Grap +4; Atk +6 melee (1d4, claw); Full Atk +6 melee (1d4, 2 claws), +4 melee (1d6, bite), +4 melee (1d6, gore), or +6 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ freeze, keen sight, damage reduction 15/+1; AL chaos, evil; SV Fort +8, Ref +6, Will +1; AP 0; Rep +0; Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills: Hide +9 (+17 when concealed against worked stone), Listen +4, Speak Terran, Spot +4.

Feats: Multiattack, Weapon Finesse (bite), Weapon Finesse (claw), Weapon Finesse (gore).

Advancement: 5–6 HD (Medium-size); 7–12 HD (Large); or by character class.

Gargoyle Tough Hero 3: CR 7; Medium-size humanoid magical beast; HD 4d10+16 plus 3d10+12 plus 3 (robust); hp 69; Mas 18; Init +2; Spd 45 ft., fly 75 ft. (average); Defense 18, touch 14, flat-footed 16 (+2 Dex, +2 class, +4 natural); BAB +6; Grap +6; Atk +8 melee (1d4, claw); Full Atk +8 melee (1d4, 2 claws), +6 melee (1d6, bite), +6 melee (1d6, gore), or +8 ranged; SQ freeze, keen sight, damage reduction 15/+1; AL chaos, evil; SV

Fort +10, Ref +7, Will +2; AP 1; Rep +1; Str 11, Dex 15, Con 18, Int 6, Wis 11, Cha 7.

Skills: Hide +11 (+19 when concealed against worked stone), Intimidate +1, Listen +4, Move Silently +4, Speak Terran, Spot +4.

Feats: Multiattack, Power Attack, Simple Weapons Proficiency, Stealthy, Weapon Finesse (bite), Weapon Finesse (claw), Weapon Finesse (gore).

Talents (Tough Hero): Robust, stamina.

Gnoll

Species Traits

Bonus Feat: Gnolls receive the bonus feat Simple Weapons Proficiency.

Automatic Language: Gnolls read, write, and speak Gnoll.

Gnoll: CR 1; Medium-size humanoid; HD 2d8+2; hp 11; Mas 13; Init +0; Spd 30 ft.; Defense 11, touch 10, flat-footed 11 (+1 natural); BAB +1; Grap +3; Atk +3 melee (1d3+2, unarmed or 1d6+2/19–20, metal baton); Full Atk +3 melee (1d3+2, unarmed or 1d6+2/19–20, metal baton), or +1 ranged (2d6, TEC-9); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft.; AL chaos, evil; SV Fort +4, Ref +0, Will +0; AP 0; Rep +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills: Listen +3, Read/Write Gnoll, Speak Gnoll, Spot +3.

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Metal baton, TEC-9 (9mm machine pistol), 50 rounds of 9mm ammunition, fatigues, fatigue jacket.

Advancement: By character class.

Gnoll Strong Hero 2: CR 3; Medium-size humanoid; HD 2d8+2 plus 2d8+2; hp 22; Mas 13; Init +0; Spd 30 ft.; Defense 13, touch 10, flat-footed 13 (+2 class, +1 natural); BAB +3; Grap +6; Atk +6 melee (1d4+4, unarmed or 1d6+4/19–20, metal baton); Full Atk +6 melee (1d4+4, unarmed or 1d6+4/19–20, metal baton), or +3 ranged (2d6, TEC-9); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft.; AL chaos, evil; SV Fort +6, Ref +0, Will +0; AP 1; Rep +0; Str 16, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills: Climb +4, Jump +4, Listen +3, Read/Write Gnoll, Speak Gnoll, Spot +3.

Feats: Combat Martial Arts, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency.

Talent (Strong Hero): Melee smash.

Possessions: Metal baton, TEC-9 (9mm machine pistol), 50 rounds of 9mm ammunition, fatigues, fatigue jacket, climbing gear.

Goblin

Species Traits

Skill Bonus: Goblins gain a +4 species bonus on Move Silently checks.

Bonus Feat: Goblins are keenly aware of their surroundings and receive the bonus feat Alertness.

Automatic Language: Goblins read, write, and speak Goblin.

Goblin: CR 1/4; Small humanoid; HD 1d8; hp 4; Mas 11; Init +1; Spd 30 ft.; Defense 13, touch 12, flat-footed 12 (+1 size, +1 Dex, +1 leather jacket); BAB +0; Grap -5; Atk +0 melee (1d2-1, slam or 1d4-1, knife); Full Atk +0 melee (1d2-1, slam or 1d4-1, knife), or -2 ranged (2d6, Colt Python); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft.; AL evil, tribe; SV Fort +2, Ref +1, Will +0; AP 0; Rep +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Read/Write Goblin, Speak Goblin, Spot +3.

Feats: Alertness, Simple Weapons Proficiency.

Possessions: Knife, Colt Python (.357 revolver), 25 rounds of .357 ammunition, hip holster, basic walkie-talkie.

Advancement: By character class.

Goblin Fast Hero 3: CR 3; Small humanoid; HD 3d8; hp 17; Mas 11; Init +2; Spd 35 ft.; Defense 18, touch 17, flat-footed 16 (+1 size, +2 Dex, +4 class, +1 leather jacket); BAB +2; Grap -3; Atk +2 melee (1d2-1, slam or 1d6-1/19-20, metal baton); Full Atk +2 melee (1d2-1, slam or 1d6-1/19-20, metal baton), or +5 ranged (2d8, Desert Eagle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft.; AL evil, tribe; SV Fort +3, Ref +4, Will +1; AP 1; Rep +1; Str 8, Dex 14, Con 11, Int 10, Wis 11, Cha 8. Skills: Hide +8, Knowledge (streetwise) +2, Listen +3, Move Silently +6, Read/Write Goblin, Sleight of Hand +5, Speak Goblin, Spot +3, Tumble +5.

Feats: Alertness, Dodge, Personal Firearms Proficiency, Simple Weapons Proficiency.

Talents (Fast Hero): Evasion, increased speed.

Possessions: Metal baton, Desert Eagle (.50AE autoloader), 25 rounds of .50AE ammunition, windbreaker, concealed carry holster, basic walkie-talkie.

Hawk

Species Traits

Skill Bonus: Hawks gain a +8 species bonus on Spot checks in daylight.

Bonus Feat: Hawks gain the bonus feat Weapon Finesse (claw).

Hawk: CR 1; Tiny animal; HD 1d8; hp 4; Mas 10; Init +3; Spd 10 ft., fly 60 ft. (average); Defense 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); BAB +0; Grap -10; Atk +5 melee (1d4-2, claw); Full Atk +5 melee (1d4-2, claw); FS 2 1/4 ft. by 2 1/4 ft.; Reach 0 ft.; AL none or owner; SV Fort +2, Ref +5, Will +2; AP 0; Rep +0; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6.

Skills: Listen +6, Spot +6 (+14 in daylight).

Feats: Weapon Finesse (claw).

Advancement: None.

Herd Animal

Species Traits

Stampede (Ex): A frightened herd flees as a group in a random direction, but always away from the perceived source of danger. It runs over anything of size Large or smaller that gets in its way, dealing 1d12 points of damage for every five animals in the herd. A successful Reflex save (DC 16) halves the damage.

Herd Animal: CR 2; Large animal; HD 5d8+15; hp 37; Mas 16; Init +0; Spd 40 ft.; Defense 13, touch 9, flat-footed 13 (-1 size, +4 natural); BAB +3; Grap +11; Atk +6 melee (1d8+6, butt); Full Atk +6 melee (1d8+6, butt); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ stampede; AL none; SV Fort +7, Ref +4, Will +1; AP 0; Rep +0; Str 18, Dex 10, Con 16, Int 2, Wis 11, Cha 4.

Skills: Listen +8, Spot +5.

Feats: None.

Advancement: 6-7 HD (Large).

Horse

A horse cannot fight while carrying a rider.

Species Traits

Scent (Ex): This ability allows a horse to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Horse: CR 1; Large animal; HD 3d8+6; hp 19; Mas 15; Init +1; Spd 60 ft.; Defense 13, touch 10, flat-footed 12 (-1 size, +1 Dex, +3 natural); BAB +2; Grap +7; Atk +2 melee (1d4+1, hoof); Full Atk +2 melee (1d4+1, 2 hooves); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ scent, low-light vision; AL none or owner; SV Fort +6, Ref +4, Will +2; AP 0; Rep +0; Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +6, Spot +6.

Feats: None.

Advancement: None.

Invisible Stalker

Species Traits

Invisible stalkers have the following traits.

Elemental (Air): Invisible stalkers have the traits and immunities common to elementals.

Natural Invisibility (Su): An invisible stalker remains invisible even when attacking. Creatures that correctly discern the stalker's location despite being unable to see it have a 50% miss chance on melee and ranged attacks.

Improved Tracking (Ex): Invisible stalkers are consummate trackers and make Spot checks instead of Survival checks to track a creature's passage.

Automatic Language: Invisible stalkers speak (but neither read nor write) Auran. They understand (but do not speak, read, or write) two other languages.

Invisible Stalker: CR 7; Large elemental (air); HD 8d8+16; hp 52; Mas —; Init +8; Spd 30 ft., fly 30 ft. (perfect); Defense 17, touch 13, flat-footed 13 (-1 size, +4 Dex, +4 natural); BAB +6; Grap +14; Atk +10 melee (1d8+6, slam); Full Atk +10/+5 melee (1d8+6, slam), or +9 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ elemental, natural invisibility, improved tracking, darkvision 60 ft.; AL none or master; SV Fort +4, Ref +10, Will +4; AP 0; Rep +0; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11.

Skills: Listen +11, Move Silently +15, Search +11, Spot +13.

Feats: Combat Reflexes, Improved Initiative, Weapon Focus (slam).

Advancement: 9-16 HD (Huge); 17-24 HD (Gargantuan).

Advanced Invisible Stalker: CR 11; Huge elemental (air); HD 12d8+48; hp 102; Mas —; Init +7; Spd 30 ft., fly 30 ft. (perfect); Defense 18, touch 11, flat-footed 15 (–2 size, +3 Dex, +7 natural); BAB +9; Grap +21; Atk +15 melee (2d6+12, slam); Full Atk +15/+10 melee (2d6+12, slam), or +10 ranged; FS 15 ft. by 15 ft.; Reach 10 ft.; SQ elemental, natural invisibility, improved tracking, darkvision 60 ft.; AL none or master; SV Fort +8, Ref +11, Will +6; AP 0; Rep +0; Str 26, Dex 17, Con 18, Int 14, Wis 15, Cha 11.
Skills: Listen +13, Move Silently +17, Search +13, Spot +15.
Feats: Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (slam).

Kobold

Species Traits

Light Sensitivity (Ex): Kobolds take a –1 penalty on attack rolls in sunlight or in brightly lit areas.

Skill Bonuses: Kobolds receive a +2 species bonus on Craft (mechanical) and Search checks.

Bonus Feat: Kobolds are keenly aware of their surroundings and receive the bonus feat Alertness.

Automatic Language: Kobolds read, write, and speak Draconic.

Kobold: CR 1/6; Small humanoid; HD 1/2 d8; hp 2; Mas 11; Init +1; Spd 30 ft.; Defense 13, touch 12, flat-footed 12 (+1 size, +1 Dex, +1 natural); BAB +0; Grap –6; Atk –1 melee (1d2–2, slam or 1d3–2, knife); Full Atk –1 melee (1d2–2, slam or 1d3–2, knife), or –2 ranged (2d4, Pathfinder); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., light sensitivity; AL evil, law; SV Fort +0, Ref +1, Will +2; AP 0; Rep +0; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills: Craft (mechanical) +2, Hide +8, Listen +2, Move Silently +4, Read/Write Draconic, Search +2, Speak Draconic, Spot +2.

Feats: Alertness, Simple Weapons Proficiency.

Possessions: Knife, Pathfinder (.22 revolver), 10 rounds of .22 ammunition.

Advancement: By character class.

Kobold Smart Hero 4: CR 4; Small humanoid; HD 4d6; hp 16; Mas 11; Init +1; Spd 30 ft.; Defense 15, touch 13, flat-footed 14 (+1 size, +1 Dex, +1 class, +1 natural, +1 leather jacket); BAB +2; Grap –4; Atk +1 melee (1d2–2, slam or 1d3 electricity plus paralysis, stun gun); Full Atk +1 melee (1d2–2, slam or 1d3 electricity plus paralysis, stun gun), or +4 ranged (2d4, Pathfinder), or +4 ranged (2d6, dynamite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., light sensitivity; AL evil, law; SV Fort +1, Ref +2, Will +4; AP 2; Rep +2; Str 6, Dex 13, Con 11, Int 12, Wis 10, Cha 10.

Skills: Craft (electronic) +7, Craft (mechanical) +8, Decipher Script +9, Demolitions +9, Disable Device +9, Knowledge (streetwise) +7, Knowledge (tactics) +7, Listen +2, Read/Write Draconic, Read/Write English, Repair +11, Research +9, Search +9, Speak Draconic, Speak English, Spot +2.

Feats: Alertness, Cautious, Personal Firearms Proficiency, Simple Weapons Proficiency, Studious.

Talents (Smart Hero): Plan, savant (Repair).

Possessions: Leather jacket, stun gun, Pathfinder (.22 revolver), 20 rounds of .22 ammunition, 3 sticks of dynamite, tool belt, lockpick set, basic electrical toolkit, basic mechanical toolkit, demolitions kit.

Medusa

Species Traits

Gaze (Su): A medusa's gaze permanently turns to stone any creature within 30 feet that fails its Fortitude save (DC 15). See Special Qualities for more information on gaze attacks. A break enchantment spell can remove the effect of petrification. In a campaign where heroes have limited access to spells, the GM can make the petrification a temporary effect (lasting 1d6 hours).

Poison (Ex): Any creature bitten by the medusa's snaky hair must succeed on a Fortitude save (DC 14) or succumb to the poison (initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength).

Bonus Feat: Medusas receive the bonus feat Simple Weapons Proficiency.

Automatic Languages: Medusas read, write, and speak any two languages.

Medusa: CR 7; Medium-size monstrous humanoid; HD 6d8+6; hp 33; Mas 12; Init +2; Spd 30 ft.; Defense 15, touch 12, flat-footed 13 (+2 Dex, +3 natural); BAB +6; Grap +6; Atk +6/_+1 melee (1d4, knife); Full Atk +6 melee (1d4, knife), +3 melee (1d4 plus poison, snakes), or +9/+4 ranged (2d6, Glock 17); FS 5 ft. by 5 ft.; Reach 5 ft.; SA darkvision 60 ft., gaze, poison; AL Evil, law; SV Fort +3, Ref +7, Will +6; AP 0; Rep +0; Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15.

Skills: Bluff+11, Disguise +11, Move Silently +9, Read/Write English, Read/Write Spanish, Speak English, Speak Spanish, Spot +10.

Feats: Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Weapon Finesse (snakes).

Possessions: Knife, Glock 17 (9mm autoloader), 50 rounds of 9mm ammunition, concealed carry holster, firearms license, casual clothing, overcoat.

Advancement: By character class.

Medusa Charismatic Hero 2: CR 9; Medium-size monstrous humanoid; HD 6d8+6 plus 2d6+2; hp 42; Mas 12; Init +2; Spd 30 ft.; Defense 16, touch 13, flat-footed 14 (+2 Dex, +1 class, +3 natural); BAB +7; Grap +7; Atk +7/+2 melee (1d4, knife); Full Atk +7 melee (1d4, knife), +4 melee (1d4 plus poison, snakes), or +10/+5 ranged (2d6, Glock 17); FS 5 ft. by 5 ft.; Reach 5 ft.; SA darkvision 60 ft., gaze, poison; AL Evil, law; SV Fort +4, Ref +8, Will +6; AP 1; Rep +2; Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 16.

Skills: Bluff+15, Diplomacy +7, Disguise +15, Gather Information +7, Intimidate +7, Move Silently +9, Read/Write English, Read/Write Spanish, Speak English, Speak Spanish, Spot +10.

Feats: Deceptive, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Weapon Finesse (snakes). Talent (Charismatic Hero): Coordinate.

Possessions: Knife, Glock 17 (9mm autoloader), 50 rounds of 9mm ammunition, concealed carry holster, firearms license, casual clothing, overcoat, cell phone, PDA (with addresses of various contacts and acquaintances), disguise kit.

Minotaur

Species Traits

Charge (Ex): A minotaur typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, the beast can make a single gore attack that deals 4d6+6 points of damage.

Scent (Ex): This ability allows the minotaur to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical reasoning ability. This prevents them from ever becoming lost. Further, they are never caught flat-footed.

Skill Bonuses: Minotaurs receive a +4 species bonus on Search, Spot, and Listen checks.

Bonus Feat: A minotaur gains the bonus feat Archaic Weapons Proficiency or Simple Weapons Proficiency.

Automatic Language: Minotaurs speak (but neither read nor write) Giant or one other language.

Minotaur: CR 4; Large monstrous humanoid; HD 6d8+12; hp 39; Mas 15; Init +0; Spd 30 ft.; Defense 14, touch 9, flat-footed 14 (–1 size, +5 natural); BAB +6; Grap +14; Atk +9 melee (2d6+6, Huge lead pipe); Full Atk +9/+4 melee (2d6+4, Huge lead pipe), +4 melee (1d8+2, gore), or +9/+4 melee (1d4+4, slam), +4 melee (1d8+2, gore), or +5 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ charge 4d6+6, scent, natural cunning, darkvision 60 ft.; AL chaos, evil; SV Fort +6, Ref +5, Will +5; AP 0; Rep +0; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8. Skills: Intimidate +5, Jump +8, Listen +8, Search +6, Speak Giant, Spot +8.

Feats: Archaic Weapons Proficiency, Great Fortitude, Power Attack.

Possessions: Huge lead pipe (6 feet long, 4 inches thick).

Advancement: By character class.

Minotaur Strong Hero 3: CR 7; Large monstrous humanoid; HD 6d8+12 plus 3d8+6; hp 58; Mas 15; Init +0; Spd 30 ft.; Defense 16, touch 11, flat-footed 16 (–1 size, +2 class, +5 natural); BAB +10; Grap +18; Atk +13 melee (3d6+9, chain saw); Full Atk +13/+8 melee (3d6+7, chain saw), +8 melee (1d8+4, gore), or +13/+8 melee (1d4+7, slam), +8 melee (1d8+4, gore), or +8 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ charge 4d6+7, scent, natural cunning, darkvision 60 ft.; AL chaos, evil; SV Fort +8, Ref +6, Will +6; AP 1; Rep +0; Str 20, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills: Intimidate +5, Jump +8, Knowledge (streetwise) +3, Listen +8, Search +6, Speak English (or other local language), Speak Giant, Spot +8.

Feats: Archaic Weapons Proficiency, Combat Reflexes, Exotic Weapon Proficiency (chain saw), Great Fortitude, Power Attack, Simple Weapons Proficiency.

Talents (Strong Hero): Melee smash, improved melee smash.

Possessions: Chain saw, bloodstained smock.

Monkey

Species Traits

Bonus Feat: Monkeys gain the bonus feat Weapon Finesse (bite).

Monkey: CR 1/4; Tiny animal; HD 1d8; hp 4; Mas 10; Init +2; Spd 30 ft., climb 30 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap –12; Atk +4 melee (1d3–4, bite); Full Atk +4 melee (1d3–4, bite); Face/Reach 2 1/4 ft. by 2 1/4 ft.; Reach 0 ft.; AL none or owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5. Skills: Balance +10, Climb +13, Hide +13, Listen +4, Spot +4. Feats: Weapon Finesse (bite). Advancement: 2–3 HD (Small).

Monstrous Flytrap

Species Traits

Plant: Monstrous flytraps have the traits and immunities common to plants.

Improved Grab (Ex): To use this ability, a monstrous flytrap must hit with its bite attack. If it gets a hold, it can attempt to swallow its opponent (see below), provided its opponent is at least two size categories smaller than it. See Improved Grab.

Swallow Whole (Ex): A monstrous flytrap can swallow a grabbed opponent two size categories smaller than it by making a successful grapple check. The swallowed creature can attack the flytrap from inside its mouth using claws or a Small or Tiny slashing weapon. The flytrap does not release its opponent until it is slain or its swallowed prey is completely drained of blood (that is, dead). A monstrous flytrap's mouth can swallow only one opponent at a time and cannot attack while it drains a creature's blood.

Blood Drain (Ex): A creature swallowed by a monstrous flytrap takes 1d6+13 points of damage every round due to blood loss. For every 3 hit points it drains, the monstrous flytrap heals 1 hit point of damage. After draining its swallowed prey to death, it expectorates the lifeless husk and seeks out its next meal.

Automatic Language: Monstrous flytraps raised from seedlings can be taught to speak (but neither read nor write) one language.

Monstrous Flytrap: CR 7; Huge plant; HD 11d8+55; hp 104; Mas —; Init –2; Spd 20 ft.; Defense 14, touch 6, flat-footed 14 (–2 size, –2 Dex, +8 natural); BAB +8; Grap +25; Atk +16 melee (1d6+13, bite); Full Atk +16/+11 melee (1d6+13, bite), or +5 ranged; FS 15 ft. by 15 ft.; Reach 10 ft.; SQ plant, improved grab, swallow whole, blood drain 1d6+13, blindsight 60 ft.; AL none or owner; SV Fort +12, Ref +1, Will +5; AP 0; Rep +0; Str 28, Dex 7, Con 21, Int 10, Wis 14, Cha 14.

Skills: None.

Feats: None.

Advancement: 12–16 HD (Huge); 17–32 HD (Gargantuan); 33–48 HD (Colossal).

Advanced Monstrous Flytrap: CR 12; Gargantuan plant; HD 22d8+154; hp 253; Mas —; Init –2; Spd 20 ft.; Defense 16, touch 4, flat-footed 16 (–4 size, –2 Dex, +12 natural); BAB +16; Grap +41; Atk +25 melee (1d8+19, bite); Full Atk +25/+20/+15/+10 melee (1d8+19, bite), or +9 ranged; FS 20 ft. by 20 ft.; Reach 15 ft.; SQ plant, improved grab, swallow whole, blood drain 1d8+19, blindsight 60 ft.; AL none or owner; SV Fort +20, Ref +5, Will +9; AP 0; Rep +0; Str 36, Dex 7, Con 25, Int 10, Wis 14, Cha 14.

Skills: None.

Feats: None.

Monstrous Spider

Monstrous spiders come in two general types: hunters and web spinners.

Species Traits

Monstrous spiders have the following traits.

Speed: Hunting spiders are speedier than their web-spinning counterparts. Increase the normal speed of hunting spiders by 10 feet. Climb speed remains unchanged.

Poison (Ex): A monstrous spider injects poison into its victim with a successful bite. The victim must succeed on a Fortitude save or take the initial damage; a second Fortitude save must be made 1 minute later to negate the poison's secondary damage. The DC of the Fortitude saves and the effects vary depending on the monstrous spider's size, as shown on Table: Monstrous Spider Poison.

Table: Monstrous Spider Poison

Spider Size	Fort Save DC	Initial/Secondary Damage
Colossal	35	2d8 Str
Gargantuan	31	2d6 Str
Huge	22	1d8 Str
Large	17	1d6 Str
Medium-size	14	1d4 Str
Small	11	1d3 Str
Tiny	11	1d2 Str

Web (Ex): Monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size.

Web-spinning spiders can cast a web eight times per day.

Casting a web is a melee touch attack with a maximum range of 50 feet and a range increment of 10 feet, and the web is effective against targets up to one size category larger than the spider. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are attack actions whose DCs are given in Table: Monstrous Spider Webs.

Web-spinning spiders often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Spot check (DC 20) to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points listed on below and damage reduction 5/fire. A monstrous spider can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Table: Monstrous Spider Webs

Spider Size	Escape DC	Break DC	Hit Points
Colossal	32	34	18
Gargantuan	30	32	16
Huge	28	30	14
Large	26	28	12
Medium-size	20	22	6
Small	18	20	4
Tiny	16	18	2

Resistance to Massive Damage: Monstrous spiders gain a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Skill Bonuses: Monstrous spiders receive a +4 species bonus on Hide and Move Silently checks and a +8 species bonus on Spot checks. Hunting spiders receive a +6 species bonus on Jump checks.

Bonus Feat: Medium-size or smaller monstrous spiders gain the bonus feat Weapon Finesse (bite).

Tiny Monstrous Spider: CR 1/4; Tiny vermin; HD 1/2 d8; hp 2; Mas 10; Init +3; Spd 20 ft. (30 ft. for hunting spider), climb 10 ft.; Defense 15, touch 15, flat-footed 12 (+2 size, +3 Dex); BAB +0; Grap -12; Atk +5 melee (1d3-4 plus poison, bite); Full Atk +5 melee (1d3-4 plus poison, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +2, Ref +3, Will +0; AP 0; Rep +0; Str 3, Dex 17, Con 10, Int —, Wis 10, Cha 2.

Skills: Climb +8, Hide +17, Jump -4 (+2 for hunting spiders), Move Silently +9, Spot +12.

Feat: Weapon Finesse (bite).

Advancement: None.

Small Monstrous Spider: CR 1/2; Small vermin; HD 1d8; hp 4; Mas 10; Init +3; Spd 20 ft. (30 ft. for hunting spider), climb 10 ft.; Defense 13, touch 13, flat-footed 11 (+1 size, +3 Dex); BAB +0; Grap -6; Atk +4 melee (1d4-2 plus poison, bite); Full Atk +4 melee (1d4-2 plus poison, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +2, Ref +3, Will +0; AP 0; Rep +0; Str 7, Dex 17, Con 10, Int —, Wis 10, Cha 2.

Skills: Climb +10, Hide +13, Jump -2 (+4 for hunting spiders), Move Silently +9, Spot +12.

Feats: Weapon Finesse (bite).

Advancement: None.

Medium-size Monstrous Spider: CR 1; Medium-size vermin; HD 2d8+2; hp 11; Mas 12; Init +3; Spd 30 ft. (40 ft. for hunting spider), climb 20 ft.; Defense 14, touch 13, flat-footed 11 (+3 Dex, +1 natural); BAB +1; Grap +1; Atk +4 melee (1d6 plus poison, bite); Full Atk +4 melee (1d6 plus poison, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +4, Ref +3, Will +0; AP 0; Rep +0; Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 2.

Skills: Climb +12, Hide +9, Jump +0 (+6 for hunting spiders), Move Silently +9, Spot +12.

Feat: Weapon Finesse (bite).

Advancement: None.

Large Monstrous Spider: CR 2; Large vermin; HD 4d8+4; hp 22; Mas 12; Init +3; Spd 30 ft. (40 ft. for hunting spider), climb 20 ft.; Defense 14, touch 12, flat-footed 11 (–1 size, +3 Dex, +2 natural); BAB +3; Grap +9; Atk +4 melee (1d8+3 plus poison, bite); Full Atk +4 melee (1d8+3 plus poison, bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +5, Ref +4, Will +1; AP 0; Rep +0; Str 15, Dex 17, Con 12, Int —, Wis 10, Cha 2.
Skills: Climb +14, Hide +5, Jump +2 (+8 for hunting spiders), Move Silently +9, Spot +12.
Feats: None.
Advancement: None.

Huge Monstrous Spider: CR 4; Huge vermin; HD 10d8+10; hp 55; Mas 12; Init +3; Spd 30 ft. (40 ft. for hunting spider), climb 20 ft.; Defense 16, touch 11, flat-footed 13 (–2 size, +3 Dex, +5 natural); BAB +7; Grap +19; Atk +4 melee (2d6+6 plus poison, bite); Full Atk +4 melee (2d6+6 plus poison, bite); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +8, Ref +6, Will +3; AP 0; Rep +0; Str 19, Dex 17, Con 12, Int —, Wis 10, Cha 2.
Skills: Climb +16, Hide +1, Jump +4 (+10 for hunting spiders), Move Silently +9, Spot +12.
Feats: None.
Advancement: None.

Gargantuan Monstrous Spider: CR 7; Gargantuan vermin; HD 24d8+24; hp 132; Mas 12; Init +3; Spd 30 ft. (40 ft. for hunting spider), climb 20 ft.; Defense 18, touch 9, flat-footed 15 (–4 size, +3 Dex, +9 natural); BAB +18; Grap +36; Atk +20 melee (2d8+9 plus poison, bite); Full Atk +20 melee (2d8+9 plus poison, bite); FS 20 ft. by 20 ft.; Reach 15 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +15, Ref +11, Will +8; AP 0; Rep +0; Str 23, Dex 17, Con 12, Int —, Wis 10, Cha 2.
Skills: Climb +18, Hide –3, Jump +6 (+12 for hunting spiders), Move Silently +9, Spot +12.
Feats: None.
Advancement: None.

Colossal Monstrous Spider: CR 10; Colossal vermin; HD 48d8+48; hp 264; Mas 12; Init +3; Spd 30 ft. (40 ft. for hunting spider), climb 20 ft.; Defense 20, touch 5, flat-footed 17 (–8 size, +3 Dex, +15 natural); BAB +36; Grap +60; Atk +36 melee (4d6+12 plus poison, bite); Full Atk +36 melee (4d6+12 plus poison, bite); FS 30 ft. by 30 ft.; Reach 15 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +27, Ref +19, Will +16; AP 0; Rep +0; Str 27, Dex 17, Con 12, Int —, Wis 10, Cha 2.
Skills: Climb +20, Hide –7, Jump +8 (+14 for hunting spiders), Move Silently +9, Spot +12.
Feats: None.
Advancement: None.

Mummy

Species Traits

Undead: Mummies have the traits and immunities common to undead.

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a Will save (DC 15) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day.

Mummy Rot (Su): A mummy's touch carries a horrible rotting disease (Fort save DC 20 negates; incubation period 1 day; damage 1d6 temporary Constitution). The GM may allow characters to create medicine to treat the disease using the Craft (pharmaceutical) skill. In a campaign that uses magic, a remove disease spell can cure this disease. The only other way to halt the disease's advance is to amputate whatever appendage the mummy touched (usually a hand, arm, leg, or foot). Amputating a limb deals 1d4+1 points of temporary Constitution damage, although a successful Treat Injury check (DC 25) reduces the temporary Constitution damage to 1 point.

An afflicted creature that dies of mummy rot shrivels away and turns to dust.

Fire Vulnerability (Ex): A mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage, and a failure doubles it.

Resistant to Blows (Ex): Physical attacks deal only half damage to mummies. Apply this effect before damage reduction.

Damage Reduction 5/+1 (Su): In campaigns without magic weapons, the GM can either disregard the mummy's damage reduction or apply the damage reduction only to certain types of weapons (ballistic, bludgeoning, sonic/concussion, piercing, or slashing).

Bonus Feat: Mummies receive the bonus feat Archaic Weapons Proficiency.

Automatic Language: Mummies read, write, and speak one language.

Mummy: CR 4; Medium-size undead; HD 6d12 plus 3 (Toughness feat); hp 42; Mas —; Init –1; Spd 20 ft.; Defense 17, touch 9, flat-footed 17 (–1 Dex, +8 natural); BAB +3; Grap +6; Atk +6 melee (1d6+4 plus mummy rot, slam); Full Atk +6 melee (1d6+4 plus mummy rot, slam), or +2 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, despair, mummy rot, fire vulnerability, resistant to blows, damage reduction 5/+1, darkvision 60 ft.; AL evil, law; SV Fort +2, Ref +1, Will +7; AP 0; Rep +0; Str 17, Dex 8, Con —, Int 6, Wis 14, Cha 15.
Skills: Hide +8, Listen +9, Move Silently +8, Read/Write Egyptian, Speak Egyptian, Spot +9.
Feats: Alertness, Archaic Weapons Proficiency, Toughness.
Advancement: 7–12 HD (Medium-size); 13–18 HD (Large); or by character class.

Mummy Dedicated Hero 3: CR 7; Medium-size undead; HD 9d12 plus 3 (Toughness feat); hp 58; Mas —; Init –1; Spd 20 ft.; Defense 19, touch 11, flat-footed 19 (–1 Dex, +2 class, +8 natural); BAB +5; Grap +8; Atk +8 melee (1d6+4 plus mummy rot, slam); Full Atk +8 melee (1d6+4 plus mummy rot, slam), or +4 ranged (1d10/19–20, crossbow); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, despair, mummy rot, fire vulnerability, resistant to blows, damage reduction 5/+1, darkvision 60 ft.; AL evil, law; SV Fort +4, Ref +2, Will +9; AP 1; Rep +1; Str 17, Dex 8, Con —, Int 7, Wis 14, Cha 15.

Skills: Hide +8, Listen +12, Move Silently +8, Read/Write Egyptian, Speak Egyptian, Spot +12, Survival +11.
Feats: Alertness, Archaic Weapons Proficiency, Blind-Fight, Simple Weapons Proficiency, Toughness, Track.
Talents (Dedicated Hero): Skill emphasis (Survival), aware.
Possessions: Crossbow, 15 crossbow bolts.

Ogre

Species Traits

Bonus Feat: An ogre gains the bonus feat Archaic Weapons Proficiency or Simple Weapons Proficiency.
Automatic Language: Ogres speak (but neither read nor write) Giant or one other language.

Ogre: CR 2; Large giant; HD 4d8+8; hp 26; Mas 15; Init -1; Spd 40 ft.; Defense 13, touch 8, flat-footed 13 (-1 size, -1 Dex, +5 natural); BAB +3; Grap +12; Atk +8 melee (2d6+7, Huge club), or +7 melee (1d4+5, slam); Full Atk +8 melee (2d6+7, Huge club), or +7 melee (1d4+5, slam), or +1 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ low-light vision; AL chaos, evil; SV Fort +6, Ref +0, Will +1; AP 0; Rep +0; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.
Skills: Climb +4, Listen +2, Speak Giant, Spot +2.
Feats: Simple Weapons Proficiency, Weapon Focus (Huge club).
Advancement: By character class.
Possessions: Huge club (6 feet long, 8 inches thick).

Ogre Tough Hero 6/Bodyguard 1: CR 9; Large giant; HD 4d8+12 plus 6d10+18 plus 1d12+3; hp 90; Mas 16; Init -1; Spd 40 ft.; Defense 20, touch 12, flat-footed 20 (-1 size, -1 Dex, +4 class, +5 natural, +3 undercover vest); BAB +7/+2; Grap +16; Atk +12/+7 melee (2d6+7, Huge club), or +12/+7 melee (1d6+5, slam); Full Atk +12/+7 melee (2d6+7, Huge club), or +12/+7 melee (1d6+5, slam), or +5/+0 ranged (2d10, Browning BPS); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ low-light vision; AL chaos, evil, employer; SV Fort +11, Ref +4, Will +3; AP 3; Rep +2; Str 21, Dex 8, Con 16, Int 6, Wis 10, Cha 7.
Skills: Climb +2*, Concentration +9, Listen +2, Speak Giant, Spot +3.

*Includes armor check penalty for undercover vest.
Feats: Armor Proficiency (light), Brawl, Knockout Punch, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency, Weapon Focus (great club).
Talents (Tough Hero): Damage reduction 1/—, 2/—, and 3/—.
Talent (Bodyguard): Harm's way.
Possessions: Huge club (6 feet long, 8 inches thick), undercover vest, overcoat, Browning BPS 10-gauge shotgun, 20 10-gauge shotgun shells, standard flashlight.

Owl

Species Traits

Skill Bonuses: Owls receive a +8 species bonus on Listen checks and a +14 species bonus on Move Silently checks. They receive a +8 species bonus on Spot checks in dusk and darkness.
Bonus Feat: Owls gain the bonus feat Weapon Finesse (claw).
Owl: CR 1/4; Tiny animal; HD 1/2 d8; hp 2; Mas 10; Init +3; Spd 10 ft., fly 40 ft. (average); Defense 17, touch 15, flat-footed

14 (+2 size, +3 Dex, +2 natural); BAB +0; Grap -10; Atk +5 melee (1d2-2, claw); Full Atk +5 melee (1d2-2, claw); FS 2 1/4 ft. by 2 1/4 ft.; Reach 0 ft.; SQ low-light vision; AL none or owner; SV Fort +2, Ref +5, Will +2; AP 0; Rep +0; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 4.

Skills: Listen +14, Move Silently +20, Spot +6 (+14 in dusk and darkness).

Feats: Weapon Finesse (claw).

Advancement: 1 HD (Small); 2 HD (Medium-size); 3-4 HD (Large).

Puppeteer

Species Traits

Combined Challenge Rating: The Challenge Rating of a puppeteer with a host is equal to the host's Challenge Rating +1.
Glide (Sp): A puppeteer can glide through the air at a speed of 20 feet for up to 16 minutes at a time, with poor maneuverability. The puppeteer cannot manifest psionic powers while gliding.

Psionics (Sp): 3/day—brain lock, lesser domination. These abilities are as the psionic powers of an 8th-level manifester.
Thrall (Sp): If a puppeteer successfully uses lesser domination on its host seven times, the final effect is permanent, bonding the host to the puppeteer. The thrall host will carry out the orders of the puppeteer, including self-destructive orders. Actions against the host's original nature allow the host a Will save (DC 22) to resist, with a -10 penalty on the roll. A successful save negates that particular action (or future occurrences of that action), but the host remains the puppeteer's thrall.

Shared Host (Ex): When multiple puppeteers prey on a single host, the blood drain can be too great for the host to bear. The extensive blood drain deals 1 point of temporary Constitution damage per day, and a host reduced to 0 Constitution in this fashion dies. The minimum number of puppeteers needed to cause temporary Constitution damage depends on the host's size: Diminutive 2, Tiny 4, Small 12, Medium-size 20, Large 30, Gargantuan 50, Colossal 90.

Blindsight (Ex): A puppeteer can ascertain creatures by nonvisual means within 60 feet. The puppeteer confers blindsight upon its host.

Host Protection (Ex): An attached puppeteer uses its host's base saving throw bonuses if they're better than its own. Effects that target vermin can't affect a puppeteer riding a humanoid host.
Immunities: Puppeteers are immune to mind-influencing effects. This ability is conferred upon the puppeteer's host as well.
Resistance to Massive Damage (Ex): Puppeteers gain a +5 species bonus on Fortitude saves to negate the effects of massive damage. This ability is conferred upon the puppeteer's host as well.

Shared Skills: The puppeteer retains its skills when it takes a host. The host gains a +4 bonus on Listen and Spot checks.

Puppeteer: CR 1; Fine vermin; HD 1/16 d8-1; hp 1; Mas 9; Init +4; Spd 5 ft., fly 20 ft. (poor); Defense 22, touch 22, flat-footed 18 (+8 size, +4 Dex); BAB +0; Grap -13; Atk +3 melee (1, bite); Full Atk +3 melee (1, bite); FS 6 in. by 6 in.; Reach 0 ft.; SQ glide, psionics, thrall, shared host, blindsight 60 ft., host protection, immune to mind-influencing effects, resistance to massive damage; AL evil; SV Fort +1, Ref +4, Will +3; AP 0;

Rep +0; Str 1, Dex 19, Con 9, Int — (or as host), Wis 16, Cha 14.

Skills: Hide +20, Listen +7, Spot +7.

Feats: None.

Advancement: None.

Puppeteer Host (Human Charismatic Ordinary 5): CR 5; Medium-size humanoid; HD 5d6; hp 19; Mas 10; Init +0; Spd 30 ft.; Defense 13, touch 13, flat-footed 12 (+1 Dex, +2 class); BAB +2; Grap +1; Atk +1 melee (1d3 electricity plus paralysis, stun gun); Full Atk +1 melee (1d3 electricity plus paralysis, stun gun), or +3 ranged (2d6, Beretta 92F); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ blindsight 60 ft., immune to mind-influencing effects, resistance to massive damage; AL puppeteer; SV Fort +3*, Ref +4*, Will +0*; AP 0; Rep +3; Str 8, Dex 12, Con 10, Int 11, Wis 9, Cha 14.

*While attached to its host, the puppeteer's saving throw bonuses are as follows: Fort +2, Ref +7, Will +4.

Occupation: White collar (bonus class skills: Computer Use and Knowledge [business]).

Skills: Bluff +10, Computer Use +4, Diplomacy +12, Disguise +6, Gather Information +12, Intimidate +10, Knowledge (business) +8, Knowledge (current events) +8, Listen +3**, Read/_Write English (or other language), Speak English (or other language), Spot +3**.

**Skill bonus conferred by puppeteer.

Feats: Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Trustworthy.

Possessions: Business clothes, cell phone, PDA, briefcase, stun gun, Beretta 92F (9mm autoloader)†, 15 rounds of 9mm ammunition†, firearms license†, wallet with ID and credit cards, BMW M3 sports coupe with car alarm, car alarm keychain.

†These items are stored in the BMW's glove compartment.

Rat

Species Traits

Scent (Ex): This ability allows a rat to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonuses: Rats receive a +8 species bonus on Balance checks and a +4 species bonus on Hide and Move Silently checks. They use their Dexterity modifier for Climb checks.

Bonus Feat: Rats gain the bonus feat Weapon Finesse (bite).

Rat: CR 1/8; Tiny animal; HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 15 ft., climb 15 ft., swim 10 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap -12; Atk +4 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); FS 2 1/4 ft. by 2 1/4 ft.; Reach 0 ft.; SQ scent, low-light vision; AL none or owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills: Balance +10, Climb +12, Hide +18, Move Silently +10, Swim +10.

Feats: Weapon Finesse (bite).

Advancement: 1/2 HD (Small); 1 HD (Medium-size); 2-4 HD (Large).

Raven

Species Traits

Bonus Feat: Ravens gain the bonus feat Weapon Finesse (claw).

Raven: CR 1/4; Tiny animal; HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 10 ft., fly 40 ft. (average); Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap -13; Atk +4 melee (1d2-5, claw); Full Atk +4 melee (1d2-5, claw); FS 2 1/4 ft. by 2 1/4 ft.; Reach 0 ft.; AL none or owner; SV Fort +2, Ref +4, Will +2; AP 0; Rep +0; Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6.

Skills: Listen +6, Spot +6.

Feats: Weapon Finesse (claw).

Advancement: 1/2 HD (Small); 1 HD (Medium-size); 2-4 HD (Large).

Replacement (Template)

A replacement is a physical duplicate of a specific humanoid, called a primary. Although a replacement does not gain the specific life experiences of its primary, it can easily mimic the demeanor and general behavior of the primary, enabling it to fill the same general role as the primary. A replacement is identical in appearance to the primary except it has jet-black eyes with no visible irises. Some replacements wear special contact lenses (purchase DC 12) to conceal this sinister physical divergence. Replacements are bred in laboratories. A sample of the primary's subdermal tissue is required to create a replacement (dead skin cells or hair follicles will not do), and an adult replacement takes two months to grow. Creating a replacement requires a successful Craft (pharmaceutical) check (DC 50). The check must be made 1 month into the replacement's growth period, and a failed roll indicates the premature death of the replacement. Financing the growth and development of a replacement also requires a successful Wealth check against a purchase DC of 48, rolled before the process of growing the clone commences.

Template Traits

"Replacement" is an inherited template that can be added to any humanoid (referred to hereafter as the original). A replacement uses all the primary's statistics except as noted here.

Challenge Rating: Same as the original -1.

Hit Dice: Change to one die type smaller than the primary.

Special Qualities: A replacement gains all of the original's extraordinary abilities but none of its supernatural or spell-like abilities (including psionics). A replacement gains none of the original's other special qualities or talents. A replacement knows that it lacks some of the abilities of the original and occasionally feels resentful toward the original for this reason. In addition to its inherited extraordinary abilities, a replacement has the following special quality:

Limited Existence (Ex): A replacement has a programmed natural life span of one to four years (the creator must specify the life span when the project to create the replacement begins). Once the replacement reaches the end of its programmed life span, it must make a Fortitude save (DC 25) once per day. Each failed save drains the replacement of 1d6 points of Constitution. This ability drain cannot be restored by any means. When its Constitution drops to 0, the replacement dissolves into a mass of

protoplasmic goo. A replacement that dies before this time retains the shape of the original.

Allegiances: A replacement's primary allegiance is to its creator or owner. This allegiance cannot be broken unless the creator or owner does something to break it (such as by attacking the replacement).

Saves: As the original, modified by altered ability scores (see Abilities, below).

Action Points: Replacements do not acquire or amass action points.

Abilities: As the original, except ability scores cannot exceed 12. Ability scores of 13 or higher for the original are reduced to 12 for the replacement. A replacement that gains levels can never raise an ability score above 12.

Skills: A replacement has access to any skill in which the original has ranks, and all of a replacement's skills are class skills even if they are cross-class skills for the original. A replacement gets a number of skill points per Hit Die equal to 4 + the replacement's Intelligence modifier (minimum 1 skill point per Hit Die). The replacement can never have more ranks in a skill than the original.

The replacement gains a +4 species bonus on Disguise checks when impersonating the original. The bonus increases to +10 if the replacement wears contact lenses that hide its distinctive black eyes.

Feats: A replacement gains the original's feats but cannot use any feat for which it no longer meets the prerequisites.

Automatic Languages: A replacement can read, write, and speak any language known by the original.

Advancement: By character class.

Replacement Scientist (Human Smart Ordinary 5/Charismatic Ordinary 2): CR 6; Medium-size humanoid; HD 7d6+7; hp 31; Mas 12; Init +1; Spd 30 ft.; Defense 14, touch 14, flat-footed 13 (+1 Dex, +3 class); BAB +3; Grap +3; Atk +3 melee (1d3, unarmed strike); Full Atk +3 melee (1d3, unarmed strike), or +4 ranged (2d6, SITES M9); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Creator; SV Fort +4, Ref +4, Will +3; AP 0; Rep +4; Str 10, Dex 12, Con 12, Int 12, Wis 11, Cha 9.

Skills: Bluff +4, Computer Use +4, Craft (chemical) +5, Decipher Script +3, Disguise +5 (+11 with contact lenses), Disable Device +3, Investigate +3, Knowledge (current events) +3, Knowledge (earth and life sciences) +7, Profession +3, Read/Write English, Read/Write Korean, Research +11, Search +3, Speak English, Speak Korean.

Feats: Dodge*, Educated, Personal Firearms Proficiency, Simple Weapons Proficiency, Studious.

*The replacement does not meet the prerequisite for this feat and therefore cannot use it.

Possessions: SITES M9 (9mm autoloader pistol), 16 rounds of 9mm ammunition, firearms license, notebook computer, briefcase, cellphone, corporate security pass, overcoat, business clothing, wallet.

Robot

Species Traits

Construct: Robots have the traits and immunities common to constructs.

Speed: A robot's speed depends on its size and method of locomotion (bipedal, quadrupedal, tracked, or wheeled). The different speeds are given with each robot's statistics (below).

Attacks: A robot is not normally equipped with weapons. Robots fitted with arms or similar manipulators can attempt to grapple things, but the manipulators are too small to deal damage.

Skills: A character with four or more levels in the Techie advanced class can program one or more ranks of a single skill into a Diminutive or Tiny robot. Otherwise, a robot has no skills.

Diminutive Robot: CR 1/10; Diminutive construct; HD 1/4 d10; hp 1; Mas —; Init +2; Spd 10 ft. (treads), 20 ft. (bipedal), 30 ft. (quadrupedal), or 40 ft. (wheels); Defense 16, touch 16, flat-footed 14 (+4 size, +2 Dex); BAB +0; Grap -15; Atk +1 melee; Full Atk +1 melee or +6 ranged; FS 1 ft. by 1 ft.; Reach 0 ft.; SQ construct; AL none; SV Fort +0, Ref +2, Will +0; AP 0; Rep +0; Str 4, Dex 14, Con —, Int —, Wis 10, Cha 10.

Skills: None (unless programmed by a Techie).

Feats: None.

External Components: Audio/visual sensor.

Tiny Robot: CR 1/4; Tiny construct; HD 1/2 d10; hp 2; Mas —; Init +2; Spd 20 ft. (treads), 30 ft. (bipedal), 40 ft. (quadrupedal), or 50 ft. (wheels); Defense 13, touch 13, flat-footed 12 (+2 size, +1 Dex); BAB +0; Grap -10; Atk +0 melee; Full Atk +0 melee or +3 ranged; FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ construct; AL none; SV Fort +0, Ref +1, Will +0; AP 0; Rep +0; Str 6, Dex 12, Con —, Int —, Wis 10, Cha 10.

Skills: None (unless programmed by a Techie).

Feats: None.

External Components: Audio/visual sensor, manipulator arms.

Shark

Species Traits

Aquatic: Sharks can move in water without making Swim checks and cannot drown in water.

Keen Scent (Ex): A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to one mile.

Bonus Feat: Sharks gain the bonus feat Weapon Finesse (bite).

Shark: CR 1; Medium-size animal; HD 3d8+3; hp 16; Mas 13; Init +2; Spd swim 60 ft.; Defense 15, touch 12, flat-footed 13 (+2 Dex, +3 natural); BAB +2; Grap +3; Atk +4 melee (1d6+1, bite); Full Atk +6 melee (1d6+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aquatic, keen scent, low-light vision; AL none; SV Fort +4, Ref +5, Will +2; AP 0; Rep +0; Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7, Swim +9.

Feats: Weapon Finesse (bite).

Advancement: 4–7 HD (Large); 8–16 (Huge).

Skeleton (Template)

Template Traits

“Skeleton” is an acquired template that can be added to any living corporeal creature that has a skeletal structure (referred to

hereafter as the base creature). A skeleton uses all the base creature's statistics except as noted here.

Challenge Rating: A skeleton's Challenge Rating depends on its size: Tiny or smaller 1/10, Small 1/6, Medium-size 1/3, Large 2, Huge 5, Gargantuan 9, Colossal 12.

Type: The creature's type changes to undead.

Hit Dice: Drop any Hit Dice gained from attaining levels, and raise the remaining Hit Dice to d12.

Speed: Winged skeletons can't use their wings to fly. If the base creature flew magically, so can the skeleton.

Defense: A skeleton's natural armor bonus to Defense changes to a value based on its size: Tiny or smaller +0, Small +1, Medium-size +2, Large +3, Huge +4, Gargantuan +6, Colossal +10.

Attacks: A skeleton retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature, except for attacks that can't work without flesh. A creature with hands gains one claw attack per hand; the skeleton can strike with all of them at its full attack bonus. (If the base creature already had claw attacks, it can use the skeleton claw attack and damage, if they're better.)

Damage: Natural and manufactured weapons deal damage normally. A claw attack deals damage depending on the skeleton's size (use the base creature's claw damage if it's greater): Diminutive or Fine 1, Tiny 1d2, Small 1d3, Medium-size 1d4, Large 1d6, Huge 1d8, Gargantuan 2d6, Colossal 2d8.

Special Qualities: A skeleton loses all of the base creature's special qualities except for immunity or resistance to specific energy types. In addition to gaining the undead type, a skeleton has the following special quality.

Skeleton Immunities (Ex): A skeleton has cold immunity.

Because it lacks flesh and internal organs, a skeleton takes only half damage from ballistic, piercing, or slashing weapons.

Allegiances: A skeleton loses any previous allegiances and adopts a new allegiance to its creator. This allegiance cannot be broken.

Saves: A skeleton's saving throw modifiers are based on Hit Dice and given in Table: Creature Saves and Base Attack Bonuses.

Action Points: A skeleton does not acquire or amass action points. It loses any action points possessed by the base creature.

Reputation Bonus: A skeleton has a +0 Reputation bonus.

Ability Scores: A skeleton gains the following ability score increase: Dexterity +2. In addition, a skeleton has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.

Skills: A skeleton loses all skills.

Feats: A skeleton loses all feats except those that confer armor or weapon proficiency (Archaic Weapons Proficiency, Armor Proficiency, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Personal Firearms Proficiency, and Simple Weapons Proficiency). A skeleton gains the feat Improved Initiative.

Human Skeleton: CR 1/3; Medium-size undead; HD 1d12; hp 6; Mas —; Init +5; Spd 30 ft.; Defense 13, touch 11, flat-footed 12 (+1 Dex, +2 natural); BAB +0; Grap +0; Atk +0 melee (1d4, claw); Full Atk +0 melee (1d4, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, skeleton immunities; AL creator; SV Fort +0, Ref +1, Will +2; AP 0; Rep +0; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 1.

Skills: None.

Feats: Improved Initiative, Simple Weapons Proficiency.

Ogre Skeleton: CR 2; Medium-size undead; HD 4d12; hp 22; Mas —; Init +4; Spd 30 ft.; Defense 12, touch 9, flat-footed 12 (–1 size, +3 natural); BAB +0; Grap +8; Atk +4 melee (1d6+5, claw); Full Atk +4 melee (1d6+5, 2 claws), or +4 melee (2d6+7, great club); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ undead, skeleton immunities; AL creator; SV Fort +0, Ref +0, Will +3; AP 0; Rep +0; Str 21, Dex 10, Con —, Int —, Wis 10, Cha 1.

Skills: None.

Feats: Improved Initiative, Simple Weapons Proficiency.

Snake

Species Traits

Snakes have the following traits.

Variable Size: See Table: Creature Sizes for attack and Defense modifiers based on size, as well as for a snake's fighting space (assuming the creature is coiled) and reach.

Improved Grab (Ex): Only constrictor snakes have this ability.

To use this ability, a constrictor snake must hit with its bite attack. If it gets a hold, it can constrict (see below). See Improved Grab.

Constrict (Ex): With a successful grapple check against a creature of its size or smaller, a constrictor snake deals damage equal to its bite damage.

Poison (Ex): A viper injects venom with a successful bite. The victim must succeed on a Fortitude save or take 1d6 points of temporary Constitution damage; a second Fortitude save must be made 1 minute later to negate the venom's secondary damage (same as the initial damage). The save DC is equal to 11 + 1/2 the snake's Hit Dice + the snake's Constitution modifier (DC 11 for a Tiny viper).

Scent (Ex): This ability allows a snake to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonuses: Snakes receive a +8 species bonus on Balance checks and a +4 species bonus on Hide, Listen, and Spot checks. Snakes apply either their Strength or Dexterity modifier, whichever is higher, to Climb checks.

Bonus Feat: Vipers gain the bonus feat Weapon Finesse (bite).

Constrictor Snake: CR 2; Medium-size animal; HD 3d8+3; hp 16; Mas 13; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; Defense 15, touch 13, flat-footed 12 (+3 Dex, +2 natural); BAB +2; Grap +5; Atk +5 melee (1d6+4, bite); Full Atk +5 melee (1d6+4, bite); FS 5 ft. by 5 ft. (coiled); Reach 5 ft.; SQ improved grab, constrict 1d6+4, scent, low-light vision; AL none; SV Fort +4, Ref +6, Will +2; AP 0; Rep +0; Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +14, Hide +11, Listen +9, Spot +9, Swim +11.

Feats: None.

Advancement: 4–8 HD (Large); 9–16 HD (Huge); 17–32 HD (Gargantuan).

Tiny Viper: CR 1/3; Tiny animal; HD 1/4 d8; hp 1; Mas 11; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; Defense 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); BAB +0; Grap –10;

Atk +5 melee (1d3–2 plus poison, bite); Full Atk +5 melee (1d3–2 plus poison, bite); FS 2 1/2 ft. by 2 1/2 ft. (coiled); Reach 0 ft.; SQ poison, scent, low-light vision; AL none; SV Fort +2, Ref +5, Will +1; AP 0; Rep +0; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8, Swim +11.

Feat: Weapon Finesse (bite).

Advancement: 1/2–1 HD (Small); 2 HD (Medium-size); 3–4 HD (Large); 5–16 HD (Huge).

Terrestrial Effluvium

Species Traits

Ooze: Terrestrial effluvium has the traits and immunities common to oozes.

Acidic Enzymes (Ex): Any creature that takes damage from a terrestrial effluvium's slam attack also takes 1d6 points of acid damage from the ooze's digestive enzymes. The enzymes continue to dissolve the victim, dealing 1d6 points of acid damage every round until the wound is washed with at least 1 pint of water (or some other appropriate liquid).

Immunities (Ex): Terrestrial effluvium is immune to ballistic and piercing weapons.

Vulnerabilities (Ex): Terrestrial effluvium takes double damage from attacks that deal sonic or concussion damage. Direct sunlight deals 50 points of damage to the creature each round.

Terrestrial Effluvium: CR 15; Colossal ooze; HD 32d10+256 plus 40 (extra hit points); hp 472; Mas —; Init –2; Spd 10 ft.; Defense 6, touch 0, flat-footed 6 (–8 size, –2 Dex, +6 natural); BAB +24; Grap +53; Atk +37 melee (2d8+19 plus 1d6 acid, slam); Full Atk +37/+32/+27/+22 melee (2d8+19 plus 1d6 acid, slam); FS 30 ft. by 30 ft.; Reach 15 ft.; SQ ooze, acidic enzymes, immunities, vulnerabilities, blindsight 60 ft.; AL none; SV Fort +18, Ref +8, Will +5; AP 0; Rep +0; Str 44, Dex 6, Con 26, Int —, Wis 1, Cha 1.

Skills: None.

Feats: None.

Advancement: 33–56 HD (Colossal).

Tiger

Species Traits

Pounce (Ex): If a tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the tiger must hit with a claw or bite attack. If it gets a hold, it can rake (see below). See Improved Grab.

Rake (Ex): A tiger that gets a hold of its target can make two rake attacks (+9 melee) with its hind legs for 1d8+6 points of damage each. If the tiger pounces on an opponent, it can also rake.

Skill Bonuses: Tigers receive a +4 species bonus on Balance, Hide, and Move Silently checks. In areas of tall grass or heavy undergrowth, their Hide bonus improves to +8.

Tiger: CR 4; Large animal; HD 6d8+18; hp 45; Mas 17; Init +2; Spd 40 ft.; Defense 14, touch 11, flat-footed 12 (–1 size, +2

Dex, +3 natural); BAB +4; Grap +14; Atk +9 melee (1d8+6, claw); Full Atk +9 melee (1d8+6, 2 claws), +4 melee (2d6+3, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ pounce, improved grab, rake 1d8+3, low-light vision; AL none; SV Fort +8, Ref +7, Will +3; AP 0; Rep +0; Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6.

Skills: Balance +6, Hide +5 (+9 in tall grass or undergrowth), Listen +3, Move Silently +9, Spot +3, Swim +11.

Feats: None.

Advancement: 7–12 HD (Large); 13–18 HD (Huge).

Toad

Species Traits

Skill Bonuses: A toad's coloration gives it a +4 species bonus on Hide checks.

Toad: CR 1/10; Diminutive animal; HD 1/4 d8; hp 1; Mas 11; Init +1; Spd 5 ft.; Defense 15, touch 15, flat-footed 14 (+4 size, +1 Dex); BAB +0; Grap –17; Atk none; Full Atk none; FS 1 ft. by 1 ft.; Reach 0 ft.; AL none; SV Fort +2, Ref +3, Will +2; AP 0; Rep +0; Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4.

Skills: Hide +21 (includes +4 species bonus), Listen +5, Spot +4.

Feats: None.

Advancement: None.

Tooth Fairy

Species Traits

Fey Rod (Sp): A tooth fairy's preferred weapon is a 1-foot-long rod of ash wood. A fey rod allows its wielder to cast the following spells as a 3rd-level Mage (save DC 10 + spell level): daze (DC 10), knock, light, magic missile, and sleep (DC 11). Using any of the rod's powers is an attack action. The fey rod can cast seven spells per day and has a hardness of 5, 1 hit point, and a break DC of 11. A tooth fairy that loses its fey rod fights to the death to retrieve it or takes 1d4 points of temporary Wisdom damage every 24 hours the fairy and the rod remain separated. Destroying the rod instantly slays the tooth fairy, turning both to dust.

Invisibility (Sp): A tooth fairy can turn itself invisible at will, as a move action. This ability works only after sunset and before sunrise, but the duration of the invisibility is otherwise unlimited. An invisible tooth fairy becomes visible when it attacks.

Anyspeak (Sp): A tooth fairy can speak, read, and write any spoken language.

Bonus Feat: Tooth fairies gain the bonus feat Simple Weapons Proficiency.

Tooth Fairy: CR 1; Medium-size fey; HD 2d6; hp 7; Mas 10; Init +5; Spd 30 ft., fly 30 ft. (average); Defense 11, touch 11, flat-footed 10 (+1 Dex); BAB +0; Grap +0; Atk +0 melee (1d4, knife); Full Atk +0 melee (1d4, knife), or +1 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ fey rod, invisibility, anyspeak, low-light vision; AL evil; SV Fort +0, Ref +1, Will +4; AP 0; Rep +3; Str 10, Dex 12, Con 10, Int 13, Wis 12, Cha 13.

Skills: Bluff +4, Craft (any one) +3, Decipher Script +4, Disguise +4, Escape Artist +4, Hide +4, Intimidate +4, Listen

+4, Move Silently +4, Search +4, Sense Motive +4, Sleight of Hand +4, Spot +4, Tumble +4.

Feats: Improved Initiative, Renown, Simple Weapons Proficiency.

Possessions: Fey rod, knife.

Advancement: By character class.

Tooth Fairy Fast Hero 3/Smart Hero 1: CR 5; Medium-size fey; HD 2d6 plus 3d8 plus 1d6; hp 23; Mas 10; Init +1; Spd 30 ft., fly 30 ft. (average); Defense 15, touch 15, flat-footed 15 (+1 Dex, +4 class); BAB +2; Grap +2; Atk +2 melee touch (1d4, knife); Full Atk +2 melee (1d4, knife), or +3 ranged (2d6, Colt Double Eagle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ fey rod, invisibility, anyspeak, low-light vision; AL evil; SV Fort +1, Ref +3, Will +6; AP 2; Rep +5; Str 10, Dex 13, Con 10, Int 13, Wis 12, Cha 13.

Skills: Bluff +4, Computer Use +4, Craft (chemical) +3, Decipher Script +4, Disguise +4, Escape Artist +7, Hide +9, Intimidate +4, Listen +4, Move Silently +9, Repair +4, Research +5, Search +4, Sense Motive +4, Sleight of Hand +7, Spot +4, Tumble +7.

Feats: Heroic Surge, Improved Initiative, Personal Firearms Proficiency, Renown, Simple Weapons Proficiency, Stealthy.

Talents (Fast Hero): Evasion, uncanny dodge 1.

Talent (Smart Hero): Savant (Research).

Possessions: Colt Double Eagle (10mm autoloader), 18 rounds of 10mm ammunition, hip holster, fey rod, knife, day pack, bag of 25 caltrops, 3 sticks of dynamite, lighter, disguise kit, steel handcuffs.

Troglodyte

Species Traits

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musklike chemical that most animal life finds offensive. All living creatures (except troglodytes) within 30 feet of the troglodyte must succeed on a Fortitude save (DC 13) or take a –2 morale penalty on attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws for 10 rounds. Characters subjected to stench from multiple troglodytes make only one saving throw. Characters affected by a troglodyte's stench cannot be affected again by any troglodyte's stench until the current effect expires.

Species Bonus: A troglodyte's skin changes color somewhat, allowing it to blend in with its surroundings like a chameleon. A troglodyte gains a +4 species bonus on Hide checks (+8 in a rocky or subterranean setting).

Bonus Feat: Troglodytes receive the bonus feat Simple Weapons Proficiency.

Automatic Language: Troglodytes read, write, and speak Draconic.

Troglodyte: CR 1; Medium-size humanoid; HD 2d8+4; hp 13; Mas 14; Init –1; Spd 30 ft.; Defense 15, touch 9, flat-footed 15 (–1 Dex, +6 natural); BAB +1; Grap +1; Atk +1 melee (1d4, claw); Full Atk +1 melee (1d4, 2 claws), –1 melee (1d4, bite), or +1 melee (1d6 nonlethal, sap), –4 melee (1d4, bite), or +0 ranged (1d6, javelin); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ stench, darkvision 90 ft.; AL chaos, evil; SV Fort +5, Ref –1, Will +0; AP 0; Rep +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

Skills: Hide +6, Listen +3.

Feats: Multiattack, Simple Weapons Proficiency.

Possessions: Sap, 1d4 javelins, backpack containing food and assorted items.

Advancement: By character class.

Troglodyte Dedicated Hero 3/Field Medic 1: CR 5; Medium-size humanoid; HD 2d8+4 plus 3d6+6 plus 1d8+2; hp 35; Mas 14; Init +0; Spd 30 ft.; Defense 19, touch 13, flat-footed 19 (+3 class, +6 natural); BAB +3; Grap +3; Atk +3 melee (1d4, claw); Full Atk +3 melee (1d4, 2 claws), +1 melee (1d4, bite), or +3 melee (1d6 nonlethal, sap), –2 melee (1d4, bite), or +4 ranged (1d4 electricity plus paralysis, taser); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ stench, darkvision 90 ft.; AL chaos, evil; SV Fort +9, Ref +2, Will +3; AP 2; Rep +2; Str 10, Dex 10, Con 14, Int 8, Wis 10, Cha 10.

Skills: Craft (pharmaceutical) +1, Hide +7, Listen +3, Spot +3, Treat Injury +10.

Feats: Armor Proficiency (light), Multiattack, Simple Weapons Proficiency, Surgery, Weapon Focus (taser).

Talents (Dedicated Hero): Healing knack, healing touch 1.

Talents (Field Medic): Medical specialist +1.

Possessions: Sap, taser, medical kit, first aid kit, backpack containing food and assorted items.

Troll

Species Traits

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): A troll regenerates 5 points of damage each round but cannot regenerate acid or fire damage. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Scent (Ex): This ability allows a troll to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See page 228 for more information.

Darkvision (Ex): Instead of the low-light vision normally possessed by creatures of the giant type, trolls have darkvision with a range of 90 feet.

Bonus Feat: A troll gains either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat.

Automatic Language: Trolls speak (but neither read nor write)

Giant or one other language.

Troll: CR 5; Large giant; HD 6d8+36; hp 63; Mas 23; Init +2; Spd 30 ft.; Defense 18, touch 11, flat-footed 15 (–1 size, +2 Dex, +7 natural); BAB +4; Grap +14; Atk +9 melee (1d6+6, claw); Full Atk +9 melee (1d6+6, 2 claws), +7 melee (1d6+3 bite), or +5 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ rend 2d6+9, regeneration 5 (cannot regenerate acid or fire damage), scent, darkvision 90 ft.; AL chaos, evil; SV Fort +11, Ref +4, Will +1; AP 0; Rep +0; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Speak Giant, Spot +5.

Feats: Alertness, Multiattack, Simple Weapons Proficiency.

Advancement: By character class.

Troll Tough Hero 7: CR 12; Large giant; HD 6d8+42 plus 7d10+49 plus 7 (robust); hp 163; Mas 25; Init +2; Spd 30 ft.; Defense 22, touch 15, flat-footed 19 (–1 size, +2 Dex, +4 class,

+7 natural); BAB +9; Grap +19; Atk +14 melee (1d6+6, claw); Full Atk +14 melee (1d6+6, 2 claws), +12 melee (1d6+3 bite), or +10/+5 ranged (2d8, M16A2); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ rend 2d6+9, regeneration 5 (cannot regenerate acid or fire damage), scent, darkvision 90 ft.; AL chaos, evil; SV Fort +15, Ref +6, Will +3; AP 3; Rep +2; Str 23, Dex 14, Con 25, Int 6, Wis 9, Cha 6.

Skills: Climb +8, Drive +7, Listen +5, Read/Write English, Speak English, Speak Giant, Spot +5.

Feats: Advanced Firearms Proficiency, Alertness, Heroic Surge, Improved Bull Rush, Multiattack, Power Attack, Simple Weapons Proficiency, Vehicle Expert.

Talents (Tough Hero): Acid resistance 7, fire resistance 7, robust, second wind.

Possessions: M16A2 (5.56mm assault rifle), 200 rounds of 5.56mm ammunition, mesh vest, 8-person dome tent in backpack.

Vampire (Template)

Vampires speak, read, and write the languages they knew in life. Template Traits

“Vampire” is an acquired template that can be added to any humanoid, or monstrous humanoid (referred to hereafter as the base creature). The creature’s type changes to undead. It uses all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +2.

Undead: Vampires have the traits and immunities common to undead.

Hit Dice: Change to d12. Vampires have no Constitution score.

Speed: Same as the base creature. If the base creature has a swim speed, the vampire retains the ability to swim and is not vulnerable to immersion in running water (see below).

Defense: The base creature’s natural armor improves by +6.

Attacks: A vampire retains all the attacks of the base creature and gains a slam attack if it didn’t already have one. The vampire’s slam attack deals damage according to its size: Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium-size 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6.

Special Qualities: A vampire retains all the special qualities of the base creature and gains the additional special qualities described below.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of temporary Constitution damage each round the pin is maintained.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire’s energy drain attack rises as a vampire loyal to its creator (called the master vampire, or simply “master”). The new vampire gains three allegiances (in any order): chaos, evil, and master. All previous allegiances are lost permanently. A vampire loses its allegiance to its master (and may adopt a new allegiance to replace it) only when the master vampire is destroyed.

Domination (Su): As an attack action, a vampire can crush an opponent’s will just by gazing into his or her eyes. The vampire can attempt to dominate only one target at a time, and the target must be within 30 feet and able to see the vampire. A target that fails a Will save (DC 10 + 1/2 vampire’s Hit Dice + vampire’s Charisma modifier) becomes the vampire’s thrall for 1 day per

Hit Die of the vampire. The thrall temporarily loses all previous allegiances and adopts a singular, unswerving allegiance to the vampire. If the vampire commands its thrall to do something blatantly self-destructive, the target can make a Will save to break the vampire’s control. If the save succeeds, the target becomes free-willed and regains its previous allegiances.

Energy Drain (Su): A living creature hit by a vampire’s slam attack gains two negative levels. See page 226 for more information on energy drain and negative levels. A creature killed by a vampire’s energy drain attack rises as a vampire under its creator’s control (see Create Spawn, above).

Alternate Form (Su): A vampire can assume the form of a bat, rat, or wolf as a move action. The vampire can remain in that form until it assumes another form or until the next sunrise.

Children of the Night (Su): Vampires command the lesser creatures of the world and, once per day, can call forth a pack of 4d8 rats, a swarm of 10d10 bats, or a pack of 3d6 wolves as a full-round action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Damage Reduction 15/+1 (Su): In campaigns without magic weapons, the GM can disregard the vampire’s damage reduction, change it to 15/silver or 15/wood, or apply the damage reduction only to certain types of weapons (ballistic, bludgeoning, piercing, slashing, or sonic/concussion).

Fast Healing 5 (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points or lower, a vampire automatically assumes gaseous form (see below) and attempts to escape. It must reach its coffin home within 2 hours or be destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, its hit points rise to 1 hit point after 1 hour; the vampire then resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a move action, the vampire (and all its gear) becomes insubstantial, misty, and translucent. The vampire gains damage reduction 20/+1 in this form. Its armor (including natural armor) ceases to modify its Defense, though other modifiers (such as from Dexterity and size) still apply. The vampire cannot attack or use supernatural abilities while in gaseous form.

A vampire in this form can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability. It can pass through small holes or narrow openings, even mere cracks. Its gaseous form is subject to wind and cannot enter water or other liquid.

Cold Resistance 20 (Ex): A vampire ignores the first 20 points of cold damage from any cold-based attack.

Electricity Resistance 20 (Ex): A vampire ignores the first 20 points of electricity damage from any electricity-based attack.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a spider climb spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Darkvision (Ex): Vampires have darkvision with a range of 60 feet.

Weaknesses (Ex): A vampire has several weaknesses, described below. A vampire can have fewer weaknesses, but each lost weakness costs a vampire one of its other special qualities. For example, a vampire that is immune to the effects of garlic might be unable to summon children of the night.

Direct Sunlight: The merest sliver of sunlight deals 2d6 points of damage to a vampire. A vampire exposed to direct sunlight

for 1 full round must succeed on a Fortitude save (DC 20) or be consumed by fire and destroyed utterly.

Garlic: A vampire cannot enter or pass through any 5-foot square containing garlic. A vampire takes a –2 penalty on melee attack rolls against a target wearing garlic.

Holy Symbol: A vampire takes a –2 penalty on melee attack rolls against a creature prominently wearing or brandishing a holy symbol. The symbol's touch deals 1d4 points of holy damage to a vampire, and a vampire reduced to 0 hit points in this fashion is destroyed utterly. This holy damage can be healed only by inflict spells (see page 348).

Inviolable Sanctuary: A vampire cannot enter a privately owned residence unless invited in by the rightful owner or tenant.

Mirror: A vampire in view of a mirror cannot use its domination special quality (see above).

Running Water: A vampire cannot cross running water (but may be carried across). A vampire immersed in running water loses one-third of its remaining hit points each round until it is destroyed at the end of the third round.

Wooden Stake: Wooden weapons that deal piercing damage (such as wooden stakes, arrows, pool cues, spear shafts, and table legs) threaten a critical hit against a vampire on a natural 20 (unless noted otherwise), even though vampires are normally immune to critical hits. A successful critical hit destroys a vampire instantly, turning it to dust.

Allegiances: Previous allegiances are lost, replaced by allegiances to chaos, evil, and master (or simply chaos and evil if the master vampire has been destroyed). Changed allegiances might cause the loss of particular class abilities.

Ability Scores: Vampires gain the following ability score increases: Str +6, Dex +4, Int +2, Wis +2, Cha +4. As undead creatures, vampires have no Constitution score.

Skills: Same as the base creature (human vampires retain the extra skill points afforded to all humans). Vampires receive a +8 species bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Feats: Vampires gain the bonus feats Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites and doesn't already have these feats. Human vampires keep the extra feat they gained as a 1st-level human character.

Advancement: By character class.

Vampire (Human Fast Hero 2/Charismatic Hero 3): CR 7; Medium-size undead; HD 5d12; hp 32; Mas —; Init +8; Spd 30 ft.; Defense 25, touch 19, flat-footed 21 (+4 Dex, +5 class, +6 natural); BAB +2; Grap +6; Atk +6 melee (1d6+4, slam); Full Atk +6 melee (1d6+4, slam) +7 melee (2d6/___19–20, mastercraft katana), or +6 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ blood drain, create spawn, domination (DC 17), energy drain, alternate form, children of the night, damage reduction 15/+1, fast healing 5, gaseous form, cold and electricity resistance 20, spider climb, +4 turn resistance, darkvision 60 ft., weaknesses; AL evil, chaos, master; SV Fort +2, Ref +10, Will +3; AP 2; Rep +5; Str 19, Dex 18, Con —, Int 14, Wis 10, Cha 20.

Skills: Bluff +17*, Diplomacy +9*, Disguise +9, Drive +8, Gather Information +9*, Hide +18, Intimidate +9*, Knowledge (art) +6, Knowledge (current events) +7, Knowledge (popular culture) +7, Perform (stringed instruments) +9*, Listen +10,

Move Silently +18, Read/Write Language (any two), Search +10, Sense Motive +8, Speak Language (any two), Spot +10.

*The vampire gains a +3 bonus on these Charisma-based skill checks when influencing members of its chosen gender (see Charm, page 30).

Feats: Alertness, Combat Reflexes, Dodge, Exotic Melee Weapon (katana), Improved Initiative, Iron Will, Lightning Reflexes, Renown, Simple Weapons Proficiency, Stealthy, Windfall.

Talent (Fast Hero): Evasion.

Talents (Charismatic Hero): Charm, favor.

Possessions: Aston-Martin Vanquish sports coupe, eight-bedroom mansion, designer formal wear, mastercraft katana (+1), cell phone, desktop computer (with cellular modem, printer, and scanner), mastercraft violin (+1).

Werewolf (Template)

Natural werewolves are humanoids born with the ability to assume wolf and hybrid forms. A humanoid who contracts lycanthropy after being wounded by a werewolf becomes an afflicted werewolf.

Template Traits

“Werewolf” is a template (inherited for natural werewolves, acquired for afflicted werewolves) that can be added to any humanoid creature (referred to hereafter as the character).

A werewolf uses either the character's or the wolf's statistics and special abilities in addition to those described below.

Challenge Rating: Same as the character +2.

Hit Dice: Same as the character plus the wolf's Hit Dice (2d8).

Speed: Same as the character, or 50 feet for hybrid and wolf form.

Defense: Same as the character while in humanoid form. In hybrid and animal form, the creature gains a +2 natural armor bonus. This bonus does not stack with other natural armor bonuses.

Base Attack: Same as the character +1.

Grapple Bonus: Apply modifiers for Strength depending on the lycanthrope's form.

Attacks: Same as the character while in humanoid form. In hybrid and animal form, a werewolf attacks with its powerful bite, dealing 1d6 points of damage plus its Strength modifier.

Special Qualities: A werewolf retains all the special qualities of the character and gains the additional special qualities listed below.

Alternate Form (Su): A werewolf can assume wolf or hybrid form, but its gear is not absorbed into the new form. The bipedal hybrid form is about 6 feet tall, with a short tail and thick fur. The legs are like those of a wolf, and the head combines humanoid and lupine features in degrees that vary from one werewolf to the next. The animal form is that of a fully-grown wolf without any trace of human features.

Changing to or from wolf or hybrid form is a move action. Upon assuming either form, the werewolf regains hit points as if having rested for a day. A slain werewolf reverts to its humanoid form, although it remains dead. Afflicted werewolves find this ability difficult to control (see Lycanthropy as an Affliction, below), but natural lycanthropes have full control over this power.

Curse of Lycanthropy (Su): Any humanoid hit by a werewolf's bite attack (in wolf or hybrid form) must succeed on a Fortitude save (DC 15) or contract lycanthropy.

Trip (Ex): A werewolf in wolf form that hits with a bite attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

Scent (Ex): This ability allows a werewolf in wolf or hybrid form to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Damage Reduction 15/Silver (Su): A werewolf in wolf or hybrid form ignores the first 15 points of damage dealt by a nonsilver or nonmagical weapon but takes full damage from silvered weapons or weapons with a +1 or better magic bonus.

Wolf Empathy (Ex): A werewolf can communicate with wolves in any form and gains a +4 species bonus on Diplomacy checks when influencing a wolf's attitude. A friendly wolf understands and heeds simple commands, such as "wait," "chase," "flee," and "attack."

Darkvision (Ex): In their wolf and hybrid forms, werewolves have darkvision with a range of 60 feet.

Saves: Same as the character, with a +3 bonus on Fortitude and Reflex saves.

Ability Scores: Werewolves gain the following ability score increases: Con +4, Wis +2. Additionally, a werewolf that assumes wolf and hybrid form gains the following additional benefits for as long as it remains in either form: Str +2, Dex +4.

Allegiances: A natural werewolf typically has allegiance to chaos and evil. An afflicted werewolf gains the chaos and evil allegiances (displacing other allegiances, if need be). These allegiances can be removed only when the werewolf has the ability to control the curse of lycanthropy by taking 10 on a Control Shape check.

Skills: Same as the character, with a +1 species bonus on Hide checks, a +2 species bonus on Move Silently checks, a +3 species bonus on Spot checks, and a +5 species bonus on Listen checks. A werewolf in wolf or hybrid form also gains a +4 species bonus on Survival checks when tracking by scent.

Feats: Same as the character. A werewolf gains the bonus feats Iron Will and Weapon Finesse (bite).

Talents: Same as the character.

Werewolf in Humanoid Form (Human Strong Hero 5): CR 7; Medium-size humanoid; HD 5d8+15 plus 2d8+6; hp 52; Mas 17; Init +2; Spd 30 ft.; Defense 15, touch 15, flat-footed 13 (+2 Dex, +3 class); BAB +5; Grap +8; Atk +8 melee (1d6+6/_19–20, cleaver); Full Atk +8 melee (1d6+6/19–20, cleaver), or +7 ranged (2d8, Mossberg); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ alternate form, trip, scent, wolf empathy; AL evil, chaos; SV Fort +9, Ref +6, Will +2; AP 2; Rep +1; Str 16, Dex 14, Con 17, Int 12, Wis 12, Cha 8.

Skills: Climb +9, Handle Animal +3, Hide +3, Jump +7, Knowledge (current events) +5, Knowledge (popular culture) +5, Knowledge (streetwise) +5, Listen +6, Move Silently +4, Profession +5, Read/Write Language (any two), Speak Language (any two), Spot +4, Swim +9.

Feats: Athletic, Heroic Surge, Iron Will, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency, Weapon Finesse (bite).

Talents (Strong Hero): Melee smash, improved melee smash, advanced melee smash.

Possessions: Mossberg (12-gauge shotgun), 12 rounds of 12-gauge ammunition, cleaver, casual clothes.

Werewolf in Hybrid or Wolf Form (Human Strong Hero 5): As humanoid form except: Init +4; Spd 50 ft.; Defense 17, touch 15, flat-footed 15 (+2 Dex, +3 class, +2 natural); Grap +9; Atk +9 melee (1d6+7, bite); Full Atk +9 melee (1d6+7, bite), or +9 ranged; SQ alternate form, curse of lycanthropy, trip, scent, damage reduction 15/silver, wolf empathy, darkvision 60 ft.; SV Ref +8; Str 18, Dex 18.

Adjusted Skills: Climb +10, Hide +5, Jump +8, Move Silently +6, Swim +10, Survival +5 (when tracking by scent).

Lycanthropy as an Affliction

When a character contracts lycanthropy through a werewolf's attack, no symptoms appear until the first night of the next full moon. On that night, the afflicted character involuntarily assumes animal form and becomes a ravenous beast, forgetting his or her own identity. The character remains in animal form until dawn and remembers nothing about the incident. Thereafter, the character is subject to involuntary transformation under the full moon and whenever damaged in combat. He or she feels an overwhelming rage building up and must succeed on a Control Shape check to resist changing into animal form.

Curing Lycanthropy

An afflicted character who eats a sprig of belladonna (also called wolfsbane) within an hour of a lycanthrope's attack can attempt a Fortitude save (DC 20) to shake off the affliction. If someone with ranks in the Treat Injury skill administers the herb, use the character's saving throw or the healer's Treat Injury check, whichever is higher. The character gets only one chance, no matter how much belladonna is consumed. The belladonna must be reasonably fresh (picked within the last week).

Fresh or not, belladonna is toxic. A character consuming the herb must succeed on a Fortitude save (DC 13) or take initial damage of 1d6 points of temporary Strength. One minute later, the character must succeed on a second save (same DC) or take an additional 2d6 points of temporary Strength damage. The only other way to remove the curse of lycanthropy is to cast remove curse or break enchantment on the character during one of the three days of the full moon. After receiving the spell, the character must succeed on a Will save (DC 20) to break the curse (the caster knows whether the spell works). Otherwise, the process must be repeated. Characters undergoing this cure are often kept bound or confined in cages until the cure takes effect. Only afflicted lycanthropes can be cured of lycanthropy. Natural lycanthropy cannot be cured.

New Skill: Control Shape (Wis) Trained Only

Any character who has contracted lycanthropy and is aware of his or her condition can learn Control Shape as a class skill. This determines whether the afflicted werewolf can voluntarily control his shape. Natural lycanthropes have control over their shapeshifting abilities.

Check: The afflicted character must make a check at moonrise each night of the full moon to resist involuntarily assuming animal form. An injured character must also check for an involuntary change after accumulating enough damage to reduce his or her hit point total to three-quarters of its full normal value

and again after each additional one-quarter lost (save DC same as for full moon).

Task	DC
Resist involuntary change	25
Return to humanoid form (full moon ¹)	25
Return to humanoid form (not full moon)	20
Voluntary change (full moon)	10
Voluntary change (not full moon)	15

¹ For game purposes, the full moon lasts three days every month.

Try Again?: Check for an involuntary change once each time a triggering event occurs. On a failed check to return to humanoid form (see below), the character must remain in animal or hybrid form until the next dawn, when he or she automatically returns to humanoid form.

Special: A character can take 10, but cannot take 20.

When returning to normal form after an involuntary change, the character attempts a Wisdom check (DC 15) to realize what has happened. If the check succeeds, the character becomes aware of the affliction and can now voluntarily attempt to change to animal or hybrid form, using the appropriate DC. An attempt is a standard action and can be made each round. Any voluntary change to animal or hybrid form immediately and permanently changes the character's two strongest allegiances to chaos and evil.

An afflicted character who is aware of his or her condition can also try to return to humanoid form after assuming animal or hybrid form, using the appropriate DC. Only one attempt is allowed, however, as described above.

Time: Attempting to control one's shape is a full-round action.

Wolf

Species Traits

Scent (Ex): This ability allows a wolf to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 152) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skill Bonuses: Wolves receive a +4 species bonus on Survival checks when tracking by scent.

Wolf: CR 1; Medium-size animal; HD 2d8+4; hp 13; Mas 15; Init +2; Spd 50 ft.; Defense 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); BAB +1; Grap +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent, trip, low-light vision; AL none; SV Fort +5, Ref +5, Will +1; AP 0; Rep +0; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Survival +1 (+5 when tracking by scent).

Advancement: 3–4 HD (Large).

Wurm

Species Traits

Breath Weapon (Su): A wurm can breathe a 60-foot-long, 5-foot-wide line of fire every 1d4 rounds as an attack action. Any creature in the line of fire takes 10d10 points of damage, or half damage if a Reflex save (DC 25) succeeds.

Improved Grab (Ex): To use this ability, a wurm must hit with both claw attacks. If it gets a hold, it hangs on and stings. If a wurm grabs a creature two or more size categories smaller, it automatically deals damage with both claws and its sting each round the hold is maintained. See Improved Grab.

Fling (Ex): A wurm can drop a creature it has grabbed or use an attack action to fling it aside. A flung creature travels 30 feet and takes 3d6 points of damage. If the wurm flings it while flying, the creature takes this amount or falling damage, whichever is greater.

Poison (Ex): A creature stung by a wurm must succeed on a Fortitude save (DC 25) or take 2d6 points of temporary Constitution damage. After 1 minute has elapsed, the creature must succeed on a second save (DC 25) or take another 2d6 points of temporary Constitution damage.

Scent (Ex): This ability allows a wurm to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Immunities (Ex): Wyrms are immune to sleep, hold, and paralysis effects.

Skill Bonus: Wyrms receive a +3 species bonus on Spot checks during daylight hours.

Wurm (Adult): CR 17; Huge dragon; HD 19d12+114; hp 237; Mas 23; Init -2; Spd 20 ft., fly 60 ft. (poor), burrow 20 ft.; Defense 21, touch 6, flat-footed 21 (-2 size, -2 Dex, +15 natural); BAB +19; Grap +37; Atk +28 melee (1d8+10 plus poison, sting); Full Atk +28 melee (1d8+10 plus poison, sting), +26 melee (2d8+5, bite), +26 melee (2d6+5, 2 claws); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ breath weapon, improved grab, fling, poison, scent, immunities, darkvision 60 ft.; AL evil; SV Fort +17, Ref +9, Will +12; AP 0; Rep +0; Str 31, Dex 7, Con 23, Int 6, Wis 12, Cha 10.

Skills: Listen +22, Move Silently +17, Search +17, Spot +22 (+25 during daylight).

Feats: Alertness, Cleave (bite), Multiattack, Power Attack, Weapon Focus (sting).

Advancement: 20–26 HD (Huge); 27–38 HD (Gargantuan); 39–45 HD (Colossal).

Wurm (Hatchling): CR 6; Medium-size dragon; HD 7d12+14; hp 59; Mas 15; Init +0; Spd 20 ft., fly 60 ft. (poor), burrow 20 ft.; Defense 18, touch 10, flat-footed 18 (+8 natural); BAB +7; Grap +9; Atk +10 melee (1d4+2 plus poison, sting); Full Atk +10 melee (1d4+2 plus poison, sting), +4 melee (1d8+1, bite), +4 melee (1d6+1, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ breath weapon (DC 15; 3d10 points of fire damage), improved grab, poison (save DC 15; initial and secondary 2d6 Con), scent, immunities, darkvision 60 ft.; AL evil; SV Fort +7, Ref +5, Will +6; AP 0; Rep +0; Str 15, Dex 10, Con 15, Int 6, Wis 12, Cha 10.

Skills: Listen +10, Move Silently +7, Search +5, Spot +10 (+13 during daylight).

Feats: Alertness, Weapon Focus (sting).

Zombie (Template)

Zombies do not speak, but they understand the orders of their creators.

Template Traits

“Zombie” is a template that can be added to any corporeal creature other than an undead (referred to hereafter as the base creature). It uses all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: A zombie’s challenge rating depends on its size: Tiny or smaller 1/8, Small 1/4, Medium-size 1/2, Large 3, Huge 6, Gargantuan 10, Colossal 13.

Type: The creature’s type changes to undead.

Hit Dice: Drop any Hit Dice gained from experience, double the number of Hit Dice left, and raise them to d12.

Speed: If the base creature could fly, its maneuverability rating as a zombie drops to clumsy.

Defense: A zombie’s natural armor bonus to Defense increases to a value based on the zombie’s size (but use the base creature’s natural armor bonus, if it’s higher): Tiny or smaller +0, Small +1, Medium-size +2, Large +3, Huge +4, Gargantuan +7, Colossal +11.

Attacks: The zombie retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature. A zombie also gains a slam attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the zombie’s size (but use the base creature’s slam damage if it’s greater): Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium-size 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6. For purposes of Strength bonuses to damage, a slam attack is considered a two-handed attack.

Special Qualities: A zombie loses all of the base creature’s supernatural and spell-like qualities except for immunity or resistance to specific energy types. A zombie may retain any or all of the base creature’s extraordinary abilities, at the GM’s discretion. In addition to gaining the undead type, a zombie has the following special quality:

Move or Attack Action Only (Ex): A zombie has poor reflexes and can perform only a single move action or attack action on its turn. It can only move and attack if it charges.

Allegiances: A zombie loses any previous allegiances and adopts a new allegiance to its creator. This allegiance cannot be broken.

Saves: A zombie’s saving throw modifiers are based on Hit Dice and given in Table 8–2: Creature Saves and Base Attack Bonuses.

Action Points: A zombie does not acquire or amass action points. It loses any action points gained by the base creature.

Reputation Bonus: A zombie has a +0 Reputation bonus.

Ability Scores: A zombie’s ability scores change as follows: Str +2, Dex –2. Additionally, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma decreases to 1.

Skills: The zombie loses all skills.

Feats: The zombie loses all of the base creature’s feats and gains the Toughness feat.

Human Zombie: CR 1/2; Medium-size undead; HD 2d12 plus 3 (Toughness feat); hp 16; Init –1; Spd 30 ft.; Defense 11, touch 9, flat-footed 11 (–1 Dex, +2 natural); BAB +0; Grap +1; Atk +1 melee (1d6+1, slam); Full Atk +1 melee (1d6+1, slam); FS 5 ft.

by 5 ft.; Reach 5 ft.; SQ undead, move or attack action only; AL none or creator; SV Fort +0, Ref –1, Will +3; AP 0; Rep +0; Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1.

Skills: None.

Feats: Toughness.

Possessions: Burial clothes.

Huge Crocodile Zombie: CR 6; Huge undead; HD 14d12 plus 3 (Toughness feat); hp 94; Init +0; Spd 20 ft., swim 30 ft.; Defense 15, touch 8, flat-footed 15 (–2 size, +7 natural); BAB +5; Grap +22; Atk +12 melee (2d8+13, bite), or +12 melee (1d6+13, tail slap); Full Atk +12 melee (2d8+13, bite), or +12 melee (1d6+13, tail slap); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ undead, move or attack action only, aquatic, improved grab, low-light vision; AL none or creator; SV Fort +9, Ref +6, Will +3; AP 0; Rep +0; Str 29, Dex 10, Con —, Int —, Wis 10, Cha 1.

Skills: None.

Feats: Toughness.

Researching Creatures

Researching a creature and learning its weaknesses will increase the likelihood of victory in the ultimate confrontation.

A hero can uncover secrets about a particular creature or type of creature through research. The success of any such endeavor is measured with Research skill checks.

Researching a creature takes 1d4 hours plus an additional 1d4 hours if the creature is unique or has traits unlike other members of its species. The type of information gleaned in this amount of time depends on the hero’s Research check result, as shown below.

Type of Information	Research Check DC
Type Traits	
Reveals a creature’s type and any traits common to that type.	15
Species Traits	
Reveals a specific creature’s species traits.	20
Unique Traits	
Reveals the unique attributes and weaknesses (if any) of a specific creature.	25

Creature Weaknesses

Although a creature’s type and species determine many of its traits and abilities, GMs are encouraged to alter a creature’s physiology, behavior, abilities, tactics, and defenses when it serves the story or to confound players who think they know everything about their opponents.

The rules provided allow GMs to build custom monsters and ascribe special qualities to them. When designing a creature, the GM should also think of ways the creature can be defeated.

From the heroes’ point of view, a creature’s weaknesses are more important than its abilities. Assigning weaknesses to creatures gives under-powered or poorly equipped heroes a fighting chance.

Table: Sources of Weakness lists many sources to which a creature may be vulnerable. A source can be a specific object, location, substance, sound, sensation, or activity. How the creature interacts with a source of weakness is left up to the GM, although most sources must be in close proximity to the creature (if not touching the creature) to affect it. GMs may roll randomly on the table, choose a source that suits the creature, or devise their own.

Source Effects

After determining a creature's source of weakness, the GM needs to decide how the creature reacts when confronted by the source. Pick an effect that seems appropriate for the creature and the source.

A creature gets either a Fortitude or Will saving throw to overcome or resist the source of weakness; the DC of the save varies depending on the source's strength:

Strength of Source	Save DC
Easily resistible	10
Moderate	15
Strong	20
Overpowering	25

Creatures usually react to a source of weakness in one of six ways:

Addiction: The creature is compelled to ingest, imbibe, or inhale the source. The source must be within 5 feet of the creature to affect it. On a successful Will save, the creature negates the compulsion. On a failed save, the creature spends a full-round action indulging its addiction, then may resume normal actions while suffering one or more of the following effects (GM's choice):

- Creature takes a –2 penalty to Dexterity and Wisdom.
- Creature takes a –2 penalty on attack rolls and skill checks.
- Creature loses 10% of its current hit points.
- **Blindness:** The creature has a 50% miss chance in combat, loses any Dexterity bonus to Defense, moves at half speed, takes a –4 penalty on Strength and Dexterity-based skills, and cannot make Spot checks. Foes gain a +2 bonus on attack rolls to hit the creature.
- **Deafness:** The creature takes a –4 penalty to initiative checks and has a 20% chance of spell failure when casting spells with verbal components. The creature cannot make Listen checks.
- Creature loses one of its extraordinary, supernatural, or spell-like special qualities.

Each effect lasts 1d4 hours. Even creatures immune to mind-affecting effects are susceptible to a source-induced addiction.

Attraction: The creature is compelled to move as fast as it can toward the source. On a successful Will save, the creature resists the compulsion. On a failed save, the creature moves toward the source at its maximum speed, taking the safest and most direct route. Once it reaches the source, the compelled creature seeks to possess it. If the source isn't something the creature can easily possess, it gets a new save every round to break the compulsion.

Even creatures immune to mind-affecting effects are susceptible to a source-induced attraction.

Aversion: The creature finds the source repellant. On a failed save, the creature cannot approach or remain within 1d4 x10 feet of it. In the case of traveling sounds, the creature moves away from the source as fast as it can, stopping only when it can no longer hear it. On a successful Will save, the creature overcomes its aversion and may approach the source freely. A repelled creature that cannot move the requisite distance from the source suffers one or more of the following effects (GM's choice):

- Creature takes a –2 morale penalty to Strength and Dexterity.
- Creature takes a –2 morale penalty on attack rolls, damage rolls, and skill checks.
- Creature takes a –2 penalty to Defense.
- **Blindness:** See Addiction, above.
- **Deafness:** See Addiction, above.
- Creature loses one of its extraordinary, supernatural or spell-like special qualities.

Each effect lasts until the creature leaves the affected area and for 1d4 rounds afterward. Even creatures immune to mind-affecting effects are susceptible to a source-induced aversion.

Fascination: The creature finds the source fascinating and ceases all attacks and movement upon seeing, hearing, smelling, or otherwise perceiving it. On a successful Will save, the creature negates the fascination and can act normally. On a failed Will save, the creature can take no actions, and foes gain a +2 bonus on attack rolls against the creature. Any time the creature is attacked or takes damage, it gets a new save to negate the fascination. Otherwise, the fascination lasts as long as the creature can see, hear, smell, or otherwise perceive the source. Even creatures immune to mind-affecting effects are susceptible to a source-induced fascination.

Fear: The creature is frightened by the source. If it fails its Will save, the creature flees from the source as fast as it can. If unable to flee, the creature takes a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws. On a successful save, the creature overcomes the fear and can approach the source or otherwise act without penalty. Even creatures immune to mind-affecting effects are susceptible to a source-induced fear.

Harm: Contact with the source or proximity to the source harms the creature in some fashion. On a successful Fortitude save, the creature negates the effect or, in the case of instant death or disintegration, takes damage instead. GMs may choose one of the following effects or invent their own:

- **Blindness and deafness:** See Addiction, above. The blindness and deafness last 1d4 hours.
- Creature loses all of its supernatural and spell-like special qualities.
- Creature is turned to stone instantly.
- Creature loses 50% of its current hit points.
- Creature drops dead. On a successful save, the creature takes 3d6+15 points of damage instead.
- Creature is disintegrated. On a successful save, the creature takes 5d6 points of damage instead.

Even creatures immune to effects that require Fortitude saves are susceptible to source-induced harm.

Table: Sources of Weakness

d%	Source
01	Alcohol or moonshine
02	Amber
03	Animated cartoons
04	Archways
05–06	Bells or chimes
07	Books written by William Blake
08	Bunnies
09–10	Cancerous organs
11	Carbonated soft drinks
12–13	Cats
14	Chrome
15–16	Classical music
17	Clocks
18	Clowns
19	Cocaine
20–21	Country music
22–23	Crosses or crucifixes
24	Crows
25	Dogs
26	Elvis Presley memorabilia
27	Fast cars
28	Fast foods
29–30	Fluorescent lights
31	Games of chance
32	Gold or iron pyrite (fool's gold)
33	Grave dirt
34–35	Heavy metal music
36–37	Holy symbols
38–39	Holy water
40	Hospitals
41	Ice cream
42	Insecticide (DDT)
43	Jack o'-lanterns
44	Keys
45–46	Laughter of children
47	Laundry detergent
48	Lavender
49	Lilac-scented candles
50	Mathematical equations
51	Morphine
52–53	Nerve gas
54	Nitrous oxide (laughing gas)
55	Novocaine
56–57	Number "8"
58	Pearls
59	Penicillin
60	Photo flashes
61–62	Plastic or vinyl
63–64	Played violin or electric guitar
65	Playgrounds
66–67	Plutonium
68	Poppies
69	Pulsing strobe lights
70–71	Radiation
72	Radio waves
73	Rubber

74	Running water
75–76	Silver
77	Sodium benzoate (food preservative)
78–79	Sodium chloride (salt)
80–81	Specific phrase or word
82	Specific song
83	Spoken Latin
84	Stuffed animals
85	Sumerian or Egyptian hieroglyphs
86–87	Sunlight
88–89	The Bible
90	Tinfoil
91–92	Toxic waste
93–94	Triangles
95	Television infomercials
96	Television static
97–98	White rice
99–100	X-rays

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FX BASICS

Arcane spells, divine spells, and psionic powers are all representative of abilities beyond the scope of most ordinary individuals, and are called as a group FX abilities. FX abilities are features of a few advanced classes, and are not available to basic classes. FX abilities have a number of similarities to each other as well as obvious differences.

Spells

A spell is a one-time magical effect. Magic is used by individuals with magical power, which include spellcasters and creatures with spells and spell-like abilities. Spells can be arcane or divine.

Arcane spells involve direct manipulation of mystic energies. These manipulations require long study, and tend to produce dramatic results.

Divine spells draw power from an unworldly source, be it from within the caster's own beliefs or some greater entity of power. Divine spellcasting requires meditation and provides more utilitarian effects, including the ability to heal the wounded. Some spells may be cast by both arcane and divine caster, functioning as arcane spells when cast by arcane casters and divine spells when cast by divine casters.

Most spells require the caster to speak some utterance, make complex gestures, or sometimes expend an object or a small quantity of some substance. The spellcaster's activity is visible to others, and the effects often are too, but the magic itself is not.

Each spellcasting advanced class learns and casts spells differently. See the class description for more details.

Casting a Spell

To cast a spell, the character must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate some material (if it has a material component) or focus (if any). Additionally, the character must concentrate to cast a spell. (See the Concentration skill)

If a spell has multiple versions, the character chooses which version to use when he or she casts it.

A character may fail when trying to cast an arcane spell while wearing armor. Chance of failure depends on the type of armor and the character's proficiency with it.

Arcane Spell	Arcane Spell
Type	Failure (Nonproficient)
Light	20%
Medium	30%
Heavy	40%

FX Skills

These skills may be available in campaigns using FX.

Concentration (Con):

The normal Concentration skill expands to include FX applications, as defined below.

Check: A character must make a Concentration check whenever he or she may potentially be distracted while engaged in an activity, including casting a spell, manifesting a power, or concentrating on an active spell/power, that requires the character's full attention.

If the check succeeds, the character may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If the character was in the process of casting a spell/manifesting a power, the spell/power is lost. If the character was concentrating on an active spell/power, the spell/power ends.

In situations where the distractions listed under the concentration skill occur while a character is casting a spell/manifesting a power, add the level of the spell to the DC.

Try Again?: A character can try again, but doing so doesn't cancel the effects of a previous failure.

Special: By making a check (DC 15 + spell/power level), a character can use Concentration to cast a spell/manifest a power defensively, thus avoiding attacks of opportunity. If the check succeeds, the character can attempt the casting/manifesting without incurring any attacks of opportunity.

Spellcraft (Int): Trained only.

Use this skill to identify spells as they are cast or spells already in place.

Check: The character can identify spells and magic effects.

Additionally, certain spells allow a character to gain information about magic provided that he or she makes a Spellcraft check as detailed in the spell description.

Try Again?: See above.

Time: Unless otherwise indicated, using the Spellcraft skill is a move action.

DC	Task
15 + spell level	Identify a spell being cast. (The character must see or hear the spell's verbal or somatic components.) The character can't try again.
15 + spell level	Learn a spell from a spellbook or scroll. The character can't try again for that spell until he or she gains at least 1 rank in Spellcraft.
15 + spell level	Prepare a spell from a borrowed spellbook. One try per day.
15 + spell level	When casting detect magical aura, determine the school of magic involved in the aura of a single item or creature the caster can see. (If the aura isn't a spell effect, the DC is 15 + one-half caster level.)
20 + spell level	Identify a spell that's already in place and in effect. (The character must be able to see or detect the effects of the spell.) The character can't try again.
20 + spell level	Identify materials created or shaped by magic. The character can't try again.
20 + spell level	Decipher a written spell (such as a scroll) without using read magic. One try per day.
25 + spell level	After rolling a saving throw against a spell targeted at the character, determine what spell was cast upon the character. This is a reaction.
25	Identify a potion. This takes 1 minute.
20	Draw a diagram to augment casting a dimensional anchor on a summoned creature. Takes 10 minutes. The character can't try again. The GM makes this check.
30 or higher	Understand a strange or unique magical effect. The character can't try again.

Use Magic Device (Cha): Trained only.

Use this skill to activate magic devices, including scrolls and wands that the character could not otherwise activate. Check: A character can use this skill to read a spell from a scroll or spellbook or activate a magic item. This skill lets the character use a magic item as if he or she had the spell ability or class features of another class or a different allegiance. When a character is attempting to activate a magic item using this skill, he or she does so as an attack action. However, the checks the character makes to determine whether he or she is successful at activating the item take no time by themselves and are included in the activate magic item attack action. A character makes Use Magic Device checks each time he or she activates a device such as a scroll or a wand. If the character is using the check to emulate some quality in an ongoing manner, he or she needs to make the checks once per hour.

Task	DC
Activate blindly	25
Decipher a written spell	25 + spell level
Emulate class feature	20
Emulate ability score	See text
Emulate allegiance	30
Use a scroll	20 + caster level
Use a wand	20

Activate Blindly: Some magic items are activated by special words, thoughts, or actions. A character can activate such items

as if he or she was using the activation word, thought, or action even if he or she is not, and even if the character doesn't know it. The character does have to use something equivalent. He or she has to speak, wave the item around, or otherwise attempt to get it to activate. The character gets a +2 bonus on the check if he or she has activated the item at least once in the past. If the character fails the check by 10 or more, he or she suffers a mishap. A mishap means that magical energy is released, but it doesn't do what the character wanted it to. The GM determines the result of a mishap. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy deals 2d6 points of damage to the character.

Decipher a Written Spell: This works like the same use of the Spellcraft skill, except that the DC is 5 points higher. Deciphering a written spell takes 1 minute of concentration.

Emulate Class Feature: Sometimes a character needs a class feature to activate a magic item. The character's effective level in the emulated class equals his or her check result minus 20. This skill use doesn't allow the character to use the class feature of another class. It just lets the character activate items as if he or she had the class feature. If the class whose feature the character is emulating has an allegiance requirement, the character must meet it. This may require a separate check to emulate allegiance (see below).

Emulate Ability Score: To cast a spell from a scroll, a character needs a high ability score in the appropriate ability (Intelligence for arcane spells, Wisdom for divine spells). The character's effective ability score (appropriate to the class he or she is emulating when he or she tries to cast a spell from a scroll) equals the character's check result minus 15. If the character already has a high enough score in the ability, he or she doesn't need to make this check.

Emulate Allegiance: Some magic items have positive or negative effects based on the user's allegiance. The character can use these items as if he or she were of an allegiance of his or her choice. The character can only emulate one allegiance at a time.

Use a Scroll: Normally, to cast a spell from a scroll, a character must belong to a class that has access to the arcane or divine spell inscribed therein. This use of the skill allows the character to use a scroll as if he or she were of the appropriate spellcasting class. The DC equals 20 + the caster level of the spell the character is trying to cast from the scroll. To cast a spell from a scroll, the character must first decipher it. In addition, casting a spell from a scroll requires a minimum score of 10 + the spell's level in the appropriate ability. If the character doesn't have a sufficiently high score, he or she must emulate the ability score with a separate check (see above).

Use a Wand: Normally, to use a wand a character must belong to a class that has access to the arcane or divine spell ensorcelled therein. This use of the skill allows the character to use a wand as if he or she was of the appropriate spellcasting class.

Try Again?: Yes, but if the character ever rolls a natural 1 while attempting to activate an item and he or she fails the check, then the character can't try to activate that item again for 24 hours.
 Special: A character can't take 10 or take 20 with this skill.

Autohypnosis (Wis): Trained only.

The character has trained your mind to resist certain injuries and threats while also gaining a few select benefits.

Check: The DC and effect depend on the task attempted.

Task	DC
Resist fear	15
Memorize	15
Tolerate poison	Poison's DC
Willpower	20

Resist Fear: In response to a fear effect, the character can make an Autohypnosis check on his or her next action even if the character has been overcome by fear. A successful check grants the character another saving throw with a +4 morale bonus to resist the fear effect.

Memorize: The character can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information. Each successful check allows the character to memorize up to 250 words or the equivalent of what could be comfortably contained on an 8 1/2-by-11-inch sheet of paper. The character always retain this information; however, he or she can only recall it with a successful Autohypnosis check.

Tolerate Poison: In response to being poisoned, the character can make an Autohypnosis check on his or her next action. A successful check grants the character a +4 morale bonus on his or her saving throw to resist the poison's secondary damage.

Willpower: If reduced to 0 hit points (disabled), the character may make an Autohypnosis check. If successful, the character can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties—the character can choose not to perform the strenuous action. If the character does perform the strenuous action after failing the check, he or she takes 1 point of damage, as normal.

Try Again?: For resist fear and memorize, a character can make a check once per round. A character can't try again to tolerate poison. A character can't try again in the same round for willpower.

Special: A character can take 10 on Autohypnosis checks, but can't take 20.

Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.

Psicraft (Int): Trained only.

Use this skill to identify psionic powers as they manifest or psionic effects already in place.

Check: A character can identify psionic powers and effects.

DC	Task
15 + power level	Identify a psionic power as it manifests. (The character must sense the power's display or see some visible effect to identify a power.) The character can't try again.
20 + power level	Identify a power that's already in place and in effect. (The character must be able to see or detect the effects of the power.) The character can't try again.
20 + power level	Identify materials created or shaped by psionics. The character can't try again.
30 or higher	Understand a strange or unique psionic effect. The character can't try again.

Try Again?: See above.

Time: Unless otherwise indicated, Psicraft is a move action.

How to Read a Spell Description

Spells have a number of defining characteristics that distinguish each spell from the others. Each spell description includes most or all of the following pieces of information.

School

The first line beneath the spell's name provides the school (and perhaps also a subschool) that the spell belongs to. Schools provide a way of grouping together spells that have certain characteristics in common.

Abjuration: Spells of this school are protective spells. They create physical or magical barriers or negate magical or physical abilities.

Conjuration (Creation): This type of spell manipulates matter to create an object or creature in a place the spellcaster designates. If the spell has a duration other than instantaneous, magic holds the creation together, and when the spell ends or is dispelled, the conjured creature or object vanishes without a trace. If the spell has an instantaneous duration, the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence.

Conjuration (Healing): Certain divine conjuration spells can heal creatures or even bring them back to life.

Conjuration (Summoning): A summoning spell instantly brings a creature or an object to a place the caster designates. When the spell ends or is dispelled, the summoned creature is instantly sent back to where it came from, but a summoned object is not sent back unless the spell description specifically indicates this. A summoned creature also goes away if it is killed or dropped to 0 hit points.

Conjuration (Teleporting): A spell of this type transports one or more creatures or objects a great distance.

Divination: These spells enable you to learn information, to find hidden things (true seeing), or to foil deceptive spells.

Enchantment: An enchantment spell affects the minds of others, influencing or controlling their behavior. All enchantment spells have the mind-affecting descriptor (see below for more on spell descriptors).

Evocation: These spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce

spectacular effects, and evocation spells can deal large amounts of damage.

Illusion: Illusion spells deceive the senses or minds of others.

Saving Throws and Illusions (Disbelief): Creatures encountering an illusion effect usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion. This allows them to disbelieve the illusion. If any viewer successfully disbelieves an illusion and communicates this fact to other viewers, each such viewer gains a saving throw with a +4 bonus.

Necromancy: Necromancy spells manipulate the power of death, unlife, and the life force. Spells involving undead creatures belong to this school, as do spells that utilize negative energy to deal damage.

Transmutation: Transmutation spells change the properties of some creature, thing, or condition.

Universal: A small number of spells belong to no school and are designated as universal. The type of magic they involve does not fall into one of the above categories.

Descriptors

Descriptors are a way of classifying spells (often from different schools) that have some common characteristic.

A spell's descriptors (if any) appear in brackets on the line identifying the school. Descriptors used for spells include cold, electricity, fear, fire, force, language-dependent, light, mind-affecting, and sonic.

Level

The relative power of a spell is indicated by its level. A spell's level also indicates whether a particular spellcaster is capable of preparing and casting the spell.

Spell Slots: Every spellcaster can prepare as many spells every day as he or she has spell slots. (See the advance class description for details.)

Spell slots have levels just as spells do; a spell slot of a certain level is designed to hold a spell of that level. It's possible, however, to place a lower-level spell in a higher-level spell slot if you desire. A character doesn't have to fill all spell slots with prepared spells every day (although it usually makes sense to do so).

Components

Every spell has at least one type of component that the spellcaster must provide at the time of casting.

Verbal (V): To cast a spell with a verbal component, a character must speak in a firm voice. If the character cannot speak, he or she can't cast such a spell. A spellcaster who has been deafened has a 20% chance to spoil any spell he or she tries to cast if that spell has a verbal component.

Somatic (S): To cast a spell with a somatic component, a character must gesture freely with at least one hand. A character can't cast a spell that has a somatic component while bound, grappled, or with both hands full or occupied. If an arcane spellcaster casts a spell with a somatic component while wearing armor, the armor may bring with it an arcane spell failure chance.

Material (M): A material component is an object or a small amount of some substance that the caster must have on hand. It is expended and disappears when the spell is cast. Preparing these materials is a free action. The purchase DCs for expensive material components are included in the spell descriptions; if no value is given, assume a purchase DC of 2.

Focus (F): A focus is similar to a material component, except that it is not expended when the spell is cast.

Divine Focus (DF): Some divine spells require the caster to provide a divine focus. Unless some other focus is specified in the spell description this is a holy symbol of the character's. Sometimes the Components entry of a spell description contains the entry "M/DF". This indicates a spell that can be cast as either an arcane spell or a divine spell—an arcane caster casting it needs the specified material component, while a divine caster needs to provide a divine focus.

Casting Time

This entry tells how much time is needed to complete the casting of a spell once it is begun.

Casting a spell with a casting time of 1 action is an attack action. The spell takes effect immediately.

Casting a spell with a casting time of 1 full round is a full-round action. A character can take a 5-foot step before, during, or after casting, but you cannot otherwise move. The spell takes effect at the beginning of that character's turn in the round after he or she began to cast it. The character then acts normally after the casting is completed.

A spell that takes 1 minute to cast comes into effect just before the character's turn 1 minute later (the character spends each of those 10 rounds casting as a full-round action).

When a character begins a spell that takes 1 full round or longer to cast, he or she must continue the invocations, gestures, and/or concentration from one round to just before his or her turn in the next round (at least). If the character loses concentration after starting the casting and before it is complete, the spell is lost (see the Concentration skill).

A character retains his or her Dexterity bonus to Defense while casting a spell.

Attacks of Opportunity: Generally, if a character attempts to cast a spell, he or she provokes attacks of opportunity from threatening enemies. Table: FX Actions in Combat specifies whether a certain activity provokes attacks of opportunity (AoO). If a character takes damage from an attack of opportunity, he or she must make a Concentration check or lose the spell he or she was trying to cast.

Casting on the Defensive: A character may attempt to cast a spell while on the defensive. This option means casting the spell while paying attention to threats and avoiding blows. In this case, the character are no more vulnerable to attack than he or she would be if the character was just standing there, so casting while on the defensive does not provoke an attack of opportunity. It does, however, require a Concentration check (DC 15 + spell level) to pull off. Failure means the spell is lost..

Table: FX Actions in Combat

Attack Actions	AoO?
Activate a ring, rod, staff, wand, or wondrous item	No
Cast a spell (attack action casting time)	Yes
Concentrate to maintain an active spell or power	No
Dismiss a spell or power	No
Drink a potion	Yes
Manifest a power (attack action manifestation time)	Yes
Read a scroll	Yes
Turn or rebuke undead	No
Use spell-like ability	Yes
Use supernatural ability	No
Use extraordinary ability	No
Use touch spell on self	No
Move Actions	AoO?
Direct or redirect an active spell or power	No
Full-Round Actions	AoO?
Cast a spell (full-round action casting time)	Yes
Manifest a power (full-round action manifestation time)	Yes
Use touch spell on up to six friends	Yes
Free Actions	AoO?
Cease concentration on a spell or power	No
Prepare spell components to cast a spell	No
Make Spellcraft check on counterspell attempt	No

Range

A spell's range indicates how far from the caster it can reach—the maximum distance from the caster that the spell's effect can occur, as well as the maximum distance at which the caster can designate the spell's point of origin. If any portion of the spell's area would extend beyond the range, that area is wasted.

A spell's range usually falls into one of the following categories.

Personal: The spell affects only the caster.

Touch: The caster must touch a creature or object to affect it. To use a touch spell, the caster casts the spell and then touches the subject, either in the same round or any time later. In the same round that the character casts the spell, he or she may also touch (or attempt to touch) the target. The caster may take his or her move before casting the spell, after touching the target, or between casting the spell and touching the target. A character can automatically touch one friend or use the spell on his or herself, but to touch an opponent, the character must succeed on an attack.

Touch Attacks: Since the character only needs to touch the enemy, he or she makes a touch attack instead of a regular attack. Touching an opponent with a touch spell is considered to be an armed attack and therefore does not provoke attacks of opportunity when it is discharged on an armed opponent. However, the act of casting a spell does provoke attacks of opportunity.

Touch attacks come in two types: melee touch attacks (for touches made with the character's hand) and ranged touch attacks (for touches made with projectile and ray effects). The caster can score critical hits with either type of attack. The

opponent's Defense against a touch attack does not include any equipment bonus or natural armor bonus. The opponent's size modifier and Dexterity modifier both apply normally.

Holding the Charge: The caster does not have to touch the target immediately after casting a touch spell. Instead, he or she can "hold the charge," waiting to discharge the spell at a later time. If the character touches anything with his or her hand while holding a charge, the spell discharges. Otherwise, the character can make touch attacks round after round, until he or she succeeds (and thus discharge the spell). A character can touch one friend (or his or herself) as an attack action, or up to six friends as a full-round action. If the character casts another spell, the touch spell dissipates.

Close: The spell reaches up to 25 feet away from the caster. The maximum range increases by 5 feet for every two full spellcasting class levels.

Medium: The spell reaches up to 100 feet + 10 feet per class level.

Long: The spell reaches up to 400 feet + 40 feet per class level.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in a unit of measurement (usually feet).

Target

Some spells have a specific target or targets. A caster uses these spells directly on creatures or objects, as defined by the spell itself. The caster must be able to see or touch the target, and must specifically choose that target. The caster does not have to select his or her target until he or she finishes casting the spell. If the character casts a targeted spell on the wrong sort of target the spell has no effect.

If the target of a spell is the caster ("Target: You"), the caster does not receive a saving throw, and spell resistance does not apply.

Subject: The descriptive text of spells makes a distinction between "target" and "subject." The target of a spell is the creature(s) or object(s) it is directed against. A target becomes a subject if it fails a saving throw against the spell and is thus affected by the magic.

Effect

Some spells create or summon things rather than affecting things that are already present. The caster must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move regardless of the spell's range.

Ray: Some effects are rays. The caster aims a ray as if using a ranged weapon, though typically the character makes a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, the character can fire into the dark or at an invisible creature and hope to hit something. A character doesn't have to see the creature he or she is trying to hit, as with a

targeted spell. Intervening creatures and obstacles, however, can block the caster's line of sight or provide cover for the creature being aimed at.

If a ray has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

Spread: Some effects, notably clouds and fogs, spread out from a point of origin to a distance given in the spell description. The effect can extend around corners and into areas the caster can't see. Figure distance by actual distance traveled, taking into account turns the spell effect takes. The caster must designate the point of origin, but need not have line of effect (see below) to all portions of the effect.

Area

Some spells affect an area. The caster selects where the spell starts, but otherwise doesn't control which creatures or objects the spell affects. Sometimes a spell describes a specially defined area, but usually an area falls into one of the following categories.

Burst: As with an effect, the caster selects the spell or power's point of origin. The spell or power bursts out from this point, affecting whatever it catches in its area.

A burst spell has a radius that indicates how far from the point of origin the spell's effect extends.

Cone: A cone shoots away from the caster in the direction he or she designates. A cone starts in a square adjacent to the caster and widens out as it goes. A cone's width at a given distance from you equals that distance. Its far end is as wide as the effect is long.

Creatures: Some spells affect creatures directly (as a spell with a target does), but they affect creatures in an area of some kind rather than individual creatures the caster selects. The area might be a burst, a cone, or some other shape.

Many spells affect "living creatures," which means all creatures other than constructs and undead.

Cylinder: As with a burst, the caster selects the spell's point of origin. This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder.

Emanation: Some spells have an area like a burst except that the effect continues to radiate from the point of origin for the duration of the spell.

Quarter-Circle: Some spells have a quarter-circle-shaped area. Like a cone, the effect starts in a square adjacent to the caster and widens out as it goes.

Spread: Some spells spread out like a burst but can turn corners. The caster selects the point of origin, and the spell spreads out a given distance in all directions. Figure distance by actual distance traveled, taking into account turns the spell effect takes.

Other: A spell or power can have a unique area, as defined in its description.

(S): If an Area or Effect entry ends with "(S)" (standing for "shapeable"), the caster can shape the spell. A shaped effect or area can have no dimension smaller than 10 feet.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except it's not blocked by fog, darkness, and other factors that limit normal sight.

A caster must have a clear line of effect to any target that he or she uses a spell on, or to any space in which he or she wishes to create an effect. The caster must have a clear line of effect to the point of origin of any spell he or she casts or power he or she manifests. For bursts, cones, cylinders, and emanation spells, the spell only affects areas, creatures, or objects to which it has line of effect from its origin (a burst's point, a cone's starting point, a cylinder's circle, or an emanation spell's point of origin).

A hole of at least 1 square foot is sufficient to allow a line of effect through an otherwise solid barrier. If any given 5-foot length of barrier contains such an opening, that 5-foot length is not considered a barrier for purposes of a spell's line of effect (though the rest of the barrier still counts as normal).

Directing or Redirecting Effects: Some spells allow the caster to redirect the effect to new targets or areas after casting the spell. Redirecting a spell requires a move action that does not provoke attacks of opportunity. It also doesn't require concentration.

Duration

The Duration entry of a spell description tells how long the effect of the spell lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magical energy goes away and the spell ends. If a spell's duration is variable, the GM rolls it secretly.

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences of the spell might be long-lasting.

Permanent: The effect remains indefinitely, but is sustained by lingering magical energy. If the energy goes away, so does the effect.

Concentration: The spell or power lasts as long as the caster concentrates on it, possibly up to a specified maximum amount of time. Concentrating to maintain a spell is an attack action that does not provoke attacks of opportunity. Anything that could break the character's concentration when casting a spell can also break his or her concentration while maintaining one, causing the spell to be ruined (see Concentration, below). A character can't cast a spell while concentrating on another one.

Sometimes a spell lasts for a short time after the character ceases concentrating. In these cases, the spell keeps going for the stated length of time after the character stops concentrating.

Subjects, Effects, and Areas: If a spell affects creatures directly, the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The

effect might move or remain still. Such an effect can be destroyed prior to the end of its duration. If the spell affects an area, the spell stays with that area for the spell's duration. Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

Discharge: A few spells last for a set duration or until triggered or discharged. The spell remains in place until the triggering condition is met (at which point it takes effect) or the maximum duration is reached (at which point it dissipates, with no effect).

(D): If the Duration entry ends with “(D)” (standing for “dismissible”), the caster can dismiss the spell at will. The caster must be within range of the effect of the spell to dismiss it. Dismissing a spell is an attack action that does not provoke attacks of opportunity. A spell that depends on concentration is dismissible by its very nature, and dismissing it does not require an action (since all the caster has to do to end the spell is to stop concentrating).

Saving Throw

Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: This term means the spell has no effect on a creature that makes a successful saving throw.

Partial: The spell causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Disbelief: A saving throw is not allowed purely on the basis of encountering the spell. Rather, the creature gets a saving throw only after interacting with or carefully studying the spell. A successful save lets the subject ignore the effect.

(Object): The spell can be cast on objects, which receive saving throws only if they are magical in nature, or if they are attended (held, worn, or grasped) by a creature resisting the spell, in which case the object gets the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a spell can only be cast on objects. Some spells of this sort can be cast on creatures or objects.)

(Harmless): The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it wishes.

Saving Throw Difficulty Class: A saving throw against a spell has a DC of 10 + the level of the spell + the spellcaster's bonus for the relevant ability (see spellcasting advanced class for details).

Succeeding at a Saving Throw: A creature that successfully saves against a spell without obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell the caster senses that the spell has failed. The caster does not sense when creatures succeed at saving throws against effect and area spells.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this resistance if he or she wants to.

Items Surviving after a Saving Throw: Unless the descriptive text for the spell specifies otherwise, all items carried and worn are assumed to survive a magical attack.

If an item is not carried or worn and is not magical, it does not get a saving throw. It is simply dealt the appropriate damage.

Spell Resistance

Spell resistance is a special defensive ability that protects against spells.

Each spell description includes an entry that indicates whether spell resistance applies to the spell (if so, Yes; if not, No). In general, whether spell resistance applies depends on what the spell does:

Targeted Spell: If the spell is targeted at a creature, spell resistance applies. If the spell targets multiple specific creatures, spell resistance applies to those individuals that have it.

Area Spell: If the target is within the area of a spell, its spell resistance applies. The spell resistance protects the resistant creature without affecting the spell itself.

Effect Spell: Most effect spells summon or create something and are not subject to spell resistance. Effect spells that affect a creature more or less directly are sometimes subject to spell resistance.

Level Check: If a spell is being resisted by a creature with spell resistance, the caster must make a level check (1d20 + caster level) and get a result at least equal to the creature's spell resistance for the spell to affect that creature. If the caster fails the check, the spell doesn't affect the defender. The defender's spell resistance is like a Defense score against magical attacks.

(Harmless) and (Object): These terms mean the same thing in a spell resistance entry as they do for saving throws. A creature with spell resistance must voluntarily drop the resistance in order to receive the effects of a spell noted as harmless without the level check described above. Doing so is an attack action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn, at the beginning of which it automatically returns. A creature's spell resistance never interferes with its own spells, powers, items, or abilities.

Only spells and spell-like abilities are subject to spell resistance. Extraordinary and supernatural abilities (including enhancement

bonuses on magic weapons) are not. A creature can have some abilities that are subject to spell resistance and others that are not. Spell resistance does not stack with power resistance, and vice versa.

Descriptive Text

A spell's descriptive text explains how the spell works or what it does and includes necessary information such as the spell's material component.

The Spell's Result

Spells and Critical Hits: A spell that requires an attack roll can score a critical hit. A spell attack that requires no attack roll cannot score a critical hit.

Interrupting FX Users

Distracting Spellcasters and Psionic Characters: A character can ready an attack against a character or creature with the trigger "if he or she starts casting a spell or manifesting a power." If the attack succeeds in damaging the character or otherwise distracting him or her, he or she may lose the FX ability he or she was trying to use (as determined by his or her Concentration check result).

Readying a Counterspell: A character may ready a counterspell against a spellcaster (often with the trigger "if he or she starts casting a spell"). In this case, when the spellcaster starts a spell, the character gets a chance to identify it with a Spellcraft check (DC 15 + spell level). If the character does, and if he or she can cast that same spell (are able to cast it and have it prepared), the character can cast the spell as a counterspell and automatically ruin the other spellcaster's spell. Counterspelling works even if one spell is divine and the other arcane.

Spell Failure

If a caster ever tries to cast a spell in conditions where the characteristics of the spell (range, area, and so forth) cannot be made to conform, the effort fails and the spell is wasted. Spells also fail if the caster's concentration is broken. Arcane spells (but not divine spells) might fail if the character is wearing armor while casting a spell that has a somatic component.

Arcane Spells

Mages cast arcane spells. Arcane spells involve the direct manipulation of mystic energies. These manipulations require natural talent and long study. Compared to divine spells, arcane spells are more likely to produce dramatic results, such as flight, explosions, or transformations.

Preparing Arcane Spells

The rules for which spells, and how many spells, an arcane spellcaster can cast are given in the class description. The class

description also includes information on how the character prepares spells each day.

Arcane Magical Writings

To decipher an arcane magical writing, a character must make a successful Spellcraft check (DC 20 + the spell's level). If the check fails, the character cannot attempt to read that particular spell until the next day. A read magic spell automatically deciphers a magical writing without a skill check. If the person who created the magical writing is on hand to help the reader, success is also automatic.

Once a character deciphers a particular magical writing, he or she does not need to decipher it again. Deciphering a magical writing allows the reader to identify the spell and gives some idea of its effects (as explained in the spell description). If the magical writing was a scroll and the reader can cast arcane spells, he or she can attempt to use the scroll.

Divine Spells

Unlike arcane spells, divine spells draw power from the strength of the spellcaster's beliefs. Divine spells tend to be less flashy, destructive, and disruptive than arcane spells. What they do that arcane spells don't do is heal.

Preparing Divine Spells

The rules for which spells, and how many spells, a divine spellcaster can cast are given in the class description. The class description also includes information on how the character prepares spells each day.

Divine Magical Writings

Divine spells can be written down and deciphered just as arcane spells can (see Arcane Magical Writings, above). Any character with the Spellcraft skill can attempt to decipher the divine magical writing and identify it. However, only characters who are capable of casting the spell in its divine form can cast a divine spell from a scroll. (The character does not have to have the spell prepared; he or she only has to be capable of preparing and casting it in general.)

Psionic Powers

A psionic power is a one-time psionic effect manifested by a psionic character or creature. Psionic powers require power points to use, although naturally psionic creatures can manifest their powers a certain number of times per day with no power point cost.

Each psionic power is tied to a specific ability, which is the key ability for that psionic power. A psionic character must have a key ability score equal to at least 10 + the power's level to manifest a particular power.

Unlike arcane spellcasters, psionic characters don't have spellbooks and they don't prepare their powers ahead of time. A psionic character's level limits the number of power points available for manifesting powers. A psionic character has a set

number of powers available that he may manifest at will, provided he has sufficient power points to pay for the manifestation.

A power manifests when the psionic character pays its power point cost. The character pays the cost, and the power manifests immediately.

Psionic powers don't require special gestures, words, or materials. They operate as thoughts made manifest. Most powers do have a noticeable display associated with their use, however.

Manifesting a Power

Psionic advanced classes describe how many powers each class knows by level, as well as how many power points they have available each day.

To manifest a power, a character selects one power that he or she knows and pays the power point cost.

Power Points

A power's cost is determined by its level, as shown below. Every power's cost is also noted in its description for easy reference.

Power Level	0	1	2	3	4	5
Power point cost	0/1*	1	3	5	7	9

*A psionic character can manifest any 0-level power he or she knows a number of times per day equal to 3 + his or her psionic level; additional manifestations cost 1 power point each.

How to Read a Power Description

In most significant respects, manifesting a psionic power follows the same rules as casting a spell. The differences between a power description and a spell description are summarized in this section. See How to Read a Spell Description, above, for information that is the same for both psionic powers and spells.

Key Ability

The first line beneath the power's name provides the key ability associated with the power. A psionic character must have a score in this ability equal to at least 10 + the power's level in order to manifest the power.

Descriptors

Descriptors are a way of classifying powers that have some common characteristic. Descriptors are often useful for knowing which creatures are or are not affected by a power. A power's descriptors (if any) appear in brackets on the line containing the key ability. Descriptors for powers include compulsion, electricity, fire, language-dependent, and mind-affecting.

Level

The relative strength of a power is indicated by its level. A power's level also indicates whether a particular psionic character is capable of using the power, based on the character's class level and key ability score.

Display

When psionic powers manifest, secondary displays usually accompany the primary effect. The psionic display may be auditory (Au), material (Ma), mental (Me), olfactory (Ol), or visual (Vi). Each power describes the sort of display that accompanies it.

Manifestation Time

Manifesting a psionic power is either an attack action or a full-round action, depending on the power. See the power descriptions for details.

Range

Each psionic power has a range, as listed in the power description. A power's range is the maximum distance from the psionic character that the power's effect can occur. The range categories are the same as the ones used for spells.

Target, Effect, Area

These terms are defined and used the same as they are for spells.

Saving Throw

Most harmful powers allow an affected target a saving throw to avoid some or all of the effect. Each power lists which saving throw type applies. The DC for a saving throw to resist a power is 10 + the power's level + the psionic character's key ability modifier. The terms used to define the various types of saving throws and results are the same as for spells.

Power Resistance

Power resistance is a special defensive ability that protects against psionic powers. If a psionic character faces a creature with power resistance, he or she must make a level check (1d20 + psionic character's class level) equal to or greater than the creature's power resistance for the power to affect it. Each power description includes an entry that indicates whether power resistance applies to the power (if so, Yes; if not, No). Other details are the same as for spell resistance.

Power Point Cost

All powers of a certain level have the same power point cost. The point cost to manifest a particular power is also provided in that power's description.

Descriptive Text

A power's descriptive text explains how the power works or what it does.

Power Failure

If a character tries to manifest a power in conditions where the characteristics of the spell (range, area, and so forth) cannot be made to conform, the effort fails and the power is wasted.

Powers also fail if the character's concentration is broken (see the Concentration skill).

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SPELLS

Hit Dice: The term “Hit Dice” is used synonymously with “character levels” for effects that affect a number of Hit Dice of creatures. A creature with only Hit Dice from its species, not from any classes it may have, has a character level equal to its Hit Dice. A creature with class levels is considered to have Hit Dice equal to the total of its Hit Dice and its class levels.

Caster Level: A spell’s power often depends on caster level, which is the caster’s level in the appropriate spellcasting class. Creatures with no classes have a caster level equal to their Hit Dice unless otherwise specified.

Creatures and Characters: “Creatures” and “characters” are used synonymously in the spell descriptions.

List Format: Spells in the following lists are presented in alphabetical order with and a brief description of the spell’s effect is provided.

Aid	+1 attack, +1 on saves against fear, 1d8 temporary hit points.
Animate Dead	Creates undead skeletons and zombies.
Arcane Eye	Invisible floating eye moves 30 ft./round.
Arcane Lock	Magically locks a portal or chest.
Augury	Learn whether an action will be good or bad.
Bane	Enemies suffer –1 attack, –1 on saves against fear.
Bestow Curse	–6 to an ability; –4 on attacks, saves, and checks; or 50% chance of losing each action.
Bless	Allies gain +1 attack and +1 on saves against fear.
Blur	Attacks miss subject 20% of the time.
Break Enchantment	Frees subjects from enchantments, alterations, curses, and petrification.
Burning Hands	1d4 fire damage/level (max 5d4).
Cause Fear	One creature flees for 1d4 rounds.
Change Self	Changes the caster’s appearance.
Cloudkill	Kills 3 HD or less; 4–6 HD save or die.
Command	One subject obeys one-word command for 1 round.
Comprehend Languages	Understands all spoken and written languages.
Cone of Cold	1d6 cold damage/level.
Confusion	Makes subject behave oddly for 1 round/level.
Create Water	Creates 2 gallons/level of pure water.
Cure Critical Wounds	Cures 4d8 +1/level damage (max +10).
Cure Light Wounds	Cures 1d8 +1/level damage (max +5).
Cure Minor Wounds	Cures 1 point of damage.
Cure Moderate Wound	Cures 2d8 +1/level damage (max +10).
Cure Serious Wounds	Cures 3d8 +1/level damage (max +10).
Darkvision	See 60 ft. in total darkness.
Daze	Subject takes no actions for 1 round.
Delay Poison	Stops poison from harming subject for 1 hour/_level.
Detect Magical Aura	Detects spells, magic items within 60 ft.
Dimension Door	Teleports caster and up to 50 lb./level.
Discern Lies	Reveals deliberate falsehoods.
Dispell Magic	Cancels magical spells and effects.
Displacement	Attacks miss subject 50% of the time.

Energy Trap	Opened object deals 1d4 +1/level damage of given energy type.
Enhance Ability	Subject gains +5 bonus to one ability score for 1 min./level.
Faith’s Fury	Damages and blinds creatures with a specific allegiance.
Fear	Subjects within cone flee for 1 round/level.
Feather Fall	Objects or creatures fall slowly.
Fireball	1d6 damage per level, 20-ft. radius.
Flaming Projectiles	Projectiles deal +1d6 fire damage.
Flaming Wrath	Smites foes with fire (1d6/level).
Freedom of Movement	Subject moves normally despite -impediments.
Glitterdust	Blinds creatures, outlines invisible creatures.
Glyph of Warding	Inscription harms those who pass it.
Greater Command	As command, but affects one subject/level.
Greater Magic Weapon	+1/three levels (max +5).
Halt Undead	Immobilizes undead for 1 round/level.
Haste	Extra attack action, additional move, and +2 Defense.
Hold Monster	As hold person, but any creature.
Hold Person	Holds one person helpless; 1 round/level.
Hold Portal	Holds door shut.
Ice Storm	Hail deals 5d6 damage in cylinder 40 ft. across.
Inflict Critical Wounds	Touch attack, 4d8 +1/level damage (max +10).
Inflict Light Wounds	Touch, 1d8 +1/level damage (max +5).
Inflict Minor Wounds	Touch attack, 1 point of damage.
Inflict Moderate Wounds	Touch attack, 2d8 +1/level damage (max +10).
Inflict Serious Wounds	Touch attack, 3d8 +1/level dam-age (max +10).
Insect Plague	Insect horde limits vision, inflicts damage, and weak creatures flee.
Invisibility	Subject is invisible for 10 min./level or until it attacks.
Invisibility Sphere	Makes everyone within 10 ft. invisible.
Jump	Subject gets bonus on Jump checks.
Keen Edge	Doubles normal weapon’s threat range.
Knock	Opens locked or magically sealed door.
Lesser Restoration	Dispels magic ability penalty or repairs 1d4 ability damage.
Levitate	Subject moves up and down at caster’s direction.
Light	Object shines like a torch.
Lightning Bolt	Electricity deals 1d6 damage/level.
Locate Object	Senses direction toward object (specific or type).
Mage Armor	Gives subject +4 Defense bonus.
Mage Hand	5-pound telekinesis.
Magic Missile	1d4+1 damage; +1 missile/two levels above 1st (max 5).
Magic Mouth	Speaks once when triggered.
Magic Weapon	Weapon gains +1 bonus.
Mass Cure Light Wounds	Cures 1d8 +1/level damage for many creatures.
Mass Inflict Light Wounds	Deals 1d8 +1/level damage to many creatures.
Message	Whispered conversation at distance.
Minor Globe of Invulnerability	Stops 1st- through 3rd-level spell effects.
Neutralize Poison	Detoxifies venom in or on subject.
Passwall	Breaches walls 1 ft. thick/level.
Phantom Watchdog	Spectral dog can guard or attack.

Power Device	Powers one inoperative electrical or mechanical device.
Prayer	Allies gain +1 on most rolls, and enemies suffer -1.
Prestidigitation	Perform minor tricks.
Protection from Arrows/Bullets	Subject immune to most ranged attacks.
Raise Dead	Restores life to subject who died up to 1 day/level ago.
Ray of Fatigue	Ray fatigues target.
Read Magic	Read scrolls, spellbooks, and magical writing.
Remove Curse	Frees object or person from curse.
Remove Disease	Cures all diseases affecting subject.
Remove Fear	+4 on saves against fear for one subject + one additional subject/four levels.
Remove Paralysis	Frees one or more creatures from paralysis, hold, or slow.
Resist Energy	Ignores 10 points of damage/round from one energy type.
Resistance	Subject gains +1 on saving throws.
Restoration	Restores level and ability score drains.
Searing Light	Ray deals 1d8/two levels, more against undead.
See Invisibility	Reveals invisible creatures or objects.
Shatter	Sonic vibration damages objects or crystalline creatures.
Shield	Invisible disc gives cover, blocks magic missiles.
Shield of Faith	Aura grants +2 or higher deflection bonus.
Shout	Deafens all within cone and deals 2d6 damage.
Silence	Negates sound in 15-ft. radius.
Sleep	Put 2d4 HD of creatures into comatose slumber.
Slow	One subject/level may only move or attack; -2 to Defense, -2 on melee attack and damage rolls, -2 on Reflex saves.
Spider Climb	Grants ability to travel on walls and ceilings.
Status	Monitors condition and position of one ally per 3 caster levels.
Stoneskin	Stops blows, cuts, stabs, and slashes.
Telekinesis	Lifts or moves 25 lb./level at long range.
Tongues	Speak any language.
True Seeing	See all things as they really are.
True Strike	Adds +20 bonus to caster's next attack roll.
Virtue	Subject gains 1 temporary hp.
Wall of Fire	Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.
Wall of Force	Wall is immune to damage.
Wall of Ice	Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.
Wall of Iron	30 hp/four levels; can topple onto foes.
Wall of Stone	Creates a stone wall that can be shaped.
Water Breathing	Subjects can breathe underwater.
Web	Fills 20-ft.-radius spread with sticky spider webs.
Zone of Truth	Subjects within range cannot lie.

Spell Descriptions

The spells herein are presented in alphabetical order.

Aid

Enchantment [Mind-Affecting]

Level: Divine 2; Components: V, S, DF; Casting Time: Attack action; Range: Touch; Target: Living creature touched; Duration: 1 minute/level; Saving Throw: None; Spell Resistance: Yes (harmless)

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus a number of temporary hit points equal to 1d8 +1 per caster level (maximum 1d8+10 temporary hit points).

Animate Dead

Necromancy [Evil]

Level: Divine 3, Arcane 4; Components: V, S, M; Casting Time: Attack action; Range: Touch; Targets: One or more corpses touched; Duration: Instantaneous; Saving Throw: None; Spell Resistance: No

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. The skeletons or zombies can follow the caster, or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The undead remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.)

Regardless of the type of undead, a caster can't create more HD of undead than twice his or her caster level with a single casting of animate dead.

The undead created remain under caster's control indefinitely. No matter how many times the caster uses this spell, however, he or she can control only 4 HD worth of undead creatures per caster level. If the caster exceeds this number, all the newly created creatures fall under his or her control, and any excess undead from previous castings become uncontrolled (the caster chooses which creatures are released). Any undead the character commands (if the character has the ability to command or rebuke undead) do not count toward the limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton; the corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones. The statistics for a skeleton depend on its size; they do not depend on what abilities the creature may have had while alive.

Zombies: A zombie can be created only from a mostly intact corpse; the creature must have a true anatomy. The statistics for a zombie depend on its size, not on what abilities the creature may have had while alive.

Material Component: Purchase DC 15 + 1 per 2 HD of the undead.

Arcane Eye

Divination

Level: Arcane 4; Components: V, S, M; Casting Time: 10 minutes; Range: Unlimited; Effect: Magical sensor; Duration: 1 minute/level (D); Saving Throw: None; Spell Resistance: No
The caster creates an invisible magical sensor that sends him or her visual information. The caster can create the arcane eye at any point he or she can see, but it can then travel outside the caster's line of sight without hindrance. The arcane eye travels 30 feet per round (300 feet per minute) if viewing an area ahead primarily looking at the floor or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor

ahead. The arcane eye sees exactly as the caster would see if he or she were there. The arcane eye can travel in any direction as long as the spell lasts. Solid barriers prevent the passage of an arcane eye, although it can pass through a space no smaller than 1 inch in diameter.

The caster must concentrate to use the eye. If the caster does not concentrate, the eye is inert until the caster again concentrates.

Arcane Lock

Abjuration

Level: Arcane 2; Components: V, S, M; Casting Time: Attack action; Range: Touch; Target: One door, cabinet, chest, or portal touched, up to 30 sq. ft./level in size; Duration: Permanent; Saving Throw: None; Spell Resistance: No

An arcane lock spell cast upon a door, cabinet, chest, or portal magically locks it. The caster can freely pass his or her own lock without affecting it; otherwise, a door or object secured with arcane lock can be opened only by breaking in or by a successful dispel magic or knock spell. Add +10 to the normal DC to break open a door or portal affected by this spell. Note that a knock spell does not remove an arcane lock. It only suppresses it for 10 minutes.

Material Component: Purchase DC 15.

Augury

Divination

Level: Divine 2; Components: V, S, F; Casting Time: Attack action; Range: Personal; Target: You; Duration: Instantaneous
An augury can tell the caster whether a particular action will bring good or bad results for him or her in the immediate future.

The base chance for receiving a meaningful reply is 70% + 1% per caster level; the GM makes the roll secretly. The GM may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, the caster gets one of four results:

“Weal” (if the action will probably bring good results).

“Woe” (for bad results).

“Weal and woe” (for both).

“Nothing” (for actions that don’t have especially good or bad results).

If the spell fails, the caster gets the “nothing” result. A divine caster who gets the “nothing” result has no way to tell whether it was the consequence of a failed or successful augury.

The augury can see into the future only about half an hour, so anything that might happen after that does not affect the augury. All augury spells cast by the same person about the same topic use the same result as the first augury.

Bane

Enchantment [Mind-Affecting]

Level: Divine 1; Components: V, S, DF; Casting Time: Attack action; Range: 50 ft.; Area: All enemies within 50 ft.; Duration: 1 minute/level; Saving Throw: Will negates; Spell Resistance: Yes

The caster’s enemies suffer a –1 penalty on their attack rolls and a –1 penalty on saving throws against fear effects.

Bane counters and dispels bless.

Bestow Curse

Necromancy

Level: Divine 3, Arcane 4; Components: V, S; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: Permanent; Saving Throw: Will negates; Spell Resistance: Yes

The caster places a curse on the creature touched. The caster chooses one of the three following effects, depending on the version selected:

–6 penalty to an ability score (minimum score of 1).

–4 penalty on attack rolls, saving throws, ability checks, and skill checks.

Each turn, the target has a 50% chance to act normally; otherwise, he or she takes no action.

A character may also invent his or her own curse, but it should be no more powerful than those described above, and the GM has final say on the curse’s effect.

The curse cannot be dispelled, but it can be removed with a break enchantment or remove curse spell.

Bestow curse counters remove curse.

Bless

Enchantment [Mind-Affecting]

Level: Divine 1; Components: V, S, DF; Casting Time: Attack action; Range: 50 ft.; Area: All allies within 50 ft.; Duration: 1 minute/level; Saving Throw: None; Spell Resistance: Yes (harmless)

The caster’s allies gain a morale bonus of +1 on their attack rolls and a morale bonus of +1 on saving throws against fear effects.

Bless counters and dispels bane.

Blur

Illusion

Level: Arcane 2; Components: V; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: 1 minute/level (D); Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

The subject’s outline appears blurred, shifting and wavering. This distortion grants the subject one-half concealment (20% miss chance).

A true invisibility spell does not counteract the blur effect, but a true seeing spell does. Opponents who cannot see the subject ignore the spell’s effect.

Break Enchantment

Abjuration

Level: Divine 5; Components: V, S; Casting Time: 1 minute; Range: Close (25 ft. + 5 ft./2 levels); Target or Targets: Up to one creature per level, all within 30 ft. of each other; Duration: Instantaneous; Saving Throw: See text; Spell Resistance: No
This spell frees creatures from enchantments, transmutations, curses, and petrification (as well as other magical transformations). Break enchantment can reverse even an instantaneous effect. For each such effect, the caster makes a check of 1d20 + caster level (maximum +10) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For cursed magic items, the DC is 25.

If the effect comes from some permanent magic item break enchantment does not remove the curse from the item but merely frees the victim from the item’s effects, leaving the item cursed.

Burning Hands

Transmutation [Fire]

Level: Arcane 1; Components: V, S; Casting Time: Attack action; Range: 10 ft.; Area: Semicircular burst of flames 10 ft. long, centered on your hands; Duration: Instantaneous; Saving Throw: Reflex half; Spell Resistance: Yes

A thin sheet of flame shoots from the caster's outspread fingertips. The caster must hold his or her hands with the thumbs touching and fingers spread. The sheet of flame is about as thick as the caster's thumbs. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials such as cloth, paper, parchment, and thin wood burn if the flames touch them. A character can extinguish burning items as a full-round action.

Cause Fear

Necromancy [Fear, Mind-Affecting]

Level: Divine 1, Arcane 1; Components: V, S; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One living creature; Duration: 1d4 rounds; Saving Throw: Will negates; Spell Resistance: Yes

The affected creature suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. It flees from the caster as well as it can. If unable to flee, the creature may fight. Creatures with 6 or more Hit Dice are immune. Cause fear counters remove fear.

Note: Mind-affecting spells do not affect nonintelligent creatures, and fear spells do not affect undead.

Change Self

Illusion

Level: Arcane 1; Components: V, S; Casting Time: Attack action; Range: Personal; Target: You; Duration: 10 minutes/_level (D)

The caster can make him or herself—including clothing, armor, weapons, and equipment—look different. The caster can seem 1 foot shorter or taller, thin, fat, or in between. The caster cannot change body type. Otherwise, the changes can be as minor or as major as the caster desires.

The spell does not provide the abilities or mannerisms of the chosen form. It does not alter the perceived tactile (touch) or audible (sound) properties of the caster or his or her equipment. If a character uses this spell to create a disguise, he or she gets a +10 bonus on the Disguise check.

Note: Creatures get a Will save to recognize the illusion if they interact with it.

Cloudkill

Conjuration (Creation)

Level: Arcane 5; Components: V, S; Casting Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Effect: Cloud spreads 30 ft. wide and 20 ft. high; Duration: 1 minute/level; Saving Throw: See text; Spell Resistance: Yes

A bank of yellowish green poisonous fog billows out from the point the character designates. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). The fog's vapors kill any living creature with 3 or fewer HD (no

save) and cause creatures with 4 to 6 HD to make Fortitude saving throws or die. Living creatures above 6 HD, and creatures of 4 to 6 HD who make their saving throws, take 1d10 points of poison damage each round while in the cloud. Holding one's breath doesn't help.

The cloudkill moves away from the character at 10 feet per round, rolling along the surface of the ground. (Figure out the cloud's new spread each round based on its new point of origin, 10 feet farther away from the point of origin where the character cast the spell.) Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down openings. It cannot penetrate liquids, nor can it be cast underwater. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Command

Enchantment [Language-Dependent, Mind-Affecting]

Level: Divine 1; Components: V; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One living creature; Duration: 1 round; Saving Throw: Will negates; Spell Resistance: Yes

The caster gives the subject a single command, which he or she obeys to the best of his or her ability at his or her earliest opportunity. The caster may select from the following options. Approach: On the subject's turn, the subject moves toward the caster as quickly and directly as possible for 1 round. The subject may do nothing but move during his or her turn, and he or she incurs attacks of opportunity for this movement as normal.

Drop: On the subject's turn, he or she drops whatever he or she is holding. The subject can't pick up any dropped item until his or her next turn.

Fall: The subject immediately falls to the ground and remains prone for 1 round. He or she may act normally while prone, but takes any appropriate penalties.

Flee: On the subject's turn, he or she moves away from the caster as quickly as possible for 1 round. The subject may do nothing but move during his or her turn.

Halt: The subject stands in place for 1 round. The subject may not take any actions, but may defend him or herself normally. If the subject can't carry out the caster's command on his or her next turn, the spell automatically fails.

Comprehend Languages

Divination

Level: Divine 1, Arcane 1; Components: V, S, M/DF; Casting Time: Attack action; Range: Personal; Target: You; Duration: 10 minutes/level

The caster can understand words spoken or written in a language he or she does not know (including the unique languages of some creatures). In either case, the caster must touch the speaker or the writing. Note that the ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables the caster to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, other than to know it is magical. This spell can be foiled by certain warding magic. It does not decipher codes or reveal messages concealed in otherwise normal text.

Cone of Cold

Evocation [Cold]

Level: Arcane 5; Components: V, S, M; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Area: Cone; Duration: Instantaneous; Saving Throw: Reflex half; Spell Resistance: Yes

Cone of cold creates an area of extreme cold, originating at the caster's hand and extending outward in a cone. It drains heat, causing 1d6 points of cold damage per caster level (maximum 10d6).

Confusion

Enchantment [Mind-Affecting]

Level: Arcane 4; Components: V, S, M; Casting Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Targets: All creatures in a 15-ft. radius; Duration: 1 round/level; Saving Throw: Will negates; Spell Resistance: Yes

Creatures affected by this spell behave randomly, as indicated on the following table.

d10 Roll Behavior

1	Wander away for 1 minute (unless prevented)
2–6	Do nothing for 1 round
7–9	Attack nearest creature for 1 round
10	Act normally for 1 round

Except on a result of 1, roll again each round on the creature's turn to see what the subject does in that round. Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them. Any confused creature who is attacked automatically attacks its attackers on its next turn.

Create Water

Conjuration (Creation)

Level: Divine 0; Components: V, S; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Effect: Up to 2 gallons of water/level; Duration: Instantaneous; Saving Throw: None; Spell Resistance: No

This spell generates wholesome, drinkable water, just like clean rainwater. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large. Note: This spell cannot create water within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Cure Critical Wounds

Conjuration (Healing)

Level: Divine 4; Components: V, S; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Will half (harmless) (see text); Spell Resistance: Yes (harmless)

The caster lays his or her hand upon a living creature and channels positive energy that cures 4d8 points of damage +1 point per caster level (up to +10).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

Cure Light Wounds

Conjuration (Healing)

Level: Divine 1; Components: V, S; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Will half (harmless) (see text); Spell Resistance: Yes (harmless)

The caster lays his or her hand upon a living creature and channels positive energy that cures 1d8 points of damage +1 point per caster level (up to +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

Cure Minor Wounds

Conjuration (Healing)

Level: Divine 0; Components: V, S; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Will half (harmless) (see text); Spell Resistance: Yes (harmless)

The caster lays his or her hand upon a living creature and channels positive energy that cures 1 point of damage..

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

Cure Moderate Wounds

Conjuration (Healing)

Level: Divine 2; Components: V, S; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Will half (harmless) (see text); Spell Resistance: Yes (harmless)

The caster lays his or her hand upon a living creature and channels positive energy that cures 2d8 points of damage +1 point per caster level (up to +10).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

Cure Serious Wounds

Conjuration (Healing)

Level: Divine 3; Components: V, S; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Will half (harmless) (see text); Spell Resistance: Yes (harmless)

The caster lays his or her hand upon a living creature and channels positive energy that cures 3d8 points of damage +1 point per caster level (up to +10).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

Darkvision

Transmutation

Level: Arcane 2; Components: V, S, M; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: 1 hour/level; Saving Throw: Will negates (harmless); Saving Throw: None; Spell Resistance: Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant the ability to see in magical darkness.

Daze
 Enchantment [Mind-Affecting]
 Level: Arcane 0; Components: V, S, M; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One person; Duration: 1 round; Saving Throw: Will negates; Spell Resistance: Yes

This enchantment clouds the mind of a humanoid of Medium-size or smaller so that he takes no actions. Humanoids of 5 or more HD are not affected. The dazed subject is not stunned (so attackers get no special advantage against him or her), but the subject can't move, cast spells, use mental abilities, or perform any other actions requiring awareness or concentration.

Delay Poison
 Conjunction (Healing)

Level: Divine 2; Components: V, S, DF; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: 1 hour/level; Saving Throw: Fortitude negates (harmless); Spell Resistance: Yes (harmless)
 The subject becomes temporarily immune to poison. Any poison in the subject's system, or any poison the subject is exposed to during the spell's duration, does not affect the subject until the spell has expired. Delay poison does not cure any damage that a poison may have already dealt.

Detect Magical Aura
 Universal

Level: Divine 0, Arcane 0; Components: V, S; Casting Time: Attack action; Range: 60 ft.; Area: Quarter-circle emanating from you to the extreme of the range; Duration: Concentration, up to 1 minute/level (D); Saving Throw: None; Spell Resistance: No
 The caster can detect magical auras. The amount of information revealed depends on how long the caster studies a particular area or subject.

1st Round: Presence or absence of magical auras.
 2nd Round: Number of different magical auras and the strength of the strongest aura.
 3rd Round: The strength and location of each aura.
 Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker auras.
 Aura Strength: An aura's magical power and strength depend on a spell's functioning spell level or an item's caster level.

Functioning Spell Level	Item Level	Aura Power
0-level or lingering aura	Lingering aura	Dim
1st–2nd	1st–3rd	Faint
3rd	4th–5th	Moderate
4th	6th–7th	Strong
5th	8th–10th	Overwhelming

If an aura falls into more than one category, detect magical aura indicates the stronger of the two.

Length Aura Lingers: How long a magical aura lingers after the source has vacated the location depends on the aura's original strength.

Original Strength	Duration
Faint	1d6 minutes
Moderate	1d6 x 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round, the caster can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Dimension Door
 Conjunction (Teleporting)

Level: Arcane 4; Components: V; Casting Time: Attack action; Range: Long (400 ft. + 40 ft./level); Target: You and touched objects or other touched willing creatures weighing up to 50 lb./level; Duration: Instantaneous; Saving Throw: None and Will negates (object); Spell Resistance: No and Yes (object)
 The caster instantly transfers him or herself from his or her current location to any other spot within range. The caster always arrives at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, the caster can't take any other actions until his or her next turn.

If the caster arrives in a place that is already occupied by a solid body, he or she is transported to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, the caster appears in a free space within 1,000 feet. If there's no free space within 1,000 feet, the spell fails and the caster remains where he or she is.

Discern Lies
 Divination

Level: Divine 4; Components: V, S, DF; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Targets: One creature/level, no two of which can be more than 30 ft. apart; Duration: Concentration, up to 1 round/level; Saving Throw: Will negates; Spell Resistance: No
 Each round, the caster concentrates on one subject, who must be in range. The caster knows if the subject deliberately and knowingly speaks a lie. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, the caster may concentrate on a different subject.

Dispel Magic
 Abjuration

Level: Divine 3, Arcane 3; Components: V, S; Casting Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Target or Area: One spellcaster, creature, or object; or 30-ft.-radius burst; Duration: Instantaneous; Saving Throw: None; Spell Resistance: No

A caster can use dispel magic to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area. A dispelled spell ends as if its duration had expired. Dispel magic can dispel (but not counter) the ongoing effects of supernatural abilities as well as spells. Dispel magic affects spell-like effects just as it affects spells.

Note: The effects of spells with instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

The caster chooses to use dispel magic in one of two ways: a targeted dispel or an area dispel:

Targeted Dispel: One object, creature, or spell is the target of the spell. The caster makes a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20 +1 per caster level (maximum +10) against a DC of 11 + the spell's caster level.

If the spellcaster targets an object or creature that is the effect of an ongoing spell, he or she makes a dispel check to end the spell.

If the object that is targeted is a magic item, the caster makes a dispel check against the item's caster level. If the caster succeeds, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. The item's physical properties are unchanged:

A caster automatically succeeds on his or her dispel check against any spell that he or she cast.

Area Dispel: The spell affects everything within a 30-foot radius.

For each creature that is the target of one or more spells, the caster makes a dispel check against the spell with the highest caster level. If that fails, the caster makes dispel checks against progressively weaker spells until he or she dispels one spell (which discharges the dispel so far as that target is concerned) or fails all the checks. The creature's magic items are not affected.

For each object that is the target of one or more spells, the caster make dispel checks as with creatures. Magic items are not affected by area dispels.

For each ongoing area or effect spell centered within the dispel magic's area, the caster makes a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the dispel, the caster makes a dispel check to end the effect, but only within the area of the dispel magic.

A caster may choose to automatically succeed on dispel checks against any spell that he or she has cast.

Displacement

Illusion

Level: Arcane 3; Components: V, M; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: 1 round/level (D); Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

The subject appears to be about 2 feet away from his or her true location. The subject benefits from a 50% miss chance as if he or she had total concealment. However, unlike actual total concealment, displacement does not prevent enemies from targeting the subject normally. True seeing reveals the subject's true location.

Material Component: Purchase DC 9.

Energy Trap

Abjuration

Level: Arcane 4; Components: V, S, M; Casting Time: 10 minutes; Range: Touch; Target: Object touched; Duration: Permanent until discharged (D); Saving Throw: Reflex half (see text); Spell Resistance: Yes

Energy trap creates an explosion of one energy type (acid, cold, electricity, fire, or sonic/concussion) when an intruder opens the item that the trap wards. The energy trap can ward any closeable item. When casting energy trap, the caster selects the energy type and a point on the item as the spell's center. When someone other than the caster opens the item, the resulting explosion fills the area within a 5-foot radius around the spell's center. The energy blast deals 1d4 points of damage (of the given energy type) +1 point per caster level. The item protected by the trap is not harmed by this explosion.

The warded item cannot have a second closure or warding spell placed on it.

An unsuccessful dispel magic spell does not detonate the spell. Underwater, the acid and fire versions of this spell deal half damage.

The caster can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast. "Attuning" to an individual usually involves denoting a password that the caster can share with friends.

A successful Search check (DC 29) finds an energy trap, and a successful Disable Device check (DC 29) safely removes it.

Material Components: Purchase DC 10.

Enhance Ability

Transmutation

Level: Divine 2, Arcane 2; Components: V, S, M/DF; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: 1 minute/level; Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

The spell grants a temporary +5 enhancement bonus to one ability score (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma) chosen by the caster at the time of casting.

A temporary increase to Intelligence or Wisdom does not allow arcane or divine casters to gain extra spells, but the save DCs for their spells increase. A temporary increase in Intelligence doesn't grant extra skill points.

Faith's Fury

Evocation

Level: Divine 4; Components: V, S; Casting Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Area: 20-ft.-radius burst; Duration: Instantaneous; Saving Throw: Fortitude partial (see text); Spell Resistance: Yes

The caster draws upon holy (or unholy) power to smite enemies with one of the following allegiances, as chosen by the caster: chaos, evil, good, or law. The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to creatures with the designated allegiance and blinds them for 1 round. A successful Fortitude saving throw reduces damage to half and negates the blinding effect.

The spell does not affect creatures that do not have the chosen allegiance.

An outsider with the designated allegiance instead suffers 1d6 points of damage per caster level (maximum 10d6).

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus to Defense, grants a +2 bonus on opponents' attack rolls (they are effectively invisible), moves at half speed, and takes a -4 penalty on Search checks and most Strength- and Dexterity-based skill checks.

Fear

Necromancy [Fear, Mind-Affecting]

Level: Arcane 4; Components: V, S, M; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Area: Cone; Duration: 1 round/level; Saving Throw: Will negates; Spell Resistance: Yes

An invisible cone of terror causes living creatures to become panicked. They suffer a -2 morale penalty on saving throws, and they flee from the caster. A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers. A cowering creature loses its Dexterity bonus, can take no actions, and takes a -2 penalty to its Defense.

Feather Fall

Transmutation

Level: Arcane 1; Components: V; Casting Time: See text; Range: Close (25 ft. + 5 ft./2 levels); Targets: Any free-falling objects or creatures in a 10-ft. radius whose weight does not total more than 300 lb./level; Duration: Until landing or 1 round/level; Saving Throw: Will negates (harmless) or Will negates (object); Spell Resistance: Yes (object)
The creatures or objects affected fall slowly. The rate of falling is instantly changed to a mere 60 feet per round, with no damage incurred upon landing while the spell is in effect. However, when the spell duration ceases, a normal rate of fall resumes. The character can cast this spell with an instant utterance, quickly enough to save him or herself if he or she unexpectedly falls. Casting the spell is a free action.
This spell has no effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item the item does half normal damage based on weight with no bonus for the height of the drop.
The spell works only upon free-falling objects. It does not affect melee weapon attacks or charging or flying creatures.

Fireball

Evocation [Fire]

Level: Arcane 3; Components: V, S, M; Casting Time: Attack action; Range: Long (400 ft. + 40 ft./level); Area: 20-ft.-radius spread; Duration: Instantaneous; Saving Throw: Reflex half; Spell Resistance: Yes
A fireball spell detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to all creatures within the area. Unattended objects also take this damage. The explosion creates no concussive force.
The caster points his or her finger and determines the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the caster and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, bursts into the fireball at that point (an early impact results in an early detonation). If the caster attempts to send the bead through a narrow passage the caster must "hit" the

opening with a successful ranged touch attack or else the bead strikes the barrier and detonates prematurely.
The fireball sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Flaming Projectiles

Transmutation [Fire]

Level: Arcane 3; Components: V, S, M; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: 50 projectiles, all of which must be in contact with each other at the time of casting; Duration: 10 minutes/level; Saving Throw: None; Spell Resistance: No
The caster turns ammunition (such as arrows, bolts, bullets, and shuriken) into fiery projectiles. Each projectile deals an extra 1d6 points of fire damage to any target it hits. The flaming projectiles can easily ignite flammable materials or structures, but won't ignite creatures struck.

Flaming Wrath

Evocation [Fire]

Level: Divine 5; Components: V, S, DF; Casting Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Area: Cylinder (10-ft. radius, 40 ft. high); Duration: Instantaneous; Saving Throw: Reflex half; Spell Resistance: Yes
This spell produces a vertical column of divine fire roaring downward. The spell deals 1d6 points of fire damage per caster level (maximum 10d6).

Freedom of Movement

Abjuration

Level: Divine 4; Components: V, S, M, DF; Casting Time: Attack action; Range: Personal or touch; Target: You or creature touched; Duration: 10 minutes/_level; Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)
This spell enables the caster or the creature touched to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement.
The spell also allows a character to move and attack normally while underwater, even with slashing and bludgeoning weapons, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, allow water breathing.

Glitterdust

Conjuration (Creation)

Level: Arcane 2; Components: V, S, M; Casting Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Area: Creatures and objects within 10-ft. spread; Duration: 1 round/level; Saving Throw: Will negates (blinding only); Spell Resistance: Yes
A cloud of particles covers everyone and everything in the area, blinding creatures and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.
In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to Defense, grants a +2 bonus on opponents' attack rolls (they are effectively invisible),

moves at half speed, and suffers a –4 penalty on Search checks and most Strength- and Dexterity-based skill checks.

Glyph of Warding

Abjuration

Level: Divine 3; Components: V, S, M; Casting Time: 10 minutes; Range: Touch; Target or Area: Object touched or up to 5 sq. ft./level; Duration: Permanent until discharged (D); Saving Throw: See text; Spell Resistance: Yes (object)
This inscription harms those who enter, pass, or open the warded area or object. The caster sets the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a pass phrase (which the caster sets when casting the spell) is subject to the magic it stores. Alternatively or in addition to a pass phrase trigger, glyphs of warding can be set according to physical characteristics or creature type, subtype, or species. Glyphs can also be set with respect to allegiance. They cannot be set according to class, Hit Dice, or level. Glyphs respond to invisible creatures normally. Multiple glyphs cannot be cast on the same area. However, they can ward separate compartments of the same object.

The glyph can be placed to conform to any shape up to the limitations of the spell's total square footage. When the spell is completed, the glyph becomes nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Nonmagical disguises cannot fool a glyph of warding.

Read magic allows a character to identify a glyph of warding with a successful Spellcraft check (DC 13). Identifying the glyph does not discharge it and allows the character to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

Detecting the glyph requires a successful Search check (DC 28), and safely removing it requires a successful Disable Device check (DC 28).

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph: A blast deals 1d8 points of damage per two caster levels to the intruder and to all within 5 feet of the intruder (maximum 5d8). This damage is acid, cold, fire, electricity, or sonic/concussion (caster's choice, made at time of casting). Those affected can make Reflex saves to take half damage.

Spell Glyph: The caster can store any harmful spell of up to 3rd level that he or she knows. All level-dependent features of the spell are based on the caster's level at the time of casting. If the spell has targets, it targets the intruder. If the spell normally affects an area, the area or effect is centered on the intruder. All saving throws operate as normal, except that the DC is based on the level of the glyph.

Material Component: Purchase DC 15.

Greater Command

Enchantment [Language-Dependent, Mind-Affecting]

Level: Divine 5; Components: V; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Targets: One creature/level, no two of which can be more than 30 ft. apart; Duration: 1 round/level; Saving Throw: Will negates; Spell Resistance: Yes

The caster gives the subjects a single command, which they obey to the best of their ability at their earliest opportunity. The caster may select from the following options.

Approach: On the subjects' turn, the subjects move toward the caster as quickly and directly as possible for the duration. The subjects may do nothing but move during their turn, and they incur attacks of opportunity for this movement as normal.

Drop: On the subjects' turn, they drop whatever they are holding.

Fall: The subject immediately falls to the ground and remains prone for the duration. They may act normally while prone, but take any appropriate penalties.

Flee: On the subjects' turn, they move away from the caster as quickly as possible for the duration. The subjects may do nothing but move during their turn.

Halt: The subjects stand in place for the duration. The subjects may not take any actions, but may defend themselves normally. If a subject can't carry out the caster's command on his or her next turn, the spell automatically fails for that subject.

At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell.

Greater Magic Weapon

Transmutation

Level: Divine 4, Arcane 3; Components: V, S, M/DF; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One weapon or 50 projectiles (all of which must be in contact with each other at the time of casting); Duration: 1 hour/level; Saving Throw: Will negates (harmless, object); Spell Resistance: Yes (harmless, object)

This spell gives a weapon an enhancement bonus to attack and damage of +1. This bonus increases to +2 at 8th caster level. An enhancement bonus does not stack with a mastercraft weapon's bonus to attack.

Alternatively, the caster can affect up to fifty arrows, bolts, or individual bullets, or a single magazine of up to 50 rounds. The projectiles must be of the same type, and they have to be together. Projectiles (but not thrown weapons) lose their transmutation after use.

A caster can't cast this spell on a natural weapon such as an unarmed strike

Halt Undead

Necromancy

Level: Arcane 3; Components: V, S, M; Casting Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Targets: Up to three undead, no two of which can be more than 30 ft. apart; Duration: 1 round/level; Saving Throw: See text; Spell Resistance: Yes

This spell renders up to three undead creatures immobile. Nonintelligent undead get no saving throw; intelligent undead do. If the spell is successful, it renders the undead immobile for the duration of the spell. The effect is broken if the halted creatures are attacked or take damage.

Haste

Transmutation

Level: Arcane 3; Components: V, S, M; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One creature; Duration: 1 round/level; Saving Throw: Fortitude negates (harmless); Spell Resistance: Yes (harmless)

The transmuted creature moves and acts more quickly than normal. This extra speed has several effects.

When making a full attack action, the subject may make one extra attack with any weapon he or she is holding. The attack is made using the character's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit does not actually grant an extra action, so a character can't use it to cast a second spell or otherwise take an extra action in the round.)

The subject gains a +2 dodge bonus to Defense. Any condition that makes the subject lose his or her Dexterity bonus to Defense (if any) also makes the subject lose dodge bonuses.

All of the subject's modes of movement (including normal movement, burrow, climb, fly, and swim) increase by 30 feet (to a maximum of double the subject's normal speed).

Haste dispels and counters slow.

Hold Monster

Enchantment [Mind-Affecting]

Level: Arcane 5; Components: V, S, M; Casting Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Target: One living creature; Duration: 1 round/level (D); Saving Throw: Will negates; Spell Resistance: Yes

The subject freezes in place, standing helpless. The subject is aware and breathes normally but cannot take any physical actions, even speech. The subject can, however, execute purely mental actions (including using psionic powers).

A winged creature who is held cannot flap its wings and falls. A swimmer can't swim and may drown.

Hold Person

Enchantment [Mind-Affecting]

Level: Divine 2, Arcane 3; Components: V, S, F/DF; Casting Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Target: One Medium-size or smaller humanoid; Duration: 1 round/level (D); Saving Throw: Will negates; Spell Resistance: Yes

The subject freezes in place, standing helpless. The subject is aware and breathes normally but cannot take any physical actions, even speech. The subject can, however, execute purely mental actions (including using psionic powers).

A winged creature who is held cannot flap its wings and falls. A swimmer can't swim and may drown.

Hold Portal

Abjuration

Level: Arcane 1; Component: V; Casting Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Target: One portal, up to 20 sq. ft./level; Duration: 1 minute/level; Saving Throw: None; Spell Resistance: No

This spell magically bars a door, gate, window, or shutter of wood, metal, or stone. The magic holds the portal fast, just as if it were securely closed and normally locked. A knock spell or a successful dispel magic spell can negate the hold portal. For a portal affected by this spell, add 5 to the normal DC for forcing the portal.

Ice Storm

Evocation [Cold]

Level: Arcane 4; Components: V, S, M; Casting Time: Attack action; Range: Long (400 ft. + 40 ft./level); Area: Cylinder (20-ft. radius, 40 ft. high); Duration: 1 round; Saving Throw: None; Spell Resistance: Yes

Hail falls for one full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to creatures in their path. Listen checks made within the ice storm's effect take a -4 penalty, and all ground movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage inflicted).

Inflict Critical Wounds

Necromancy

Level: Divine 4; Components: V, S; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Will half; Spell Resistance: Yes

The caster lays his or her hand upon a creature and channels negative energy that deals 4d8 points of damage +1 point per caster level (maximum +10).

Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.

Inflict Light Wounds

Necromancy

Level: Divine 1; Components: V, S; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Will half; Spell Resistance: Yes

The caster lays his or her hand upon a creature and channels negative energy that deals 1d8 points of damage +1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.

Inflict Minor Wounds

Necromancy

Level: Divine 0; Components: V, S; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Will negates; Spell Resistance: Yes

The caster lays his or her hand upon a creature and channels negative energy that deals 1 point of damage.

Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.

Inflict Moderate Wounds

Necromancy

Level: Divine 2; Components: V, S; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Will half; Spell Resistance: Yes

The caster lays his or her hand upon a creature and channels negative energy that deals 2d8 points of damage +1 point per caster level (maximum +10).

Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.

Inflict Serious Wounds Necromancy

Level: Divine 3; Components: V, S; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Will half; Spell Resistance: Yes
The caster lays his or her hand upon a creature and channels negative energy that deals 3d8 points of damage +1 point per caster level (maximum +10).

Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.

Insect Plague

Conjuration (Summoning) [see text]

Level: Divine 5; Components: V, S, DF; Casting Time: Full-round action; Range: Long (400 ft. + 40 ft./level); Effect: Cloud of insects 180 ft. in diameter; Duration: 1 minute/level; Saving Throw: See text; Spell Resistance: No

A horde of insects swarm in a thick cloud when this spell is cast. The insects limit vision to 10 feet, and spellcasting within the cloud is impossible. Creatures inside the insect plague, regardless of Defense, sustain 1 point of damage at the end of each round they remain within, due to the bites and stings of the insects. Invisibility is no protection. All creatures with 2 or fewer HD are driven from the cloud at their fastest possible speed in a random direction and flee until they are at least 100 feet away from the insects. Creatures with 3 to 5 HD flee as well, though a Will save negates this effect. (This urge to flee is an extraordinary fear effect.)

Heavy smoke drives off insects within its bounds. Fire also drives insects away. The insects return as soon as the fire is extinguished. A single torch is ineffective against this vast horde of insects. Lightning, cold, and ice are likewise ineffective, while a strong wind (21+ mph) that covers the entire plague area disperses the insects and ends the spell.

Invisibility Illusion

Level: Arcane 2; Components: V, S, M; Casting Time: Attack action; Range: Personal or touch; Target: You or a creature or object weighing no more than 100 lb./level; Duration: 1 minute/level (D); Saving Throw: Will negates (harmless) or Will negates (harmless, object); Spell Resistance: Yes (harmless) or Yes (harmless, object)

The creature or object touched vanishes from sight, even from darkvision. If the recipient is a creature carrying gear, the gear vanishes, too. If the caster casts the spell on someone else, neither the caster nor his or her allies can see the subject, unless they can normally see invisible things or employ magic to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing worn by the creature. Light, however, never becomes invisible, although a source of light can become so. Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

The subject is not magically silenced, and certain other conditions can render the recipient detectable. The spell ends if the subject attacks any creature. For purposes of this spell, an “attack” includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character’s perceptions.) Actions directed at unattended objects do not break the spell. Causing harm

indirectly is not an attack. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Note that spells that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

An invisible creature gains a +40 bonus on Hide checks if immobile, or a +20 bonus on Hide checks if moving. Pinpointing the location of an invisible character who isn’t attempting to hide requires a Spot check against DC 40 if immobile or DC 20 if moving.

Invisibility Sphere

Illusion

Level: Arcane 3; Components: V, S, M; Casting Time: Attack action; Range: Personal or touch; Area: 10-ft.-radius sphere around the creature or object touched; Duration: 1 minute/level (D); Saving Throw: Will negates (harmless) or Will negates (harmless, object); Spell Resistance: Yes (harmless) or Yes (harmless, object)

All creatures within 10 feet of the recipient, including the recipient, vanish from sight, even from darkvision. The center of the effect is mobile with the recipient. If the creatures are carrying gear, the gear vanishes, too. Those affected by this spell cannot see each other but can see themselves. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing worn by the creature. Light, however, never becomes invisible, although a source of light can become so. Any part of an item that the subject carries but that extends more than 10 feet beyond the range of the spell becomes visible.

The subjects are not magically silenced, and certain other conditions can render a recipient detectable. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends. For purposes of this spell, an “attack” includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character’s perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. If a subject attacks directly, however, it immediately becomes visible along with all its gear. Note that spells that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

An invisible creature gains a +40 bonus on Hide checks if immobile, or a +20 bonus on Hide checks if moving.

Pinpointing the location of an invisible character who isn’t attempting to hide requires a Spot check against DC 40 if immobile or DC 20 if moving.

Jump

Transmutation

Level: Arcane 1; Components: V, S, M; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: 1 minute/level (D); Saving Throw: Will negates (harmless); Spell Resistance: Yes

The subject gets an enhancement bonus on Jump checks. The enhancement bonus is +10 at 1st level, +20 at 3rd level, and +30 at 5th level (the maximum).

Keen Edge

Transmutation

Level: Arcane 3; Components: V, S; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Targets: One weapon or 50 projectiles, all of which must be in contact with each other at the time of casting; Duration: 10 minutes/level; Saving Throw: Will negates (harmless, object); Spell Resistance: Yes (harmless, object)

This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19–20. A threat range of 19–20 becomes 17–20. A threat range of 18–20 becomes 15–20. The spell can be cast only on piercing or slashing weapons (and it does not stack with itself). If cast on arrows or crossbow bolts, the keen edge on a particular projectile ends after one use, whether or not the missile strikes its intended target.

This spell cannot be cast on a natural weapon, such as an unarmed strike.

Knock

Transmutation

Level: Arcane 2; Components: V; Casting Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Target: One door, box, or chest with an area of up to 10 sq. ft./level; Duration: Instantaneous (see text); Saving Throw: None; Spell Resistance: No

The knock spell opens stuck, barred, locked, or magically held or sealed doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). In all other cases, the door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments, nor does it affect ropes, vines, and the like. Note that the effect is limited by the area. Each spell can undo up to two means of preventing egress.

Lesser Restoration

Conjuration (Healing)

Level: Divine 2; Components: V, S; Casting Time: 3 rounds; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It does not restore permanent ability drain.

Levitate

Transmutation

Level: Arcane 2; Components: V, S, F; Casting Time: Attack action; Range: Personal or close (25 ft. + 5 ft./2 levels); Target: You or one willing creature or one object (total weight up to 100 lb./level); Duration: 1 round/level (D); Saving Throw: None; Spell Resistance: No

A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The caster can mentally direct the subject to move up or down as much as 20 feet each round; doing so is a move-equivalent action. The caster cannot move the recipient horizontally, but the subject could push or pull his or her way provided there is a surface to grasp (generally at half its base speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack is made with a –1 penalty, the second –2, and so on, up to a maximum penalty of –5. A full round spent stabilizing allows the creature to begin again at –1.

Light

Evocation [Light]

Level: Divine 0, Arcane 0; Components: V, M/DF; Casting Time: Attack action; Range: Touch; Target: Object touched; Duration: 10 minutes/level (D); Saving Throw: None; Spell Resistance: No

This spell causes an object to glow, shedding light in a 20-foot radius from the point the caster touches. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

Lightning Bolt

Evocation [Electricity]

Level: Arcane 3; Components: V, S, M; Casting Time: Attack action; Range: Medium (100 ft. + 10 ft./level) or 50 ft. + 5 ft./level; Area: 5 ft. wide to medium range (100 ft. + 10 ft./level); or 10 ft. wide to 50 ft. + 5 ft./level; Duration: Instantaneous; Saving Throw: Reflex half; Spell Resistance: Yes
The caster releases a bolt of electrical energy that deals 1d6 points of damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at the caster. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Locate Object

Divination

Level: Divine 3; Components: V, S, DF; Casting Time: Attack action; Range: Long (400 ft. + 40 ft./level); Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level; Duration: 1 minute/level; Saving Throw: None; Spell Resistance: No
The caster senses the direction of a well-known or clearly visualized object. The caster can search for general items, in which case the caster locates the nearest one of its type if more than one is within range. Attempting to find a specific item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. The caster cannot specify a unique object unless he or she has observed that particular item firsthand (not through divination). The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell.

Mage Armor

Conjuration (Creation) [Force]

Level: Arcane 1; Components: V, S, F; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: 1 hour/level (D); Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

An invisible but tangible field of force surrounds the subject of mage armor, providing a +4 equipment bonus to Defense. Unlike mundane armor, mage armor carries no armor penalty, maximum Dexterity bonus, arcane spell failure chance, or speed reduction.

Mage Hand

Transmutation

Level: Arcane 0; Components: V, S; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: Nonmagical, unattended object weighing up to 5 lb.; Duration: Concentration; Saving Throw: None; Spell Resistance: No
The caster can lift an object and move it at will from a distance. As a move action, the caster can move the object up to 15 feet in any direction, though the spell ends if the distance between the caster and the object ever exceeds the spell's range.

Magic Missile

Evocation [Force]

Level: Arcane 1; Components: V, S; Casting Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Targets: Up to five creatures, no two of which can be more than 15 ft. apart; Duration: Instantaneous; Saving Throw: None; Spell Resistance: Yes

A missile of magical energy shoots from the caster and unerringly strikes its target, dealing 1d4+1 points of damage. The missile strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every two levels of experience past 1st, the caster gains an additional missile. He or she has two at 3rd level, three at 5th level, four at 7th level, and the maximum of five missiles at 9th level. If the caster shoots multiple missiles, they can be targeted at a single creature or several creatures. A single missile can strike only one creature. The caster must designate targets before rolling for spell resistance or roll damage.

Magic Mouth

Illusion

Level: Arcane 2; Components: V, S, M; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One creature or object; Duration: Permanent until discharged; Saving Throw: Will negates (object); Spell Resistance: Yes (object)
This spell imbues the target with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by the caster and can be delivered over a period of 10 minutes. The mouth cannot speak verbal components, use command words, or activate magical effects.

The spell functions when specific conditions are fulfilled according to the caster's command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats an audible trigger. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish allegiance, level, HD, or class except by external garb.
The range limit of a trigger is 15 feet per caster level. Regardless of range, the mouth can respond only to visible or

audible triggers and actions in line of sight or within hearing distance.

Material Component: Purchase DC 12.

Magic Weapon

Transmutation

Level: Divine 1, Arcane 1; Components: V, S, DF; Casting Time: Attack action; Range: Touch; Target: Weapon touched; Duration: 1 minute/level; Saving Throw: Will negates (harmless, object); Spell Resistance: Yes (harmless, object)
Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.
This spell cannot be cast on a natural weapon, such as an unarmed strike.

Mass Cure Light Wounds

Conjuration (Healing)

Level: Divine 5; Components: V, S; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One creature/level, no two of which can be more than 30 ft. apart; Duration: Instantaneous; Saving Throw: Will half (harmless); Spell Resistance: Yes (harmless)
Positive energy spreads out in all directions from the point of origin, curing 1d8 points of damage +1 point per caster level to nearby living allies.
Mass cure light wounds deals damage to undead in its area rather than curing them.

Mass Inflict Light Wounds

Necromancy

Level: Divine 5; Components: V, S; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One creature/level, no two of which can be more than 30 ft. apart; Duration: Instantaneous; Saving Throw: Will half (harmless); Spell Resistance: Yes (harmless)
Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage +1 point per caster level to nearby living enemies.
Mass inflict light wounds heals undead in its area rather than damaging them.

Message

Transmutation [Language-Dependent]

Level: Arcane 0; Components: V, S, F; Casting Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Targets: One creature/level; Duration: 10 minutes/level; Saving Throw: None; Spell Resistance: No
The caster can whisper messages and receive whispered replies with little chance of being overheard. The caster designates each creature to be included in the spell effect. When the caster whispers, the whispered message is audible to all of the targeted creatures who are within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message, however, does not have to travel in a straight line. It can circumvent a barrier if there is an open path between the caster and the subject, and the path's entire length lies within the spell's range. The creatures who receive the message can whisper a reply that the caster hears. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Minor Globe of Invulnerability Abjuration

Level: Arcane 4; Components: V, S, M; Casting Time: Attack action; Range: 10 ft.; Area: 10-ft.-radius spherical emanation, centered on you; Duration: 1 round/level; Saving Throw: None; Spell Resistance: No

An immobile, faintly shimmering magical sphere surrounds the caster and excludes all spell effects of 3rd level and lower. The area or effect of any such spells does not include the area of the minor globe of invulnerability. Such spells fail to affect any target located within the globe. This includes spell-like abilities and spells or spell-like effects from objects. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe. The globe can be brought down by a targeted dispel magic spell, but not by an area dispel magic. The caster can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether minor globe of invulnerability stops it.

Neutralize Poison Conjuration (Healing)

Level: Divine 4; Components: V, S, M/DF; Casting Time: Attack action; Range: Touch; Target: Creature or object of up to 1 cu. ft./level touched; Duration: 10 minutes/level; Saving Throw: Will negates (harmless, object); Spell Resistance: Yes (harmless, object)

The caster detoxifies any sort of venom in the creature or object touched. A poisoned creature suffers no additional damage or effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with delay poison, such effects aren't postponed until after the duration—the creature is simply immune to all poison effects for the length of the spell.

This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option.

Passwall Transmutation

Level: Arcane 5; Components: V, S, M; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Effect: 5-ft.-by-8 ft. opening, 1 ft./level deep; Duration: 1 hour/level (D); Saving Throw: None; Spell Resistance: No

The caster creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. If the wall's thickness is more than 1 foot per caster level, then a single passwall simply makes a niche or short tunnel. Several passwall spells can then form a continuing passage to breach very thick walls. When passwall ends, creatures within the passage are ejected out the nearest exit. If someone dispels the passwall or the caster dismisses it, creatures in the passage are

ejected out the far exit if there is one or out the sole exit if there is only one.

Phantom Watchdog Conjuration (Creation)

Level: Arcane 5; Components: V, S, M; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Effect: Phantom watchdog; Duration: 1 hour/caster level or until discharged, then 1 round/caster level; Saving Throw: None; Spell Resistance: No
The caster conjures up a spectral watchdog that is invisible to everyone but the caster. It then guards the area where it was conjured. The phantom watchdog immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those already within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible creatures but does not perceive illusions. It is stationary. If an intruder approaches to within 5 feet of the watchdog, the dog stops barking and delivers a vicious bite (+10 bonus on its attack roll, 2d6+3 points of piercing damage) once per round. The dog also gets the bonuses appropriate to an invisible creature. (For most defenders, the invisible creature gets a +2 bonus on attack rolls and the defender loses any Dexterity bonus to Defense.) The dog is considered to have readied an action to bite an intruder, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a +3 weapon for purposes of damage reduction. The hound cannot be attacked, but it can be dispelled. The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts for only 1 round per caster level. If the caster is ever more than 100 feet distant from the watchdog, the spell ends.

Material Component: Purchase DC 3 for the lot.

Power Device Transmutation

Level: Arcane 1; Components: V, S; Casting Time: Attack action; Range: Touch; Effect: Powers one electrical or mechanical device; Duration: 10 minutes/level; Saving Throw: None; Spell Resistance: No
This spell provides power to an electrical or mechanical device that does not have a power source but is otherwise functional. The device functions exactly as it normally would if it had conventional power.

This spell can affect any household or handheld device, scratch-built robot, or general-purpose vehicle. Larger or more intricate devices cannot be powered with this spell.

Prayer Conjuration (Creation)

Level: Divine 3; Components: V, S, DF; Casting Time: Attack action; Range: 30 ft.; Area: All allies and foes within a 30-ft.-radius burst centered on you; Duration: 1 round/level; Saving Throw: None; Spell Resistance: Yes

The caster brings special favor upon him or herself and allies while bringing disfavor to his or her enemies. The caster and allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while foes take a -1 penalty on such rolls.

Prestidigitation

Universal

Level: Arcane 0; Components: V, S; Casting Time: Attack action; Range: 10 ft.; Target, Effect, or Area: See text; Duration: 1 hour; Saving Throw: See text; Spell Resistance: No

Once cast, the prestidigitation spell enables the caster to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. Prestidigitations can slowly lift 1 pound of material. They can color, clean, or soil items in a 1-foot cube each round. They can chill, warm, or flavor 1 pound of nonliving material. They cannot deal damage or affect the concentration of spellcasters. Prestidigitations can create small objects, but they look crude and artificial. The materials created by a prestidigitations spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a prestidigitations spell lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Protection from Arrows/Bullets

Abjuration

Level: Arcane 2; Components: V, S, F; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: 10 minutes/level or until discharged; Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

The warded creature gains resistance to ranged weapons that fire arrows, bullets, or crossbow bolts. The subject gains damage reduction 10/+1 against those ranged weapons. The damage reduction increases with the caster level to 10/+2 at 5th and 10/+3 at 10th. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Raise Dead

Conjuration (Healing)

Level: Divine 5; Components: V, S, M, DF; Casting Time: 1 minute; Range: Touch; Target: Dead creature touched; Duration: Instantaneous; Saving Throw: None (see text); Spell Resistance: Yes (harmless)

The divine spellcaster restores life to a deceased creature. The caster can raise creatures who have been dead up to one day per caster level.

Raise dead cures hit point damage up to a total of 1 hit point per Hit Die. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature who has died of old age.

The subject of the spell loses one level when it is raised, just as if it had lost a level to an energy-draining creature. This level loss cannot be repaired by any spell. If the subject is 1st level, it loses 1 point of Constitution instead. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spell slots for losing a level. A

spellcasting creature that doesn't prepare spells has a 50% chance of losing any spell he or she has prepared but not yet cast, in addition to losing spell slots for losing a level.

Material Component: Purchase DC 26.

Ray of Fatigue

Necromancy

Level: Arcane 1; Components: V, S, M; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Effect: Ray; Duration: 1 minute/level; Saving Throw: No; Spell Resistance: Yes

The caster must succeed at a ranged touch attack with the ray to strike a target. The subject is immediately fatigued for the spell's duration. A fatigued character suffers a -2 penalty to Strength and Dexterity and can't run or charge. This spell has no effect on a creature who is already fatigued.

Read Magic

Universal

Level: Divine 0, Arcane 0; Components: V, S, F; Casting Time: Attack action; Range: Personal; Target: You; Duration: 10 minutes/level

This spell allows the caster to read magical inscriptions on objects that would otherwise be unintelligible. This deciphering does not invoke the magic contained in the writing.

Furthermore, once the spell is cast and the caster has read the magical inscription, he or she is thereafter able to read that particular writing without recourse to the use of read magic. The caster can read at the rate of one page (250 words) per minute.

Remove Curse

Abjuration

Level: Divine 3, Arcane 4; Components: V, S; Casting Time: Attack action; Range: Touch; Target: Creature or item touched; Duration: Instantaneous; Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

Remove curse instantaneously removes any curses on a creature. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher. Remove curse counters bestow curse.

Remove Disease

Conjuration (Healing)

Level: Divine 3; Components: V, S; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Fortitude negates (harmless); Spell Resistance: Yes (harmless)

Remove disease cures all treatable diseases afflicting the subject. It does not rid the subject of a disease for which no cure exists. Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Remove Fear

Abjuration

Level: Divine 1; Components: V, S; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Targets: One creature plus one additional creature/four levels, no two of which can be more than 30 ft. apart; Duration: 10 minutes (see text); Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

The caster grants the target a +4 morale bonus against fear effects for 10 minutes. If the subject is suffering from a fear effect when receiving the spell, it gets a new save with a +4 morale bonus.

Remove fear counters and dispels cause fear.

Remove Paralysis

Conjuration (Healing)

Level: Divine 2; Components: V, S; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Targets: Up to four creatures, no two of which can be more than 30 ft. apart; Duration: Instantaneous; Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

The caster can free one or more creatures from the effects of any temporary paralysis or related magic, including a hold spell or a slow spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability scores reduced by penalties, damage, or loss.

Resist Energy

Abjuration

Level: Divine 2, Arcane 2; Components: V, S, DF; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: 10 minutes/level; Saving Throw: Fortitude negates (harmless); Spell Resistance: Yes (harmless)

This abjuration grants a creature limited protection to damage from whichever one of five energy types the caster selects: acid, cold, electricity, fire, or sonic/concussion. The creature gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases by 5 points for every three caster levels above 3rd. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The character could still suffer unfortunate side effects.

Resistance

Abjuration

Level: Divine 0, Arcane 0; Components: V, S, M/DF; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: 1 minute; Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

The subject is granted a +1 resistance bonus on saving throws.

Restoration

Conjuration (Healing)

Level: Divine 4; Components: V, S, M; Casting Time: 3 rounds; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

Restoration cures all temporary ability damage and restores all points permanently drained from a single ability score (caster's choice if more than one score is drained). This spell also dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level.

Restoration does not restore level loss or Constitution point loss as a result of being raised from the dead.

Material Component: Purchase DC 20.

Searing Light

Evocation

Level: Divine 3; Components: V, S; Casting Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Effect: Ray; Duration: Instantaneous; Saving Throw: None; Spell Resistance: Yes

The caster must succeed at a ranged touch attack to strike his or her target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). Undead creatures take 1d6 points of damage per caster level (maximum 10d6), and undead creatures particularly vulnerable to sunlight take 1d8 points of damage per caster level (maximum 10d8). Constructs and inanimate objects take only 1d6 points of damage per two caster levels (maximum 5d6).

See Invisibility

Divination

Level: Arcane 2; Components: V, S, M; Casting Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Area: Cone; Duration: 10 minutes/level (D); Saving Throw: None; Spell Resistance: No

The caster sees any objects or beings that are invisible as if they were normally visible.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable the caster to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Material Components: Purchase DC 7.

Shatter

Evocation [Sonic]

Level: Divine 2; Components: V, S, M/DF; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Area: 5-ft. radius spread, or one solid object or crystalline creature; Duration: Instantaneous; Saving Throw: Will negates (object) or Fortitude half (see text); Spell Resistance: Yes (object)

Used as an area attack, shatter destroys nonmagical objects of crystal, glass, porcelain, or ceramic, such as vials, bottles, flasks, jugs, windows, mirrors, and so forth. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per caster level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, the caster can target this spell against a single solid object, regardless of composition, weighing up to 10 pounds per caster level.

Targeted against a crystalline creature (of any weight), shatter deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

Shield

Abjuration [Force]

Level: Arcane 1; Components: V, S; Casting Time: Attack action; Range: Personal; Target: You; Duration: 1 minute/level (D)

Shield creates an invisible, mobile disk of force that hovers in front of the caster. It negates magic missile attacks directed at the caster. The disk also intercepts attacks, providing a +4 bonus to Defense. The shield carries no armor penalty or arcane spell failure chance.

Shield of Faith

Abjuration

Level: Divine 1; Components: V, S, M; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: 1 minute/level; Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus, with an additional +1 to the bonus at 6th caster level.

Shout

Evocation [Sonic]

Level: Arcane 4; Components: V; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Area: Cone; Duration: Instantaneous; Saving Throw: Fortitude partial (see text) (object); Spell Resistance: Yes (object)

The caster emits an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 2d6 points of damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object takes 1d6 points of damage per caster level. Creatures holding fragile objects can negate damage to them with successful Reflex saves.

A deafened character, in addition to the obvious effects, suffers a -4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance to miscast and lose any spell with a verbal component that he or she tries to cast.

The shout spell cannot penetrate the spell silence.

Silence

Illusion

Level: Divine 2; Components: V, S; Casting Time: Attack action; Range: Long (400 ft. + 40 ft./level); Area: 15-ft.-radius emanation centered on a creature, object, or point in space; Duration: 1 minute/level; Saving Throw: Will negates or none (object); Spell Resistance: Yes or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a

creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks.

Sleep

Enchantment [Mind-Affecting]

Level: Arcane 1; Components: V, S, M; Casting Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Area: Several living creatures within a 15-ft.-radius burst; Duration: 1 minute/level; Saving Throw: Will negates; Spell Resistance: Yes

A sleep spell causes a comatose slumber to come upon one or more creatures. Roll 2d4 to determine how many total HD of creatures can be affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. No creature with 5 or more HD is affected, and HD that are not sufficient to affect a creature are wasted.

Sleeping creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. Awaken a creature is a move action.

Sleep does not affect unconscious creatures, constructs, or undead creatures.

Note: Additional hit points given along with a creature's Hit Dice are irrelevant for determining how many Hit Dice a creature has.

Slow

Transmutation

Level: Arcane 3; Components: V, S, M; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Targets: One creature/level, no two of which can be more than 30 ft. apart; Duration: 1 round/level; Saving Throw: Will negates; Spell Resistance: Yes

Affected creatures move and attack at a drastically slowed rate. Slowed creatures can take only a single move action or attack action each turn, but not both (nor may they take full-round actions). Additionally, they suffer -2 penalties to Defense, melee attack rolls, melee damage rolls, and Reflex saves. Slowed creatures jump half as far as normal.

Slow counters and dispels haste but does not otherwise affect magically speeded or slowed creatures.

Spider Climb

Transmutation

Level: Divine 2, Arcane 2; Components: V, S, M; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: 10 minutes/level; Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and need not make Climb checks to scale a surface.

Status

Divination

Level: Divine 3; Components: V, S; Casting Time: Attack action; Range: Touch; Targets: One creature touched/three - levels; Duration: 1 hour/level; Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

Status allows a divine caster to mentally monitor the relative positions and general condition of his or her companions. The caster is aware of direction and distance to the creatures and their status: unharmed, wounded, disabled, staggered, unconscious, dying, dead, and so forth. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell.

Stoneskin

Abjuration

Level: Arcane 4; Components: V, S, M; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: 10 minutes/level or until discharged; Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

The subject gains damage reduction 10/— against physical attacks. Once the spell has prevented a total of 10 points of damage per caster level, it is discharged.

Material Components: Purchase DC 23.

Telekinesis

Transmutation

Level: Arcane 5; Components: V, S; Casting Time: Attack action; Range: Long (400 ft. + 40 ft./level); Target or Targets: See text; Duration: Concentration (up to 1 round/level) or instantaneous (see text); Saving Throw: Will negates (object) (see text); Spell Resistance: Yes (object) (see text)

The caster can move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide either a gentle, sustained force or a single short, violent thrust. Sustained Force: A sustained force moves a creature or object weighing up to 25 pounds per caster level up to 20 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful Will save or with spell resistance.

This version of the spell lasts up to 1 round per caster level, but it ends if the caster ceases concentration. The weight can be moved vertically, horizontally, or both. An object cannot be moved beyond the caster's range. The spell ends if the object is forced beyond the range. If the caster ceases concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand, if the force required is within the weight limitation.

Violent Thrust: Alternatively, the spell energy can be expended in a single round. The caster can hurl one or more objects or creatures that are within range and all within 10 feet of each other toward any target within 10 feet/level of all the objects. The caster can hurl up to a total weight of 25 pounds per caster level.

The caster must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using his or her base attack bonus + Intelligence modifier. Weapons deal their normal damage (with no Strength bonus). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects).

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinised creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet.

Tongues

Divination

Level: Divine 4, Arcane 3; Components: V, M/DF; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: 10 minutes/level; Saving Throw: Will negates (harmless); Spell Resistance: No

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a species language or a regional dialect. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make him or herself understood as far as her voice carries. This spell does not predispose any creature addressed toward the subject in any way.

True Seeing

Divination

Level: Divine 5; Components: V, S, M; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: 1 minute/level; Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

The caster confers on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic or psionics, sees invisible creatures or objects normally, sees through illusions, and sees the true form of changed or transmuted things. The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not cancel concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret panels hidden by mundane means. The effects cannot be combined with other spells and powers.

Material Component: Purchase DC 16.

True Strike

Divination

Level: Arcane 1; Components: V, F; Casting Time: Attack action; Range: Personal; Target: You; Duration: See text
The caster's next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, the caster is not affected by the miss chance that applies to attacks against a concealed target.

Virtue

Transmutation

Level: Divine 0; Components: V, S, DF; Casting Time: Attack action; Range: Touch; Target: Creature touched; Duration: 1 minute; Saving Throw: Yes (harmless); Spell Resistance: Yes (harmless)

The subject gains 1 temporary hit point.

Wall of Fire

Evocation [Fire]

Level: Arcane 4; Components: V, S, M; Casting Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Effect: Opaque sheet of flame up to 20 ft. long/caster level or a ring of fire with a radius of up to 5 ft./two caster levels; either form 20 ft. high; Duration: Concentration + 1 round/level; Saving Throw: See text; Spell Resistance: Yes

An immobile curtain of fire springs into existence. One side of the wall, selected by the caster, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and each round that a creature enters or remains in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level to any creature passing through it. The wall deals double damage to undead creatures.

If the caster evokes the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall by making a successful Reflex save. (If the creature ends up on the hot side of the wall, it takes 2d4 points of damage, as normal.)

If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)

Wall of Force

Evocation [Force]

Level: Arcane 5; Components: V, S, M; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level; Duration: 1 minute/level (D); Saving Throw: None; Spell Resistance: No

A wall of force spell creates an invisible wall of force. The wall of force cannot move, it is immune to damage of all kinds, and it is unaffected by dispel magic. Spells, breath weapons, and flamethrowers cannot pass through the wall in either direction, although dimension door can bypass the barrier. Gaze attacks can operate through the wall of force.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level, or into a sphere or hemisphere with a radius of up to 1 foot per level.

The wall of force must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of Ice

Evocation [Cold]

Level: Arcane 4; Components: V, S, M; Casting Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Effect: Anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level; Duration: 1 minute/level; Saving Throw: See text; Spell Resistance: Yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Fire, including fire spells, can melt a wall of ice. Fire deals full damage to the wall (instead of the normal half damage suffered by objects).

Suddenly melting the wall of ice (by reducing it to 0 hit points in a single attack) creates a 10-foot-radius cloud of fog that lasts

for 10 minutes. Objects and creatures within the area are treated as if they had one-half concealment (20% miss chance) with respect to one another.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster levels. The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it takes 1d6 points of cold damage +1 point per caster level.

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet +1 foot per caster level. It is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

The caster can create the hemisphere so that it traps one or more creatures, though these creatures can avoid being trapped by the hemisphere by making successful Reflex saves.

Wall of Iron

Conjuration (Creation)

Level: Arcane 5; Components: V, S, M; Casting Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Effect: Iron wall whose area is up to one 5-ft. square/level (see text); Duration: Instantaneous; Saving Throw: See text; Spell Resistance: No

The caster causes a flat, vertical iron wall to spring into being. This wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though the caster can shape its edges to fit the available space.

The wall of iron is 1 inch thick per four caster levels. The caster can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

If the caster desires, the wall can be created vertically resting on a flat surface but not attached to the surface so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must succeed at a Strength check (DC 40) to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Large and smaller creatures who fail take 10d6 points of damage. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Material Component: Purchase DC 18.

Wall of Stone

Conjuration (Creation)

Level: Divine 5, Arcane 5; Components: V, S, M/DF; Casting Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Effect: Stone wall whose area is up to one 5-ft. square/level (S); Duration: Instantaneous; Saving Throw: See text; Spell Resistance: No

This spell creates a wall of rock that merges into adjoining rock surfaces. The wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

A wall of stone can be created in almost any shape the caster desires. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. If used to bridge a chasm, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. Like any other stone wall, this one can be destroyed by explosives or brought down by bludgeoning or piercing weapons. Each 5-foot square has 15 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is $20 + 2$ per inch of thickness.

It is possible to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures avoid entrapment with successful Reflex saves.

Water Breathing

Transmutation

Level: Divine 3, Arcane 3; Components: V, S, M/DF; Casting Time: Attack action; Range: Touch; Target: Living creatures touched; Duration: 2 hours/level (see text); Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures touched. The spell does not make creatures unable to breathe air.

Web

Conjuration (Creation)

Level: Arcane 2; Components: V, S, M; Casting Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Effect: Webs in a 20-ft.-radius spread; Duration: 10 minutes/_level; Saving Throw: Reflex negates (see text); Spell Resistance: Yes

The web spell creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. These masses must be anchored to two or more solid and diametrically opposed points—floor and ceiling, opposite walls, and so forth—or else the web collapses upon itself and disappears. Creatures caught within a web or simply touching its strands become entangled among the gluey fibers.

An entangled creature takes a -2 penalty on attack rolls, takes a -4 penalty to effective Dexterity, and can't move. An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is not stuck in the webs and is free to act, though moving is slow and may cause it to become stuck (see below). If the save fails, the creature is

stuck. A stuck creature can break loose by spending 1 round and succeeding on a Strength check (DC 20) or an Escape Artist check (DC 25). Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature may progress through the web very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

The web provides one-quarter cover for every 5 feet of the substance between the character and an opponent—one-half cover for 10 feet of web, three-quarters for 15 feet, and total cover for 20 feet or more.

The strands of a web spell are flammable. Any fire can set them alight and burn away 5 square feet in 1 round. All creatures within flaming webs take 2d4 points of damage from the flames.

Zone of Truth

Enchantment [Mind-Affecting]

Level: Divine 2; Components: V, S, DF; Casting Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Area: 5-ft.-radius/level emanation; Duration: 1 minute/level; Saving Throw: Will negates; Spell Resistance: Yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Creatures are allowed a save to avoid the effects when the spell is cast or when they first enter the emanation area. Affected creatures are aware of this enchantment. Creatures who leave the area are free to speak as they choose.

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PSIONICS

How to Read a Power Description

In most significant respects, manifesting a psionic power follows the same rules as casting a spell. The differences between a power description and a spell description are summarized in this section. See *How to Read a Spell Description*, starting on page 329, for information that is the same for both psionic powers and spells.

Key Ability

The first line beneath the power's name provides the key ability associated with the power. A psionic character must have a score in this ability equal to at least 10 + the power's level in order to manifest the power. For example, *aura sight* is a 4th-level power and its key ability is Wisdom; thus, a Telepath must have a Wisdom score of 14 or higher to use this power.

Descriptors

Descriptors are a way of classifying powers that have some common characteristic. Descriptors are often useful for knowing which creatures are or are not affected by a power. For instance, *finger of fire* and *whitfire* both carry the fire descriptor, meaning that they affect any target that is not immune or resistant to fire effects. Likewise, *electric charge* and *lightning strike* both carry the electricity descriptor, meaning that they are effective against any target that can be damaged by electricity effects.

A power's descriptors (if any) appear in brackets on the line containing the key ability. Descriptors used for the powers in this book include compulsion, electricity, fire, language-dependent, and mind-affecting.

Level

The relative strength of a power is indicated by its level—1st-level powers are more powerful than 0-level powers, and so on. A power's level also indicates whether a particular psionic character is capable of using the power, based on the character's class level and key ability score. See the Telepath and Battle Mind class descriptions in Chapter Nine: Campaign Models for more information.

Display

When psionic powers manifest, secondary displays usually accompany the primary effect. The psionic display may be auditory (Au), material (Ma), mental (Me), olfactory (Ol), or visual (Vi). Each power describes the sort of display that accompanies it.

Manifestation Time

Manifesting a psionic power is either an attack action or a full-round action, depending on the power. See the power descriptions for details.

Range

Each psionic power has a range, as listed in the power description. A power's range is the maximum distance from the psionic character that the power's effect can occur. The range categories are the same as the ones used for spells.

Target, Effect, Area

These terms are defined and used the same as they are for spells.

Saving Throw

Most harmful powers allow an affected target a saving throw to avoid some or all of the effect. Each power lists which saving throw type applies. The DC for a saving throw to resist a power is 10 + the power's level + the psionic character's key ability modifier. The terms used to define the various types of saving throws and results are the same as for spells.

Power Resistance

Power resistance is a special defensive ability that protects against psionic powers. If a psionic character faces a creature with power resistance, he must make a level check (1d20 + psionic character's class level) equal to or greater than the creature's power resistance for the power to affect it. Each power description includes an entry that indicates whether power resistance applies to the power (if so, Yes; if not, No). Other details are the same as for spell resistance.

Power Point Cost

All powers of a certain level have the same power point cost. The point cost to manifest a particular power is also provided in that power's description.

Descriptive Text

A power's descriptive text explains how the power works or what it does.

Power Failure

If you ever try to manifest a power in conditions where the characteristics of the spell (range, area, and so forth) cannot be made to conform, the effort fails and the power is wasted. Powers also fail if your concentration is broken (see *Concentration*, page 53).

New Feat

If the Gamemaster decides to include psionics in the campaign, he or she will make the following feat available to psionic characters.

Wild Talent

The character can manifest one 0-level psionic power.

Benefit: Select one 0-level psionic power. The character can manifest this power up to three times in a 24-hour period. There is no power point cost for using this power.

Power Lists

This section begins with the power lists for psionic character classes.

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a number of Hit Dice of creatures. A creature with only Hit Dice from its species, not from any classes it may have, has a character level equal to its Hit Dice. A creature with class levels is considered to have Hit Dice equal to the total of its Hit Dice and its class levels.

Manifester Level: A power's strength often depends on manifest level, which is the manifest level in the appropriate psionic character class. Creatures with no classes have a manifest level equal to their Hit Dice unless otherwise specified.

Creatures and Characters: "Creatures" and "characters" are used synonymously in the power descriptions.

List Format: Powers in the following lists are presented in order of power level (from lowest to highest) and alphabetized within each level group. A brief description of the power's effect is provided. Also, each power's key ability is identified in parentheses right after its name.

Attraction (Cha)	Target develops an attraction the manifester specifies.
Brain Lock (Cha)	Target can't move or take any mental actions.
Burst (Dex)	Speed improves by 10 feet for 1 round.
Charm Person (Cha)	Makes target manifester's friend.
Clairaudience/Clairvoyance (Wis)	Hear or see at a distance.
Claws of the Bear (Str)	Manifester's claw attack deals 1d12 damage.
Combat Focus (Wis)	Gain a +4 insight bonus to initiative.
Combat Precognition (Wis)	Gain a +1 insight bonus to Defense.
Combat Prescience (Wis)	Gain a +2 insight bonus on attack rolls.
Concussion (Con)	Mentally pummel target for 3d6 damage.
Control Object (Con)	Telekinetically animate a small object.
Darkvision (Wis)	See in the dark.
Daze (Cha)	Target loses next action.
Detect Psionics (Wis)	Manifester can detect the presence of psionic activity.
Detect Thoughts (Cha)	Detect target's surface thoughts.
Distract (Cha)	Target's mind wanders, imparting a -1 penalty on certain actions.
Domination (Cha)	Subject obeys manifester's will.
Electric Charge (Int)	Shocking touch deals 2d6 damage to target.
False Sensory Input (Cha)	Falsify one of the target's senses.
Far Hand (Con)	Minor telekinesis.
Far Punch (Con)	Telekinetic strike deals 1 damage.
Finger of Fire (Int)	Deal 1d3 fire damage to target.
Fire Bolt (Int)	Deals 1d6+1 fire damage to target.
Fire Storm (Int)	Deals 5d6 fire damage in 30-foot radius.
Forced Mindlink (Cha)	Forge mental bond with unwilling target.
Greater Bioweapon (Str)	Creates a staff of bioenergy that deals 2d8 bludgeoning damage.
Inflict Pain (Cha)	Mental attack deals 3d6 damage to target.
Lesser Bioweapon (Str)	Create a staff of bioenergy that deals 1d4 bludgeoning damage.
Lesser Body Adjustment (Str)	Heal 1d8 hp, or gain +1 bonus on next Fortitude save to resist poison or disease, or heal 1 point of ability damage.
Lesser Concussion (Con)	Mentally pummel target for 1d6 damage.
Lesser Domination (Cha)	Forces target to obey manifester's will.
Lesser Mindlink (Cha)	Forge a limited mental bond with target.
Levitate (Dex)	Target moves up or down at manifester's direction.
Lightning Strike (Int)	Deals 3d6 electrical damage in a 30-foot radius.
Mental Blast (Cha)	Target stunned for 3d4 rounds.
Metaphysical Weapon (Int)	Weapon gains a +3 enhancement bonus.
Mind Darts (Int)	A flurry of mental bursts deals 2d6 damage to target.
Mindlink (Cha)	Forge a mental bond with others.
Mindprobe (Cha)	Discover a target's secret thoughts.
Missive (Cha)	Send a one-way telepathic message.
Natural Armor (Str)	Manifester gains a +4 natural armor bonus to Defense.
Negate Psionics (Con)	Cancels psionic powers and effects.
Object Reading (Wis)	Reveal an object's past.
Power Resistance (Wis)	Target gains power resistance 12.
Psychofeedback (Str)	Use power points to boost Str, Dex, and/or Con modifiers.

Sending (Dex)	Deliver short message anywhere instantly.
Sensitivity to Psychic Impressions (Wis)	Reveal an area's past.
Suggestion (Cha)	Compels target to follow suggested action.
Tailor Memory (Cha)	Plant false memory in target.
Telekinesis (Con)	Lift or move 25 pounds per level at long range.
Valor (Str)	Gain a +1 morale bonus on saving throws.
Verve (Str)	Gain 1 temporary hit point.
Vigor (Str)	Gain 3 temporary hit points.
Whitefire (Int)	Deals 5d4 fire damage in 20-foot radius.

Power Descriptions

The powers herein are presented in alphabetical order.

Attraction

Charisma [Compulsion, Mind-Affecting]

Level: 1; Display: Audible; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One living creature; Duration: 1 hour/level; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 1

The manifester plants a compelling attraction in the mind of the target. The attraction can be toward a particular person, an object, an action, or an event. The power's target takes reasonable steps to meet, get close to, attend, find, or perform the object of its implanted attraction. For the purposes of this power, "reasonable" means that while fascinated, the target doesn't suffer from blind obsession. The target will not undertake obviously self-destructive actions. The subject can still recognize danger, but will not flee unless the threat is immediate. If the manifester makes the target feel an attraction to the manifester, the manifester can't command the subject indiscriminately, although he or she will be willing to listen to the manifester (even if the subject disagrees). This power grants the manifester a +4 bonus to his or her Charisma modifier when dealing with the subject.

Brain Lock

Charisma [Mind-Affecting]

Level: 2; Display: Visual, Material; Manifestation Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Target: One creature of Medium-size or smaller; Duration: 1 round/level (D); Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 3

The target's higher mind is locked away. He or she stands mentally paralyzed, unable to take any actions. The brain locked subject is not stunned (so attackers get no special advantage). He or she can defend him or herself against physical attacks (Dexterity bonus to Defense still applies), but otherwise can't move, and can't use psionic powers.

A brain locked flyer can't flap its wings and falls. A swimmer can't swim and may drown.

Burst

Dexterity

Level: 0; Display: Audible; Manifestation Time: See text; Range: Close (25 ft. + 5 ft./2 levels); Target: One living creature; Duration: 1 round; Power Point Cost: 1

The target increases his or her base speed by +10 feet on his or her next turn.

The manifester can manifest this power instantly on his or herself, gaining the benefit of the speed increase in the same round. Manifesting the power is a free action. If manifested on another creature, the manifestation time is an attack action.

Charm Person

Charisma [Compulsion, Mind-Affecting, Language-Dependent] Level: 1; Display: Mental; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One person; Duration: 1 hour/level; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 1

This power makes a Medium-size or smaller person regard the manifester as his or her trusted friend and ally. If the target is currently being threatened or attacked by the manifester or allies, however, the subject receives a +5 bonus on his or her saving throw.

The power does not enable the manifester to control the charmed person as if he or she was an automaton, but he or she does perceive the manifester's words and actions in the most favorable way. The manifester can try to give the subject orders, but the manifester must win an opposed Charisma check to convince the subject to do anything he or she would not ordinarily do. (The manifester can't try again.) A charmed person never obeys suicidal or obviously harmful orders. Any act by the manifester or his or her apparent allies that threatens the charmed person breaks the power. Note also that the manifester must speak the person's language to communicate his or her commands.

Clairaudience/Clairvoyance

Wisdom

Level: 2; Display: Visual, Audible; Manifestation Time: Attack action; Range: See text; Duration: 1 minute/level (D); Saving Throw: None; Power Resistance: No; Power Point Cost: 3

This power enables a manifester to concentrate on some locale and hear or see (manifester's choice) almost as if he or she were there. Distance is not a factor, but the locale must be known—either a place familiar to the manifester or an obvious place.

Claws of the Bear

Strength

Level: 2; Display: Visual, Material; Manifestation Time: Attack action; Range: Personal; Target: You; Duration: 1 hour/level; Power Points: 3

This power grants the manifester a claw attack (which does not provoke attacks of opportunity) that deals 1d12 points of slashing damage (plus Strength modifier). The manifester is considered armed. The manifester cannot grasp or manipulate objects (including weapons) as long as this power remains in effect. This power can be used in conjunction with feats, powers, or spells allowing additional attacks on the manifester's turn, and it can be used with multiple attacks gained through level advancement.

Combat Focus

Wisdom

Level: 2; Display: Visual; Manifestation Time: 1 minute; Range: Personal; Target: You; Duration: 1 hour; Saving Throw: None; Power Resistance: No; Power Point Cost: 3

The manifester gains a +4 insight bonus on his or her next initiative check, provided the manifester makes that check before the duration expires.

Combat Precognition

Wisdom

Level: 1; Display: Visual, Material; Manifestation Time: Attack action; Range: Personal; Target: You; Duration: 1 hour/level (D); Saving Throw: None; Power Resistance: No; Power Point Cost: 1

The manifester gains a +1 insight bonus to Defense. If he or she is caught flat-footed, this bonus to Defense doesn't apply.

Combat Prescience

Wisdom

Level: 2; Display: Visual; Manifestation Time: Attack action; Range: Personal; Target: You; Duration: 1 minute/level (D); Saving Throw: None; Power Resistance: No; Power Point Cost: 3

The manifester gains a +2 insight bonus on his or her attack rolls for the duration of the power.

Concussion

Constitution

Level: 2; Display: Audible; Manifestation Time: Attack action; Range: Medium (100 ft. + 10 ft./_level); Target: One individual; Duration: Instantaneous; Saving Throw: Fortitude half; Power Resistance: Yes; Power Point Cost: 3

The target is pummeled with telekinetic force for 3d6 points of damage. The manifester may choose to have the power deal only nonlethal damage instead of lethal damage.

Concussion always affects a target within range that the manifester can see, even if the subject is in melee or has partial cover or concealment. Inanimate objects can't be damaged by this power.

Control Object

Constitution

Level: 1; Display: Material; Manifestation Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Target: One unattended object weighing up to 100 pounds; Duration: Concentration, up to 1 round/level; Saving Throw: None; Power Resistance: No; Power Point Cost: 1

The manifester telekinetically animates an inanimate object, making it move under his or her control. The controlled object moves with jerky and clumsy movements. The object can move at a speed of 10 feet. A controlled object can make a slam attack with an attack bonus of +0, dealing 1d4 points of bludgeoning damage.

Darkvision

Wisdom

Level: 2; Display: Visual; Manifestation Time: Attack action; Range: Touch; Target: Individual touched; Duration: 1 hour/level; Saving Throw: None; Power Resistance: Yes; Power Point Cost: 3

The target gains the ability to see 60 feet even in total darkness. This provides black-and-white vision only, but is otherwise like normal sight and it doesn't allow the target to see in magical darkness (if such a thing exists in the campaign).

Daze

Charisma [Compulsion, Mind-Affecting]

Level: Telepath 0; Display: Mental, Material; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One person; Duration: 1 round; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 1

This power clouds the mind of a Medium-size or smaller target so that he or she takes no actions. Creatures of 5 or more HD or levels are not affected. The dazed subject is not stunned (so attackers get no special advantage against him or her), but the subject can't move or take actions.

Detect Psionics

Wisdom

Level: Telepath 0/Battle Mind 0; Display: Visual, Audible; Manifestation Time: Attack action; Range: 60 ft.; Area: Quarter-circle emanating from you to the extreme of the range; Duration: Concentration, up to 1 minute/_level (D); Saving Throw: None; Power Resistance: No; Power Point Cost: 1

The manifester detects psionic auras. The amount of information revealed depends on how long the manifester studies a particular area or subject.

1st Round: Presence or absence of psionic auras.

2nd Round: Number of different psionic auras and the strength of the strongest aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, the manifester can make Psicraft checks to determine the discipline involved in each. (Make one check per aura; DC 15 + power level, or 15 + half manifester level for a nonpower effect.)

Psionic areas, multiple disciplines, or strong local psionic emanations may confuse or conceal weaker auras.

Aura Strength: An aura's psionic power and strength depend on a power's functioning power level or an item's manifester level.

Functioning Power Level	Item Manifester Level	Aura Power
0-level or lingering aura	Lingering aura	Dim
1st–3rd	1st–5th	Faint
4th–5th	—	Moderate

If an aura falls into more than one category, detect psionics indicates the stronger of the two.

Length Aura Lingers: How long the aura lingers after the source has vacated the area depends on the aura's original strength.

Original Aura Power	Duration
Dim	1 minute
Faint	1d6 minutes
Moderate	1d6 x 10 minutes

Each round, the manifester can turn to detect things in a new area. The manifester can tell the difference between magical and psionic auras. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Thoughts

Charisma [Mind-Affecting]

Level: 2; Display Visual, Mental; Manifestation Time: Attack action; Range: 60 ft.; Area: Quarter-circle emanating from you to the extreme of the range; Duration: Concentration, up to 1 minute/level (D); Saving Throw: Will negates (see text); Power Resistance: No; Power Point Cost: 3

The manifester detects surface thoughts. The amount of information revealed depends on how long the manifester studies a particular area or subject.

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the mental strength of each.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents the manifester from reading its thoughts, and the manifester must manifest detect thoughts again to have another chance. Creatures of animal intelligence have simple, instinctual thoughts that the manifester can pick up.

Each round, the manifester can turn to detect thoughts in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Distract

Charisma [Mind-Affecting]

Level: 0; Display: Audible; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One living creature; Duration: Concentration, up to 1 minute/level (D); Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 1

The manifester causes the target's mind to wander, distracting him or her. Subjects of distract make all Listen, Spot, Search, and Sense Motive checks at a –1 penalty.

Domination

Charisma [Compulsion, Mind-Affecting]

Level: 4; Display: Mental; Manifestation Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Target: One Medium-size or smaller creature; Duration: 1 day/level; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 7

The manifester can control the actions of a Medium-size or smaller creature. The manifester establishes a telepathic link with the target's mind. If the manifester and his or her subject share a common language, the manifester can generally force the subject to perform as he or she desires, within the limits of the subject's abilities. If no common language is shared, the manifester can only communicate basic commands. The manifester knows what the target is experiencing but does not receive direct sensory input from him or her.

The target resists this control, and if forced to take an action that goes against his or her nature he or she receives a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are ignored, regardless of the result of the saving throw.

Once control is established, the range at which it can be exercised is unlimited. The manifester need not see the target to control him or her.

Electric Charge

Intelligence [Electricity]

Level: 2; Display: Visual (see text); Manifestation Time: Attack action; Range: Touch; Effect: Shocking damage; Duration: Instantaneous; Saving Throw: None; Power Resistance: Yes; Power Point Cost: 3

The manifester creates a static charge that deals 2d6 points of electrical damage with his or her touch.

False Sensory Input

Charisma [Mind-Affecting]

Level: 3; Display: Mental; Manifestation Time: Full-round action; Range: Long (400 ft. + 40 ft./level); Target: One living creature; Duration: Concentration, up to 1 minute/level (D); Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 5

The manifester has a limited ability to falsify one of the target's senses. The subject thinks he or she sees, hears, smells, tastes, or feels something other than what his or her senses actually report. The manifester can't fabricate a sensation where none exists, nor make the target completely oblivious to a sensation, but the manifester can falsify the specifics of one sensation for different specifics. The manifester can switch between senses he or she falsifies round by round. A manifester can't alter a sensation's "intensity" by more than 50%. If this power is used to distract an enemy psionic character who is attempting to manifest a power, the enemy must make a Concentration check as if against a non-damaging power (the DC equals the distracting power's save DC + 3 in this case).

Far Hand

Constitution

Level: 0; Display: Visual; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: An unattended object weighing up to 5 pounds; Duration: Concentration; Saving Throw: None; Power Resistance: No; Power Point Cost: 1

The manifester can lift and move an object at will from a distance. After manifestation, as a move action the manifester can move the object up to 15 feet in any direction. The power ends if the distance between the manifester and the object ever exceeds the power's range.

Far Punch

Constitution

Level: 0; Display: Visual, Mental; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One individual; Duration: Instantaneous; Saving Throw: None; Power Resistance: Yes; Power Point Cost: 1

The manifester strikes the target with a telekinetic punch that deals 1 point of damage. Inanimate objects can't be damaged by this power.

Finger of Fire

Intelligence [Fire]

Level: 0; Display: Visual; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Effect: Ray; Duration: Instantaneous; Saving Throw: None; Power Resistance: Yes; Power Point Cost: 1

A ray of flame projects from the manifester. The manifester must succeed at a ranged touch attack to deal damage to a target. The flame deals 1d3 points of fire damage. This flame isn't powerful enough to cause combustion.

Fire Bolt

Intelligence [Fire]

Level: 1; Display: Visual; Manifestation Time: Attack action; Range: 60 ft.; Effect: Bolt; Duration: Instantaneous; Saving Throw: None; Power Resistance: Yes; Power Point Cost: 1

A bolt of fire shoots from the manifester. He or she must succeed at a ranged touch attack to deal damage to a target. The bolt deals 1d6+1 points of fire damage and the target may catch on fire.

Fire Storm

Intelligence [Fire]

Level: 4; Display: Visual (see text); Manifestation Time: Attack action; Range: Long (400 ft. + 40 ft./level); Area: 30-ft.-radius spread; Duration: Instantaneous; Saving Throw: Reflex half; Power Resistance: Yes; Power Point Cost: 7

The manifester generates a storm of fire that fills an area he or she designates and deals 5d6 points of fire damage to all creatures (the manifester must be able to see the target area or a portion of it). Unattended objects also take damage. This power sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point.

Forced Mindlink

Charisma

Level: 4; Display: Material; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Targets: You and one other creature who is initially no more than 30 ft. away; Duration: 10 minutes/level; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 7

The manifester forges a telepathic bond with another person or creature, which must have an Intelligence score of 6 or higher. The manifester can communicate telepathically through the bond even if he or she does not share a common language with the subject. No special power or influence is established as a result of the bond and the target is not compelled to communicate with the manifester. Once the bond is formed, it works over any distance.

Greater Bioweapon

Strength

Level: 4; Display: Visual, Material; Manifestation Time: Attack action; Range: Personal; Target: You; Duration: 4 rounds + 1 round/level; Power Point Cost: 7

The manifester generates a shaft of biokinetic energy that can be used as a melee weapon. It deals 2d8 points of bludgeoning damage on a successful attack. The shaft maintains its form for the duration or until the manifester drops it (or otherwise stop touching it with at least one hand), at which point it dissipates.

Inflict Pain

Charisma [Mind-Affecting]

Level: 2; Display: Audible; Manifestation Time: Attack action; Range: Long (400 ft. + 40 ft./level); Target: One living creature; Duration: Concentration, up to 5 rounds; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 3
The manifester telepathically attacks the target's mind, dealing 3d6 points of damage.

Lesser Bioweapon Strength

Level: 1; Display: Visual, Material; Manifestation Time: Attack action; Range: Personal; Target: You; Duration: 4 rounds + 1 round/level; Power Point Cost: 1
The manifester generates a shaft of biokinetic energy that can be used as a melee weapon. It deals 1d4 points of bludgeoning damage on a successful attack. The shaft maintains its form for the duration or until the manifester drops it (or otherwise stop touching it with at least one hand), at which point it dissipates.

Lesser Body Adjustment Strength

Level: 1; Display: Audible, Material; Manifestation Time: Full-round action; Range: Personal; Target: You; Duration: Instantaneous; Power Point Cost: 1
The manifester recovers 1d8 hit points, or gains a +1 bonus on his or her next Fortitude save against poison or disease, or heals 1 point of temporary ability damage. The manifester chooses one benefit for a single manifestation.

Lesser Concussion Constitution

Level: 1; Display: Audible; Manifestation Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Target: One individual; Duration: Instantaneous; Saving Throw: Fortitude half; Power Resistance: Yes; Power Point Cost: 1
The target is pummeled with telekinetic force for 1d6 points of damage. The manifester may choose to have the power deal only nonlethal damage instead of lethal damage. Concussion always affects a target within range that the manifester can see, even if the subject is in melee or has partial cover or concealment. Inanimate objects can't be damaged by this power.

Lesser Domination

Charisma [Compulsion, Mind-Affecting, Language-Dependent]

Level: 3; Display: Mental; Manifestation Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Target: One Medium-size or smaller creature; Duration: 1 day/level; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 5
The manifester can control the actions of a Medium-size or smaller creature. The manifester establishes a telepathic link with the target's mind. If the manifester and his or her subject share a common language, the manifester can generally force the subject to perform as he or she desires, within the limits of the subject's abilities. The power fails if no common language is shared. The manifester knows what the target is experiencing but does not receive direct sensory input from him or her. The target resists this control, and if forced to take an action that goes against his or her nature he or she receives a new saving throw with a bonus of +1 to +4, depending on the type of action

required. Obviously self-destructive orders are ignored, regardless of the result of the saving throw. Once control is established, the range at which it can be exercised is unlimited. The manifester need not see the target to control him or her.

Lesser Mindlink

Charisma

Level: 1; Display: Material; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Targets: You and one other creature who is initially no more than 30 ft. away; Duration: 10 minutes/level; Saving Throw: None; Power Resistance: No; Power Point Cost: 1

The manifester forges a telepathic bond with another person or creature, which must have an Intelligence score of 6 or higher. The bond can be established only with a willing subject, who therefore receives no saving throw and gains no benefit from power resistance. The manifester can communicate telepathically through the bond even if he or she does not share a common language with the subject. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance.

Levitate

Dexterity

Level: Telepath 2; Display: Olfactory; Manifestation Time: Attack action; Range: Personal or close (25 ft. + 5 ft./2 levels); Target: You or one willing creature or one object (total weight up to 100 lb./level); Duration: 10 minutes/level (D); Saving Throw: None; Power Resistance: No; Power Point Cost: 3
Levitate allows the manifester to move him or herself, another creature, or an object up and down as the manifester wishes. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The manifester can mentally direct the recipient to move up or down up to 20 feet each round; doing so is a move action. The manifester can't move the recipient horizontally, but the subject could push or pull his or her way provided there is a surface to grasp (generally at half its base speed). A levitating creature who attacks with a melee or ranged weapon finds him or herself increasingly unstable; the first attack has an attack roll penalty of -1, the second -2, and so on, up to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Lightning Strike

Intelligence [Electricity]

Level: 3; Display: Visual; Manifestation Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Area: 30-ft. radius; Duration: Instantaneous; Saving Throw: Reflex half; Power Resistance: Yes; Power Point Cost: 5
The manifester deals 3d6 points of electricity damage to all creatures within the area he or she designates (the manifester must be able to see the target area or a portion of it).

Mental Blast

Charisma

Level: 3; Display: Visual; Manifestation Time: Attack action; Range: 60 ft.); Target: One living creature; Duration: Instantaneous; Saving Throw: Will negates; Power Resistance: No; Power Point Cost: 5
The manifester delivers a telepathic strike that stuns the target for 3d4 rounds.

Metaphysical Weapon

Intelligence

Level: 3; Display: Visual; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One weapon or 50 projectiles (all of which must be in contact with each other at the time of manifestation); Duration: 1 hour/level; Saving Throw: Will negates (harmless, object); Power Resistance: Yes (harmless, object); Power Points: 5
A weapon gains a +3 enhancement bonus on attack and damage rolls. Alternatively, the manifester can affect up to 50 arrows, bolts, or bullets. The projectiles must all be of the same type, and they have to be together in one group. Projectiles (but not thrown weapons) lose their enhancement when used.

Mind Darts

Intelligence

Level: 3; Display: Visual; Manifestation Time: Attack action; Range: 30 ft.; Target: One living creature; Duration: Instantaneous; Saving Throw: Reflex half; Power Resistance: Yes; Power Point Cost: 5
The manifester deals 2d6 points of damage to a single target within range.

Mindlink

Charisma

Level: 3; Display: Material; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Targets: One creature/level, no two of which are initially more than 30 ft. apart; Duration: 10 minutes/level; Saving Throw: None; Power Resistance: No; Power Point Cost: 5
The manifester forges a telepathic bond with one or more people or creatures, which must have Intelligence scores of 6 or higher. The bond can be established only with willing subjects, who therefore receive no saving throw and gain no benefit from power resistance. The manifester can communicate telepathically through the bond even if he or she does not share a common language with the subjects. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance.

Mind Probe

Charisma

Level: 5; Display: Visual, Material, Audible; Manifestation Time: 1 minute; Range: Close (25 ft. + 5 ft./2 levels); Target: One living creature; Duration: 1 minute/level; Saving Throw: Fortitude negates; Power Resistance: Yes; Power Point Cost: 9
All the target's memories and knowledge are accessible to the manifester. The manifester can learn the answer to one question per round, to the best of the target's knowledge. The manifester can also probe a sleeping target, though the target may make a Will save against the DC of the mind probe to wake after each question. Targets who do not wish to be probed can attempt to

move beyond the power's range, unless somehow hindered. The manifester poses the questions telepathically, and the answers to those questions are imparted directly to his or her mind. The manifester and the target do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to the manifester's questions.

Missive

Charisma [Language-Dependent]

Level: 0; Display: Visual; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One living creature; Duration: Instantaneous; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 1
The manifester sends a telepathic message of up to ten words to any living creature within range. This is strictly a one-way exchange from the manifester to the target. The manifester and the target must share a common language for the communication to be meaningful.

Natural Armor

Strength

Level: 4; Display: Olfactory, Material; Manifestation Time: Attack action; Range: Personal; Target: You; Duration: 1 minute/level; Power Points: 7
This power provides a +4 natural armor bonus to the manifester's Defense. Natural armor does not carry an armor penalty and does not reduce speed. This power's effect does not stack with other natural armor bonuses.

Negate Psionics

Constitution

Level: 3; Display: Vi; Manifestation Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Target or Area: One psionic character or creature, or one object; or 30-ft.-radius burst; Duration: Instantaneous; Saving Throw: None; Power Resistance: No; Power Points: 5
Negate psionics can be used to end ongoing powers that are manifested on a creature or object, to temporarily suppress the psionic abilities of a psionic item, or to end ongoing power (or at least their effects) within an area. A negated power ends as if its duration had expired. Negate psionics can negate (but not counter) the ongoing effects of supernatural abilities as well as psionic powers. Negate psionics affects spell-like abilities just as it affects powers (and spells). A manifester can't use negate psionics to undo the effects of any power with instantaneous duration.
The manifester chooses to use negate psionics in one of two ways: a targeted negation or an area negation:
Targeted Negation: One object, creature, or power is the target of the power. The manifester makes a negation check against the power or against each ongoing power currently in effect on the object or creature. A negation check is 1d20 + 1 per manifester level against a DC of 11 + the manifester level of the power to be negated.
If the object that targeted is a psionic item, the manifester makes a negation check against the item's manifester level. If the manifester succeeds, all the item's psionic properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonpsionic for the duration of the effect.

The manifester automatically succeed on the negation check against any power that he or she manifested his or herself. Area Negation: The power affects everything within a 30-foot radius.

For each creature that is the target of one or more powers, the manifester makes a negation check against the power with the highest manifester level. If that fails, he or she makes negation checks against progressively weaker powers until he or she negates one power (which discharges the negate psionics so far as that target is concerned) or fails all his or her checks. The creature's psionic items are not affected.

For each object that is the target of one or more powers, the manifester makes negation checks as with creatures. Psionic items are not affected by area negations.

For each ongoing power with an area centered within the negate psionics target area, the manifester makes a negation check to negate the power.

For each ongoing power whose area overlaps with that of the negation, the manifester makes a negation check to end the effect, but only within the area of the negate psionics.

Object Reading

Wisdom

Level: 1; Display: Audible, Material; Manifestation Time: Attack action; Range: Touch; Target: One object; Duration: Concentration, up to 10 minutes/level (D); Saving Throw: None; Power Resistance: Yes; Power Point Cost: 1

This power provides information about an object's previous owner. The amount of information revealed depends on how long the manifester studies a particular object.

1st Round: Last owner's gender.

2nd Round: Last owner's age.

3rd Round: Last owner's appearance.

4th Round: Last owner's primary allegiance (if any).

5th Round: How last owner gained and lost the object.

6th+ Round: Previous-to-last owner's gender, and so on.

An object without any previous owners reveals no information.

A manifester can continue to run down the list of previous owners and learn details about them as long as the power's duration lasts. If the manifester reads the same object again, he or she doesn't pick up where he or she left off in the list of previous owners.

Power Resistance

Wisdom

Level: 5; Display: Visual, Material; Manifestation Time: Attack action; Range: Touch; Target: Creature touched; Duration: 1 minute/level; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 9

The target is granted power resistance equal to 12 + the manifester's manifester level.

Psychofeedback

Strength

Level: 4; Display: Visual; Manifestation Time: Attack action; Range: Personal; Target: You; Duration: 1 minute (D); Power Point Cost: 7

The manifester can use power points to boost his or her Strength, Dexterity, and Constitution modifiers as a free action. While the duration lasts, the manifester can use power points on a round-by-round basis to boost any or all of his or her physical

ability score modifiers (not the actual ability score) by a number equal to half the power points he or she expends for that round as a free action. The manifester doesn't have to boost an ability modifier every round to keep the power in effect—as long as the duration lasts, he or she has the potential to boost his or her ability modifiers on any round.

Sending

Dexterity

Level: 5; Display: Mental; Manifestation Time: Full-round action; Range: See text; Target: One creature; Duration: 1 round; Saving Throw: None; Power Resistance: No; Power Point Cost: 9

The manifester contacts a particular individual with whom he or she is familiar and sends a short message of twenty-five words or less. The target recognizes the manifester if it knows him or her. It can answer in like manner immediately. The target is not obliged to act on the message in any way.

Sensitivity to Psychic Impressions

Wisdom

Level: 2; Display: Audible, Material; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: Area within a 25-ft. + 5 ft./2 levels-radius spread, centered on you; Duration: Concentration, up to 10 minutes/level (D); Saving Throw: None; Power Resistance: No; Power Point Cost: 2

The manifester gains historical vision in a given location. The types of events most likely to leave psychic impressions are those that elicited strong emotions. Everyday occurrences leave no residue for a manifester to detect. The vision of the event is dreamlike and shadowy. The manifester does not gain special knowledge of those involved in the vision. A manifester can sense one distinct event per round of concentration, if any exist at all. This sensitivity extends into the past a number of years equal to 100 x the manifester's level.

Suggestion

Charisma [Compulsion, Mind-Affecting, Language-Dependent]

Level: 2; Display: Audible; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One living creature; Duration: 1 hour/level or until completed; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 3

The manifester influences the actions of the target by suggesting a course of action (limited to a sentence or two). The suggestion must be worded in such a manner as to make the action sound reasonable. The suggested course of action can continue for the entire duration. If the suggested action can be completed in a shorter time, the power ends when the subject finishes what he or she was asked to do. The manifester can instead specify conditions that will trigger a special action during the duration. If the condition is not met before the power expires, the action is not performed.

A very reasonable suggestion causes the saving throw to be made with a penalty at the discretion of the GM.

Tailor Memory

Charisma [Mind-Affecting]

Level: 4; Display: Audible; Manifestation Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Target: One target of Medium-size or smaller; Duration: Instantaneous; Saving Throw: Will negates (see text); Power Resistance: Yes; Power Point Cost: 7

The manifester inserts a memory of his or her own choosing in the target's mind. The manifester can insert a memory of up to 1 round duration per four manifester levels. The manifester chooses when the fake event occurred any time within the last week. The manifester can't read the target's memory with this power.

Tailoring a memory is tricky, because if it is not done right the target's mind recognizes it as false. Dissonance occurs if a manifester inserts a memory that is out of context with the target's past experience. The target gains a bonus of +1 to +4 on his or her saving throw, depending on the magnitude of dissonance create by an out-of-context memory, as determined by the GM. Likewise, inserting a memory of the target taking an action against his or her nature grants a +1 to +4 bonus, depending on the type of memory inserted. Inserting a memory that couldn't possibly be true causes the power to fail automatically.

Telekinesis

Constitution

Level: 4; Display: Visual; Manifestation Time: Attack action; Range: Long (400 ft. + 40 ft./level); Target or Targets: See text; Duration: Concentration, up to 1 round/level, or instantaneous (see text); Saving Throw: Will negates (object) (see text); Power Resistance: Yes (object) (see text); Power Point Cost: 7

The manifester moves objects or creatures by concentrating on them. The power can provide either a gentle, sustained force or a single short, violent thrust (manifester's choice).

Sustained Force: A sustained force moves a creature or object weighing up to 25 pounds per manifester level up to 20 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful Will save or with power resistance.

This power lasts up to 1 round per manifester level, but it ends if the manifester ceases concentration. The weight can be moved vertically, horizontally, or both. An object can't be moved beyond the range. The power ends if the object is forced beyond the range. If the manifester ceases concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand, if the force required is within the weight limitation.

Violent Thrust: Alternatively, the telekinetic power can be expended in a single round. The manifester can hurl one or more objects or creatures that are within range and all within 10 feet of each other toward any target within 10 feet/level of all the objects. A manifester can hurl up to a total weight of 25 pounds per manifester level.

The manifester must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using his or her base attack plus Intelligence modifier. Weapons cause standard damage (with no Strength bonus). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds for hard, dense objects.

Creatures who fall within the weight capacity of the power can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the power. If creatures are telekinetically hurled against solid surfaces, they take damage as if they had fallen 10 feet (1d6 points).

Valor

Strength

Level: 0; Display: Audible; Manifestation Time: See text; Range: Personal; Target: You; Power Point Cost: 1

The manifester can immediately apply a +1 morale bonus on a saving throw.

A manifester can manifest this power instantly, quickly enough to gain the +1 morale bonus on a saving throw in the same round. Manifesting the power is a free action.

Verve

Strength

Level: 0; Display: Material, Olfactory; Manifestation Time: Attack action; Range: Personal; Target: You; Duration: 1 minute (D); Power Point Cost: 1

The manifester gains 1 temporary hit point for the duration of the power.

Vigor

Strength

Level: 1; Display: Material, Olfactory; Manifestation Time: Attack action; Range: Personal; Target: You; Duration: 1 minute/level (D); Power Point Cost: 1

The manifester gains 3 temporary hit points.

Whitefire

Intelligence [Fire]

Level: 3; Display: Visual; Manifestation Time: Attack action; Range: Long (400 ft. + 40 ft./level); Area: 20-ft.-radius spread; Duration: Instantaneous; Saving Throw: Reflex half; Power Resistance: Yes; Power Point Cost: 5

The manifester generates fire that deals 5d4 points of fire damage to all creatures within the area he or she designates (the manifester must be able to see the target area or a portion of it). Unattended objects also take damage.

This power sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point.

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FX ITEMS

Magic items and psionic items are divided into categories: armor, weapons, potions, rings, scrolls, staves, tattoos, wands, and wondrous items.

Using FX Items

To use a magic item or psionic item, it must be activated. The three ways to activate FX items are described below.

Command Word: If no activation method is suggested either in the item description or by the nature of the item, assume that a command word is needed to activate it. Command word activation means that a character speaks the word and the item activates. No other special knowledge is needed.

The Knowledge (arcane lore) skill might be useful in identifying secret command words or deciphering clues regarding them. A successful check (DC 30) is needed to come up with the word itself. If that check is failed, succeeding at a second check (DC 25) might provide some insight or clue to discovering the command word or phrase.

Activating a command word FX item is an attack action and does not provoke attacks of opportunity.

FX Completion: This is the activation method for scrolls. To use an FX completion item safely, a character must be high enough level in the right class to cast the spell already.

Activating an FX completion item is an attack action and provokes attacks of opportunity.

Use Activated: This type of item is activated simply by use.

Use activation is generally straightforward and self-explanatory. Many use-activated items are objects that a character wears.

Continually functioning items are practically always items that one wears. A few must simply be in the character's possession. However, some items made for wearing must still be activated. Although this activation sometimes requires a command word (see above), usually it means mentally willing the activation to happen. The description of an item states whether a command word is needed.

Unless stated otherwise, activating a use-activated FX item is either an attack action or a free action and does not provoke attacks of opportunity, unless the use involves committing an action that provokes an attack of opportunity in itself. If the use of the item takes time before an effect occurs, then use activation is an attack action. If the item's activation is subsumed in use and takes no extra time, use activation is a free action.

Use activation doesn't mean that if a character uses an item, he or she automatically knows what it can do. A character must know (or at least guess) what the item can do and then use the item to activate it, unless the benefit of the item comes automatically.

Size and FX Items

When an article of magic clothing, jewelry, or armor is discovered, most of the time size shouldn't be an issue. Many

magic garments are made to be easily adjustable, or they adjust themselves magically to the wearer.

Limit on FX Items Worn

Characters are limited in their ability to use certain magic items, based on the item's type. Only so many magic items of a certain kind can be worn and be effective at the same time. The limits are:

1 headband, headset, hat, or helmet

1 pair of eyeglasses, contact lenses, sunglasses, or goggles

1 amulet, brooch, medallion, necklace, necktie, or scarab

1 suit of armor (archaic or modern)

1 robe, jacket, windbreaker, or coat

1 cloak, cape, poncho, sweater, or mantle

1 vest or shirt

1 pair of bracers or bracelets, or 1 watch

1 pair of gloves or gauntlets

1 pair of earrings

2 rings

1 belt

1 pair of boots, shoes, or sandals

6 tattoos

Of course, a character may carry or possess as many items of the same type as he or she wishes.

Saving Throws against FX Items

Magic and psionic items either duplicate spells or psionic powers, or they have spell-like effects. The saving throw against an effect from a magic item has a DC equal to 10 + (1.5 x the level of the spell, power, or effect).

Most item descriptions give saving throw DCs for various effects, particularly when an effect has no exact spell equivalent.

FX Item Saving Throws

A magic item's saving throw bonuses are each equal to 2 + one-half its caster level or manifester level.

FX Item Descriptions

Each entry includes a description of the item and its game effects. Following the description is a line indicating the caster level or manifester level of the effect, the item's type, a typical purchase DC, and the item's weight (in pounds).

The GM may increase the purchase DC of an item to account for its rarity in the campaign or lower the purchase DC of items that are readily available and easy to mass-produce.

Armor

Magic and psionic armor protects the wearer better than armor without any enhancement. Magic and psionic armor provide enhancement bonuses that stack with the equipment bonuses provided by the armor. Further, all armor penalties for magic and psionic armor are reduced by 1.

In addition to an enhancement bonus, armor may have special qualities. Armor with special qualities must have at least a +1 enhancement bonus.

Magic and psionic armor resizes itself to fit the wearer.

Magic or psionic armor confers its enhancement bonus to Defense for as long as it's worn. If armor has a special quality that the wearer needs to activate, then the wearer needs to utter a command word (an attack action).

Purchase DC: To calculate the purchase DC for armor with an enhancement bonus but no special qualities, use the following table.

Enhancement Bonus	Purchase DC Modifier
+1	+8
+2	+13
+3	+18

Armor with special qualities has an additional purchase DC modifier, as noted under each item entry.

Examples of armor with special qualities include the following.

Illusory Concealable Vest: The wearer of this concealable vest gains a +1 to +3 enchantment bonus to Defense. Upon command, the protective garment changes shape and form to assume the appearance of a sweater or other normal piece of clothing. The vest retains all its properties (including weight) when its illusion ability is in effect. Only a true seeing spell reveals the true nature of the armor.

Type: Armor (magic); Caster Level: 10th; Purchase DC: 31 (+1), 36 (+2), 41 (+3); Weight: 4 lb.

Undercover Vest of Landing: The wearer of this undercover vest gains a +1 to +3 enhancement bonus to Defense. The wearer also ignores the first 20 feet of damage from any fall.

Regardless of the height of the fall, the wearer always lands on his or her feet.

Type: Armor (psionic); Manifester Level: 4th (+1), 7th (+2), 10th (+3); Purchase DC: 30 (+1), 35 (+2), 40 (+3); Weight: 3 lb.

Weapons

As with armor, magic and psionic weapons have enhancement bonuses. The enhancement bonus applies both to attack rolls and damage rolls when the weapon is used in combat. All magic weapons and psionic weapons are considered mastercraft items, but a weapon's mastercraft bonus does not stack with its enhancement bonus.

In addition to an enhancement bonus, weapons may have special qualities. A weapon with a special quality must have a +1 or better enhancement bonus.

Fully 30% of magic or psionic weapons shed light in a 20-foot radius. These glowing weapons cannot be concealed when drawn, nor can their light be shut off.

If a weapon has a special quality that the user needs to activate, then the user must speak a command word (an attack action).

Purchase DC: To calculate the purchase DC for a weapon with an enchantment bonus but no special qualities, use the following table.

Enhancement Bonus	Purchase DC Modifier
+1	+10
+2	+15
+3	+20

Weapons with special qualities have an additional purchase DC modifier, as noted under each item entry.

Examples of weapons with special qualities include the following.

Charged Nunchaku: This weapon pulses with psionic energy and deals +1d4 points of damage with each successful strike. Type: Weapon (psionic); Manifester Level: 10th; Purchase DC: 23 (+1), 28 (+2), 33 (+3); Weight: 2 lb.

Flaming Machete: In addition to its enhancement bonus, this machete becomes sheathed in flames when the wielder utters a command word. The fire does not harm the hand that holds the weapon, and the machete deals +1d6 points of fire damage on a successful hit.

Type: Weapon (magic); Caster Level: 10th; Purchase DC: 25 (+1), 30 (+2), 35 (+3); Weight: 3 lb.

Fragmentation Grenade of Distance: The range increment of this fragmentation grenade is double normal (20 feet instead of 10 feet).

The purchase DC given below is for a box of six grenades.

Type: Weapon (magic); Caster Level: 7th (+1 or +2), 10th (+3); Purchase DC: 35 (+1), 40 (+2), 45 (+3); Weight: 3 lb.

Holy Crossbow: Any bolt fired from this magic crossbow is blessed with holy power. It deals +2d6 points of bonus holy damage against any creature with the evil allegiance and bestows one negative level on any such creature that attempts to wield it. The negative level remains for as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Type: Weapon (magic); Caster Level: 7th (+1 or +2), 10th (+3); Purchase DC: 34 (+1), 39 (+2), 44 (+3); Weight: 7 lb.

Keen Chain Saw: In addition to its enhancement bonus, this chain saw threatens a critical hit on a natural roll of 19 or 20 (a normal chain saw has a threat range of 20).

Type: Weapon (magic); Caster Level: 10th; Purchase DC: 29 (+1), 34 (+2), 39 (+3); Weight: 10 lb.

Wounding Handgun: Any bullet fired from this magic Glock 17 deals such a terrible wound that, in addition to taking normal damage, the victim bleeds for 1 point of damage each round thereafter. Multiple wounds from the handgun result in cumulative bleeding loss. The bleeding can only be stopped with a successful Treat Injury check (DC 15) or the application of a healing spell.

Type: Weapon (magic); Caster Level: 10th; Purchase DC: 38 (+1), 43 (+2), 48 (+3); Weight: 2 lb.

Potions

A potion is an elixir concocted with a spell-like or psionic effect that affects only the drinker. A potion is a single-use item that can only duplicate spells or psionic powers of 3rd level or lower. A potion vial has a Defense of 12, hardness 1, 1 hit point, and a break DC of 12. A vial holds 1 ounce of liquid.

Drinking a potion takes an attack action and provokes attacks of opportunity.

Purchase DC: A potion's purchase DC is 17 + the potion's caster level + spell level unless noted otherwise.

Examples of potions include the following.

Potion of Charisma: This potion adds a +5 enhancement bonus to the drinker's Charisma score for 5 minutes.

Type: Potion; Caster Level: 5th; Purchase DC: 23; Weight: —.

Potion of Constitution: This potion provides a +5 enhancement bonus to the drinker's Constitution score for 5 minutes.

Type: Potion; Caster Level: 5th; Purchase DC: 23; Weight: —.

Potion of Cure Light Wounds: A character who drinks this potion heals 1d8+1 points of damage. More potent versions of this potion (with effects similar to the cure moderate wounds and cure serious wounds spells) are rumored to exist.

Type: Potion; Caster Level: 1st; Purchase DC: 19; Weight: —.

Potion of Darkvision: The imbibing character can see in the dark for 3 hours, although everything he or she sees appears in shades of black and white.

Type: Potion; Caster Level: 3rd; Purchase DC: 22; Weight: —.

Potion of Dexterity: The imbibing gets a +5 enhancement bonus to his or her Dexterity score for 5 minutes.

Type: Potion; Caster Level: 5th; Purchase DC: 23; Weight: —.

Potion of Intelligence: This potion provides a +5 enhancement bonus to the drinker's Intelligence score for 5 minutes.

Type: Potion; Caster Level: 5th; Purchase DC: 23; Weight: —.

Potion of Invisibility: The drinker and any gear he or she is carrying vanish from sight. Even creatures with darkvision cannot see the invisible creature. Any object picked up by the invisible creature remains visible unless tucked into clothing or a carrying item. Objects dropped or put down by the drinker become visible.

The potion does not silence the drinker, and certain conditions can render the affected creature visible. The drinker becomes visible if he or she attacks any creature; otherwise, the effect lasts for 3 minutes.

Type: Potion; Caster Level: 3rd; Purchase DC: 22; Weight: —.

Potion of See Invisibility: This potion allows its drinker to see objects and beings that are invisible as if they were normally visible. It does not reveal illusions or allow the imbiber to see through opaque objects, nor does it reveal creatures that are simply hiding, concealed, or otherwise hard to see. The effect lasts 30 minutes.

Type: Potion; Caster Level: 3rd; Purchase DC: 22; Weight: —.

Potion of Stealth: This potion grants a +5 circumstance bonus on her Hide and Move Silently checks for 1 hour.

Type: Potion; Caster Level: 6th; Purchase DC: 24; Weight: —.

Potion of Strength: This potion improves the imbiber's strength, resulting in a +5 enhancement bonus to the drinker's Strength score for 5 minutes.

Type: Potion; Caster Level: 5th; Purchase DC: 23; Weight: —.

Potion of Truth: This potion forces the individual drinking it to say nothing but the truth for 10 minutes; a successful Will save (DC 12) negates the effect. Further, he or she is compelled to answer any questions put to him or her in that time, but with each question he or she is free to make a separate Will save (DC 12). If one of these secondary saves is successful, he or she doesn't break free of the truth-compelling enchantment but also doesn't have to answer that particular question. No more than one question can be asked each round. This effect is a mind-affecting enchantment.

Type: Potion; Caster Level: 4th; Purchase DC: 25; Weight: —.

Potion of Wisdom: This potion adds a +5 enhancement bonus to the drinker's Wisdom score for 5 minutes.

Type: Potion; Caster Level: 5th; Purchase DC: 23; Weight: —.

Rings

A ring is a circular metal band worn on the finger that contains a spell-like ability or a psionic power (often an effect that persists as long as the ring is worn). A ring has a Defense of 13, hardness 10, 2 hit points, and a break DC of 25.

Activating a ring is an attack action and does not provoke attacks of opportunity.

Purchase DC: A ring's purchase DC is 25 + the ring's caster level unless noted otherwise.

Examples of rings include the following.

Ring of Energy Resistance 15: This ring absorbs one type of energy damage: acid, cold, electricity, fire, or sonic/concussion. Each time the wearer takes damage of the specified energy type, subtract 15 points of damage from the total. If the total damage is 15 points or less, the wearer takes no damage from the attack.

Type: Ring (magic); Caster Level: 5th; Purchase DC: 30; Weight: —.

Ring of Jumping: This ring continually provides a +30 bonus to the wearer's Jump checks and eliminates the wearer's usual maximum distance limit.

Type: Ring (magic); Caster Level: 1st; Purchase DC: 26; Weight: —.

Ring of the Ram: The wearer can command the ring to issue forth a ramlike force. This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. Treat this as a ranged attack with a 50-foot maximum range and no penalties for distance.

The force of the blow is considerable, and those struck by the ring are subject to a bull rush if within 30 feet of the ring wearer. (The force has Strength 25 and is considered Large.)

The force gains a +1 bonus on the bull rush attempt if 2 charges are expended, or +2 if 3 charges are expended.

In addition to its attack mode, the ring of the ram also has the power to open doors as if it were a character with Strength 25. If 2 charges are expended, the effect is equivalent to a character with Strength 27. If 3 charges are expended, the effect is that of a character with Strength 29.

A newly created ring has 50 charges. When all the charges are expended, the ring becomes a nonmagical item.

Type: Ring (magic); Caster Level: 9th; Purchase DC: 34; Weight: —.

Scrolls

A scroll is a spell magically inscribed onto paper or parchment so that it can be used later. Once the spell is cast, the scroll becomes blank or turns to dust. Scrolls are single-use items. A scroll has a Defense of 9, hardness 0, 1 hit point, and a break DC of 8.

No preparation time is needed to cast a spell written on a scroll. The reader must perform the short, simple, finishing parts of the spell. To use a scroll safely, a character must be high enough level in the right class to cast the spell already.

Activating a scroll has four prerequisites. First, the reader must be able to read the writing. This can be done with a successful Spellcraft check (DC 15 + the spell's level) or a read magic spell. Second, the user must be able to cast arcane spells (for arcane spell scrolls) or divine spells (for divine spell scrolls). Third, the user must have an Intelligence score high enough to cast the spell. Finally, the user must be able to see and read the text of the scroll.

If the user isn't high enough level to cast the spell normally, he or she must succeed at a caster level check (DC = the caster level of the scroll +1). If this check fails, the spell fails and disappears from the paper; the scroll is wasted.

Using a scroll is an attack action that provokes attacks of opportunity.

Purchase DC: A scroll's purchase DC is 15 + the scroll's caster level + spell level unless noted otherwise.

Examples of scrolls include the following.

Scroll of Fireball: Reading the scroll activates a fireball spell. The spell functions exactly like a spell prepared and cast the normal way, except that no components are required.

Type: Scroll; Caster Level: 5th; Purchase DC: 23; Weight: —.

Scroll of Neutralize Poison: Reading the scroll activates a neutralize poison spell. The spell functions exactly like a spell prepared and cast the normal way, except that no components are required.

Type: Scroll; Caster Level: 7th; Purchase DC: 26; Weight: —.

Scroll of Raise Dead: Reading the scroll activates a raise dead spell. The spell functions exactly like a spell prepared and cast the normal way, except that no components are required.

Type: Scroll; Caster Level: 9th (divine); Purchase DC: 29; Weight: —.

Staves

A staff is a 4- to 7-foot-long, ornately wrought shaft of wood enhanced to cast a number of different (though often related) spells or psionic powers. Most staves easily double as walking sticks or cudgels. A staff has a Defense of 7, hardness 5, 10 hit points, and a break DC of 24.

A staff of divine spells can be used only by a divine spellcaster, and a staff of arcane spells can be used only by an arcane spellcaster. Only creatures with psionic abilities can use a staff of psionic powers.

Using a staff is an attack action and does not provoke attacks of opportunity. A staff has 50 charges when new.

Purchase DC: Unless noted otherwise, a staff's purchase DC is 24 + the staff's caster level or manifester level + the total levels of the spells stored in the staff.

For a used staff with 25 charges, reduce the purchase DC by 2.

Examples of staves include the following.

Staff of Fire: The staff has three uses, each identical to the corresponding arcane spell. Each time the staff is used, it depletes a certain number of charges.

Burning hands (5d4 points of fire damage; DC 13); uses 1 charge.

Fireball (9d6 points of fire damage; DC 15); uses 1 charge.

Wall of fire (DC 17); uses 2 charges.

Type: Staff (magic); Caster Level: 9th (arcane); Purchase DC: 43; Weight: 5 lb.

Staff of Illumination: The staff has three uses, each identical to the corresponding divine spell. Each time the staff is used, it depletes a certain number of charges.

Light; uses no charges.

Searing light (4d8 points of damage, or 9d6 points of damage to undead; Reflex save DC 15); uses 1 charge.

True seeing (lasts 9 minutes; Will save DC 17); uses 2 charges.

Type: Staff (magic); Caster Level: 9th (divine); Purchase DC: 41; Weight: 5 lb.

Staff of the Mind's Eye: This staff has three uses, each identical to the corresponding psionic power. Each time the staff is used, it depletes a certain number of charges.

Brain lock (lasts 5 rounds; Will save DC 13); uses 1 charge.

Inflict pain (3d6 points of psychic damage; DC 15); uses 1 charge.

Whitefire (5d4 points of fire damage; Reflex save DC 17); uses 1 charge.

Type: Staff (psionic); Manifester Level: 9th; Purchase DC: 40; Weight: 5 lb.

Tattoos

Tattoos are single-use "items" containing a spell-like or psionic effect that affects only the bearer. They can be drawn or imprinted just about anywhere on the body; however, the bearer of a magic or psionic tattoo must touch it (and speak a command word) to activate its power, so tattoos are normally placed in easy-to-reach places.

Magic and psionic tattoos are permanent until activated or dispelled.

Activating a tattoo is an attack action, requires the utterance of a command word, and does not provoke attacks of opportunity. Purchase DC: A tattoo's purchase DC is 15 + the tattoo's caster level or manifester level + spell level or power level unless noted otherwise. The purchase DC includes the cost of drawing or imprinting the tattoo on the body.

Examples of tattoos include the following.

Tattoo of Body Adjustment: This tattoo has one of three effects, which the bearer chooses at the time of activation:

Instantly heal 3d6 points of damage.

Gain a +7 bonus on the bearer's next Fortitude save to negate further damage from any one disease or poison currently afflicting the bearer.

Instantly heal 2 points of temporary ability damage.

Type: Tattoo (psionic); Manifester Level: 3rd; Purchase DC: 20; Weight: —.

Tattoo of Natural Armor: This tattoo, when activated, covers the bearer's skin in hard ridges that provide a +4 natural armor bonus to Defense. The effect lasts 7 minutes.

Type: Tattoo (psionic); Manifester Level: 7th; Purchase DC: 26; Weight: —.

Tattoo of Spider Climb: The bearer can climb and travel on vertical surfaces and ceilings for 30 minutes. The bearer gains a climb speed of 20 feet and need not make Climb checks to scale a surface. The bearer cannot take run actions for the duration of the effect.

Type: Tattoo (magic); Caster Level: 3rd; Purchase DC: 19; Weight: —.

Wands

A wand is a short stick imbued with the power to cast a specific spell 50 times. The spell must be 4th level or lower, and the wand cannot be recharged. A typical wand has a Defense of 7, hardness 5, 5 hit points, and a break DC of 16.

A divine spell wand can be used only by divine spellcasters, while an arcane spell wand can be used only by arcane spellcasters.

Using a wand is an attack action and does not provoke attacks of opportunity. A wand has 50 charges when new.

Purchase DC: Unless noted otherwise, a wand's purchase DC is 24 + the wand's caster level + the level of the spell stored in the wand. The purchase DC is for a fully charged wand. For a used wand with 25 charges, reduce the purchase DC by 2.

Sample wands include the following:

Wand of Animate Dead: This wand allows its user to cast animate dead.

Type: Wand (magic); Caster Level: 5th (divine); Purchase DC: 32; Weight: 1 lb.

Wand of Knock: A single charge from the wand opens as many as two locked, barred, stuck, or magically held mechanisms within 30 feet of each other (including locked doors and containers).

Type: Wand (magic); Caster Level: 3rd (arcane); Purchase DC: 28; Weight: 1 lb.

Wand of Web: This wand allows its user to cast web.

Type: Wand (magic); Caster Level: 3rd (arcane); Purchase DC: 28; Weight: 1 lb.

Wondrous Items

Wondrous items include anything that doesn't fall into the other groups, including jewelry, tools, books, clothing, and gadgets.

Unless noted otherwise, activating a wondrous item takes an attack action and does not provoke attacks of opportunity.

Wondrous items are activated by command word or use-activated.

Purchase DC: A wondrous item's purchase DC is 25 + the item's caster level + its FX modifier. The FX modifier depends on the item's nature, as shown on the table below:

Item's Nature		FX Modifier
Single-use item	—	
Continuous effect or bonus ¹		+3
Limited number of uses per day	+2	
Limited number of charges		+1

¹ See **Limit on FX Items Worn**. A continuous effect item that does not take up one of these limited spaces has a +4 FX modifier (instead of +3).

Examples of wondrous items include the following.

Chemical Light Stick of Revealing: This FX item reveals invisible creatures and objects within its 5-foot light radius. This magic item usually comes in packs of five, and each light stick lasts 6 hours.

The purchase DC and weight given below are for a pack of five. Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: 1 lb.

Crystal Pistol: This item is the same size as a Small handgun. Pulling the trigger activates the psionic energy stored inside the crystal. The energy strikes a single target designated by the user and deals 3d6 points of bludgeoning damage. The user may choose to have the device deal nonlethal damage instead. The target must be within 130 feet. A crystal pistol can be fired 50 times before the crystal shard is completely drained of psionic energy. This item cannot be recharged.

Firing a crystal pistol is an attack action and does not provoke attacks of opportunity.

Type: Wondrous Item (psionic); Manifester Level: 3rd; Purchase DC: 29; Weight: 2 lb.

Duct Tape of Repair: This magic brand of duct tape can repair damaged objects and vehicles. When a 5-foot strip of the duct tape is applied to the damaged area, the duct tape disappears and the object regains 1d8+5 hit points instantly.

Duct tape of repair comes in a standard-size roll and can be used 14 times before the roll is exhausted. Applying duct tape of repair is a full-round action that provokes attacks of opportunity.

Type: Wondrous Item (magic); Caster Level: 5th; Purchase DC: 31; Weight: 1 lb.

Gauntlet of Lightning: This gauntlet allows its wearer to cast lightning bolt 3 times per day. Each bolt deals 5d6 points of electricity damage, or half if a Reflex save (DC 14) succeeds. Using the gauntlet is an attack action and does not provoke attacks of opportunity.

Type: Wondrous Item (magic); Caster Level: 5th; Purchase DC: 32; Weight: 1 lb.

Icethrower: This backpack and spray nozzle looks similar to a flamethrower but shoots a 45-foot-long cone of cold that deals 9d6 points of cold damage to creatures and objects in the area. A successful Reflex save (DC 17) halves the damage. Using the icethrower is an attack action and provokes attacks of opportunity.

The cold fuel stored in the icethrower's backpack is drained after 10 shots but can be replenished (at the cost of the item's purchase DC).

Type: Wondrous Item (magic); Caster Level: 9th; Purchase DC: 35; Weight: 50 lb.

Jade Crocodile: When the owner sets down this figurine and speaks the proper command word, the figurine instantly transforms into a crocodile that obeys its owner's simple commands. The crocodile remains for 10 minutes, reverting to figurine form at the end of this duration or when reduced to 0 hit points.

A jade crocodile can be used once per day. Activating the item is an attack action and does not provoke attacks of opportunity.

The figurine has a Defense of 8, hardness 5, 6 hit points, and a break DC of 22.

Type: Wondrous Item (magic); Caster Level: 6th; Purchase DC: 33; Weight: —.

Leather Jacket of Damage Reduction: In addition to providing the usual +1 equipment bonus to Defense, this well-worn leather jacket reduces the damage to its wearer from any melee and ranged weapon attack by 1 point (1/—). This damage reduction stacks with any other damage reduction.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 31; Weight: 4 lb.

Running Shoes of Striding and Springing: The wearer of these shoes moves at double his or her normal speed. In addition, these shoes grant a +10 equipment bonus on Jump checks.

Type: Wondrous Item (magic); Caster Level: 5th; Purchase DC: 33; Weight: 1 lb.

Screaming Amulet: As an attack action, the wearer can cause the amulet to emit a horrid psionic shriek that disrupts the brain waves of every living creature in a 15-foot-radius burst centered on the wearer (the wearer is unaffected). The shriek deals 7d6 points of damage, or half with a successful Will save (DC 17). Power resistance applies. Using a screaming amulet does not provoke an attack of opportunity. Activating the amulet costs 10 power points; if the wearer does not have 10 power points to spend, he or she cannot activate the item.

Type: Wondrous Item (psionic); Manifest Level: 7th; Purchase DC: 34; Weight: —.

Six-Demon Bag: So long as the bag remains bound, the possessor gains a +1 luck bonus on all saves. Opening or sealing the bag is a move action that provokes attacks of opportunity. Inside the bag are six small stones. Each stone can be hurled up to 60 feet, exploding at any point within range as designated by the possessor. Each stone releases a 15-foot-radius burst of energy or shrapnel that deals 5d6 points of damage, or half damage if a Reflex save (DC 15) succeeds.

Stone of Acid Rain: This stone releases a burst of acid.

Stone of Earth: This stone releases a burst of stony shards that deals slashing damage.

Stone of Fire: This stone releases a burst of fire.

Stone of Hail: This stone releases a burst of cold.

Stone of Lightning: This stone releases a burst of electricity.

Stone of Thunder: This stone releases a burst of sonic/concussion energy.

Once all six stones are thrown, the six-demon bag loses all of its magic properties.

Type: Wondrous Item (magic); Caster Level: 5th; Purchase DC: 34; Weight: —.

Windbreaker of Resistance: This garment offers magic protection in the form of a +1 to +3 resistance bonus on all saving throws.

Type: Wondrous Item (magic); Caster Level: 4th (+1), 7th (+2), 10th (+3); Purchase DC: 22 (+1), 25 (+2), 28 (+3); Weight: 1 lb.

DEPARTMENT-7

Department-7 is a fictional elite organization that the heroes belong to that deals with situations threatening the modern world. Depending on the campaign, Department-7 might have federal authority, or it might be a state or local agency, or perhaps a private institution. In some campaigns, it might have an international scope thanks to ties to the United Nations or some global conglomerate. Department-7 might deal with homeland defense, law enforcement, espionage and intelligence, or counterterrorism. In some games, it might have a charter to investigate paranormal activity or alien incursions or dimensional displacement.

It is our hope that other publishers will use Department-7 as an example in their products, thereby providing a common feel for the game

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