

railblazer

New Horizons in 3.5 Roleplaying™





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ntroduction

If you're reading this, chances are you're one of the countless fans of the Third Edition (3e) d20 ruleset— one of the most popular, most flexible, most open, and most thoroughly playtested role-playing games ever created. Thanks primarily to the Open Gaming License, 3e has been put through its paces by both designers and fans, like no other ruleset before or since.

But despite its many benefits, 3e certainly has its flaws. Some of these flaws are built into the core system, some of these flaws have emerged as the rules have grown, and quite frankly, some of these flaws are the fault of the DMs and players.

Whether or not you have played the most recent edition of the rules, you're probably here because you think that 3e has a lot of life left in it yet, and you'd sooner tune it up than trade it in.

This chapter contains extensive discussion of our design philosophy, our analysis of the 3e rules-as-written (RAW), and the major systemic changes that we have made. If you want to skip the design discussions and get right to playing, you can skip this chapter and go right to Chapter 2, which begins with character creation. You'll find shorter design notes sprinkled throughout the later chapters, but we have kept the longer, more in-depth discussions in this first chapter, so as to preserve the usefulness of the later chapters as a rules reference.

What is Trailblazer?

Trailblazer is a "system optimizer" for your d20-compatible 3rd edition game. Our design approach has been straightforward and focused: identify the major problems of 3rd edition, then rebuild or refit the system using the latest in game design philosophy.

Trailblazer is both forward-looking and backwards compatible; innovative, but respectful of gaming traditions.

Design Philosophy

When we set out to create the Trailblazer ruleset, we agreed to strictly define our design process up front. We knew that we wanted to stay backwards-compatible with the enormous library of 3e products; and we agreed that when we threw open the doors for revisions, we definitely didn't want "change for change's sake." We took a very hard line to the old adage, "If it ain't broke..."

Rules Philosophy

In addition to our design philosophy, we (as players and DMs ourselves) also have a rules philosophy. Quite apart from what we have done with the design, we've identified three fundamental tenets that are the key to enjoying the Trailblazer ruleset:

The DM Rules

One of the most frustrating and baffling problems to arise from 3e is the sense of entitlement and empowerment that players experienced. There's nothing wrong with this per se, but it seems to have come at the expense of the DM. The DM's power, his sense of ultimate responsibility, was usurped— if not by the players— then certainly by the rules themselves. As many DMs expressed over the course of our research, there was a sense in 3e that "there was a rule for everything." Consequently, DMs felt paralyzed, unable or unwilling to deviate from the rules out of a fear of being caught out by the players.

*End the tyranny of the rules. **You** are in charge.*

The Rules Should Support the Way You Play

There are countless ways that the rules can actually interfere with your enjoyment of the game. Find them, change them, hammer them down and smooth them out. It is your right and your responsibility, as DM, to make sure that the rules support you, not frustrate you. We have made every effort to explain the reason behind every rules change in Trailblazer— not only to help you understand why the change was made, but also to give you the confidence to make your own changes.



Restore a Sense of Wonder

The third tenet is actually aimed more at the players than the DM. It's a step back to the "old school" philosophy of the game: You don't need to know how everything works behind the DM's screen. Is he fudging? Is he making changes on the fly? Is what he is doing "allowed" by the rules? We feel like this obsession with the rules is a lot like being a food critic: Don't spend so much time fretting over the ingredients and the process that you can't enjoy what the DM is serving up for you.

What's Not Included?

Trailblazer is intended to be an adjunct rulebook or *rules compendium* to a larger, campaign-specific rules foundation. Trailblazer can ride on top of the 3e or 3.5e rules themselves, or you can add it to any one of a number of alternate 3e-based rules systems, such as those produced by Monte Cook's Malhavoc Press, or the latest *magnum opus* from Paizo Publishing.

We have striven to include:

- a) everything the players need to create and run their characters, from character creation, through skills, feats, weapons and armor, and every subsystem related to their class abilities; but not campaign-specific things such as general equipment, deities and domains, or spells;
- b) everything the DM will need to run combat, including all of the most common questions that arise during combat, such as aerial or underwater combat, monster types and abilities, and the condition summary; but not extremely tangential sub-systems that are largely unchanged, such as weather, siege equipment, and so forth;
- c) the tools the DM will need to create encounters, customize and improve monsters, challenge the players, and award treasure and XP appropriate to Trailblazer; but not specific monsters, nor individual magic item descriptions, etc.

Again, Trailblazer is best kept near to hand as a rules compendium to answer the most common rules questions that arise in play. Because Trailblazer is designed to change the characters, rather than to make sweeping changes to the world mechanics, we attempted to be as complete as possible with respect to reference materials the players would need, rather than reference material explicitly created for the DM.

What Needed Changing?

Over the years of playing 3e and participating in various user forums, we've compiled a list of changes that players wanted to see. This list does not cover all of the changes we've made to Trailblazer, but we provide this list here to illustrate the framework from which we began our design process.

Overall

First level PCs are too vulnerable.

All player characters receive a hit point bonus equal to their full Constitution score.

The power curve is too steep.

Increasing the power of first level characters smooths the power curve to 2nd and higher levels.

"The 10 Minute Adventuring Day."

We have added a new Rest Mechanic that allows the DM to control the pace at which his players rest.

Characters

Healing is a chore for clerics; they'd rather be doing something else with their actions and their spells.

All characters have increased survivability—"three strikes, you're out." It's easy to drop a character, but the DM has to fully intend to kill a PC. The cleric may still want to heal in combat to increase the party's chance of success, but he doesn't have to worry that his allies will die from neglect.

Sneak attack doesn't pay off often enough for the rogue.

Rogues can sneak attack anything they can catch flat-footed or flank. There are no blanket immunities to critical hits or sneak attack.

Turn Undead uses a unique mechanic you have to look up every time you use it; and it doesn't work very well when you do.

The turn undead mechanic has been streamlined and its effect boosted.

Wizards have no good options when they run out of spells.

With the new rest mechanic, wizards are far less likely to run out of spells or force the entire party to retire from the dungeon.

Fighters don't keep up with other classes as level increases.

The fighter class has been revamped—both through changes to the class itself, as well as to systemic changes to combat, most notably iterative attacks and combat reactions.

Weapon proficiencies are too specific; it's too hard to keep a favorite weapon.

The Martial Weapon Proficiency feat now grants proficiency with all martial weapons. Weapon focus applies to weapon types (slashing, bludgeoning, piercing, etc.) to allow a greater diversity of weapon.

Some classes get boring after the first 4 or 5 levels.

All classes were redesigned to make their class features interesting through all twenty levels—without resorting to 'capstone' abilities designed to discourage multiclassing.

Familiars are too weak, animal companions are too powerful, and both are just too time consuming in combat.

Familiars are redesigned to serve the function most wizards want. Animal companions, controlled undead, and summoned creatures have been given a limited set of commands to keep the game moving without turning such creatures into a second functioning character.

Multiclass spellcasters don't work very well, and other multiclass combinations seem too good.

Trailblazer uses a unified spell progression mechanic that puts all spellcasters on the same advancement chart with a Base Magic Bonus. The removal of 'spells known' and the addition of 'ready spells' gives much greater flexibility to all spellcasters. And finally, all classes have enticing, scalable class features to encourage players to stay within their class, without adding artificial enticements such as "capstone" abilities.

Spell prep and spell list management takes too much time.

All characters 'know' all the spells on their class spell list. You simply need to decide what spells you want to ready each day, and then you can freely cast any spell on your ready spell list, until you run out of slots.

Useless and sub-optimal skills and feats.

We've combined many skills, balanced them all against each other, reduced their importance in combat, removed cross-class skills, and given all characters more skill points to boot. You won't find a sub-optimal skill, nor feat that you are wasting precious skill points. Several feats of limited use were given broader functions.

Characters don't get enough feats.

We've improved many classes with bonus feats, and greater choice and flexibility within the bonus feats allowed.

Combat

Players' turns take too long to resolve; combat is no fun when you spend most of your time waiting for your turn.

Combat is faster—you can move and act more freely, and there are fewer iterative attacks. We've simplified a lot of the combat mechanics that required two or more rolls to resolve—in fact, in some cases where the roll was a foregone conclusion, we've done away with the roll entirely. Most importantly, we have added some Combat Reactions which encourage you to stay engaged on other players' turns.

Grappling rules are a pain in the ass.

We've simplified all so-called 'Combat Maneuvers' into a single-roll mechanic.

Attacks of Opportunity are confusing; it's hard to remember what provokes them and it's no fun having to "walk on eggshells" during combat; it makes combat feel static and "locked down."

We have greatly reduced the number of things that provoke an attack of opportunity. We've made moving around in combat easier to encourage

players to get into combat— beating up on monsters is a core feature of the game, after all! Common sense rules for other actions mean you won't have to look up every action on a table to see if you shouldn't try it: Keep a hand free to defend yourself and don't stick anything you value into an enemy's space.

Iterative attacks slow down combat.

We've changed iterative attacks to both reduce the number of attacks and, more importantly, to streamline the math. All attacks use the same attack bonus.

Bufs are too hard to track.

We've actually addressed this at what we feel is the true source of the problem: *dispel magic*. Adding or subtracting one buff at a time is well within the abilities of most players.

Too many Save-or-Die effects.

Action Points serve as a new, high-level resource that the DM can whittle away at, just like hit points. Action points can be used to help mitigate a failed saving throw— particularly Save-or-Die. Reducing the impact of Save-or-Die spells also helps bring powerful spellcasters down a peg. Some creatures have action points to defend against the PCs' save-or-die effects, which means that opening with your best spells— before the party has a chance to whittle down the monsters' action points— isn't necessarily the best strategy.

Energy drain (permanent level loss) is not fun.

Let's just do away with that, then. No permanent negative levels. (It can still kill you outright, though...)

Magic Items

Identifying magic items is too difficult/not fun.

We've added a Spellcraft check to identify a magic item. The DCs are high, but the DM may allow other players to Aid Another with applicable skills (Appraise, Craft, Knowledge, etc.)

Spending XP to craft magic items.

We recommend removing item creation entirely. It's a systemic problem that leads to all sorts of breakdowns: player entitlement, escalating arms races, a broken "Spine," and unwieldy disparity between the PCs, all of which unduly complicates encounter design.

"The Big Six" (weapon, armor & shield, stat booster, resistance, deflection, and natural armor).

Analysis of the so-called Big Six occupies a major portion of this chapter.

DMing

Creating statblocks for NPCs takes too long.

The overhaul of skill points— and the lesser importance they play in combat— makes it easier to stat out NPCs or to ignore their skill points entirely.

Calculating XP, EL, and CR.

We have provided a new method for creating encounters, awarding XP, and customizing monsters.

Solo and elite monsters.

Solo and elite monsters have one or more action points, increased hit points, and some custom abilities not available to PCs, that allow them to truly challenge the players.

Scry-Buff-Teleport and other campaign-breaking spells (usually including scrying, divination/commune, teleport, and raise dead).

The combination of the new Rest Mechanic / Action Point system makes some spellcasting strategies too costly and sub-optimal. The DM can custom tailor his "trouble spell" list as problems arise.

How It Works

The Trailblazer rules are laid out in much the same order as the System Reference Document (SRD) and other 3e rulebooks: players will find the information they need to create characters near the front, rules for combat and adventuring near the middle, and things exclusively for the DM near the end. But you'll find these rules sections broken up with designer notes, where we'll explain exactly what we changed, why and how. To help you understand how a particular change will impact your game, we'll use a set of common icons to set certain rules apart, ranked in order from "most essential, least optional" to "least essential, most optional:"



System

Changes to the core system mechanics are marked with this symbol. These changes are highly recommended.



Balance

Changes made specifically for game balance. These changes are moderately essential and recommended.



Time

Changes that can help to speed up or ease play. These changes are moderately optional.



Fun

Changes made to increase the fun. These changes are highly optional.

The Spine

Solving the most frequently cited problems of 3e necessarily requires a look at the math behind the system. In this section, we will show you, first, a statistical analysis of the current game state; and second, a deconstruction and reconstruction of what we refer to as “The Spine.”

Hit Dice, BAB, and Saving Throws form the spine of CR. These are the essential building blocks of the d20 system—the “raw numbers,” if you will. These are the raw numbers that are derived as a function of level or Hit Dice: attack bonus, armor class, saving throws, skills, and all other d20-related game functions. Because the spine is hooked directly to HD, BAB, and Saving Throws, you can be assured that if the spine is level-appropriate, then the monsters will generally pose the right challenge for your PCs.

The spine is the “sweet spot” of the d20 system: all of the bonuses the creatures receive are on the same track as the bonuses the PCs receive at the same level. In other words, the numbers will “feel right.” Most of a character or creature’s CR is invested in the spine; once the spine is in place, you can start to flesh it out with additional class features and spellcasting; or in the case of monsters, with abilities both natural and supernatural.

Statistical Analysis

Let’s first look at a statistical analysis of all of the monsters in the SRD, shown on Table 1-1: *Monster Statistical Analysis*. We’ll start with our methodology.

First, we adjusted the CR of all dragons upwards to reflect their true CR. It is a well-known piece of trivia at this point that the original designers of 3e deliberately undervalued dragons so that they would pose an appropriately difficult and “startling” challenge for players. We’ve corrected all dragon CRs by adding 33% to their listed CR (multiply the listed CR by 4/3). This enables us to compare the dragons against other creatures of the same “true” CR, rather than having the dragons skew the data at the lower CR values.

Note: Because of this methodology, ALL of the monster data appearing for CR26 and above belongs solely to the true dragons.

Second, we sorted all monsters by this adjusted CR. For all data types, we tossed the highest and lowest values, took the average of all remaining values, and rounded them to the nearest integer. The results are shown on Table 1-1.

In addition to providing the raw data, we also used a simple linear trendline to create a recommended progression across all CRs. We will use the Trend column to benchmark PCs against these expected values. Note that the trendline may fall slightly above or below the data average.

Using this data, we can then look at some assumed values for player characters, to see how they will interface with the existing monsters. In particular, we want to determine whether or not the player characters require magical items (by way of the Big Six) in order to stay ahead of the power curve.

The Big Six items are as follows:

- Magical weapon enhancement
- Magical armor + shield
- Deflection bonus to AC (e.g. ring of protection)
- Natural armor bonus to AC (e.g. amulet of natural armor)
- Stat booster (e.g. gauntlets of ogre power)
- Resistance item (e.g. cloak of resistance)

TABLE 1-1: MONSTER STATISTICAL ANALYSIS: AVERAGE SCORES

CR	AC (AVG)	AC TREND	ATTACK (AVG)	ATTACK TREND	MONSTER POOR SAVE	MONSTER GOOD SAVE	MONSTER DC	HD (AVG)
1/10	16	14	0	3	1	4	12	¼
1/8	14	14	4	3	1	4	12	¼
1/6	14	14	4	3	1	4	12	½
1/4	14	14	3	3	1	4	12	½
1/3	16	14	3	3	1	4	12	1
1/2	15	14	3	3	1	4	12	1
1	15	14	3	4	1	4	12	2
2	16	15	5	5	2	6	13	3
3	16	16	6	7	2	6	14	4
4	16	17	8	8	4	7	15	6
5	17	18	9	9	4	8	15	7
6	18	19	11	11	4	9	16	8
7	18	20	12	12	5	10	17	10
8	19	20	13	13	6	10	18	11
9	22	21	17	15	7	12	18	13
10	21	22	17	16	7	12	19	13
11	23	23	20	17	8	14	20	16
12	22	24	21	19	8	14	21	15
13	26	25	21	20	10	14	21	14
14	26	26	21	21	11	15	22	15
15	27	26	23	23	11	15	23	17
16	30	27	25	24	12	16	24	19
17	26	28	26	25	12	17	24	19
18	35	29	29	27	12	17	25	25
19	28	30	29	28	12	17	26	21
20	31	31	31	29	13	19	27	22
21	31	32	32	31	13	19	27	23
22	32	32	32	32	14	19	28	24
23	33	33	34	33	15	19	29	25
24	34	34	36	35	15	21	30	27
25	36	35	38	36	16	22	30	29
26	36	36	38	37	16	23	31	30
27	37	37	39	39	17	23	32	30
28	38	38	42	40	18	25	33	32
29	39	38	44	41	18	26	33	33
30	39	39	44	43	18	26	34	34
31	40	40	45	44	20	27	35	35
32	42	41	49	45	20	29	36	37
33	44	42	49	47	21	30	36	39
34	40	43	49	48	21	31	37	40
35	41	44	50	49	22	32	38	40
36	42	44	52	51	22	33	39	41

1 Recommended AC progression follows the formula: $(CR)(6/7)+14$

2 Recommended attack bonus progression follows the formula: $(CR)(4/3)+3$

3 Recommended monster DC progression follows the formula: $(CR)(3/4)+12$

PC Attack Bonus vs. Monster Armor Class Progression

Table 1-2: PC Attack vs. Monster AC Progression shows the progression of player character attack bonus for a reasonably optimized “striker.”

- **PC Level vs. CR:** Note that the values for PCs stop progressing at level 20 and repeat through to the end of the table for higher monster CRs.
- **Base Ability Score:** This will usually be STR but may be DEX (weapon finesse/ranged attackers). We assume that a striker will begin with a 16 in his primary stat and will increase this stat every four levels. The table reflects this progression in this column, and the non-magical bonus in the next column.
- **Stat/Total Ability Score/Total Mod:** These columns assume the existence of one of the “Big Six” items: the stat booster. The character gains his +2 item at 6th level, his +4 item at 12th level, and his +6 item at 18th level. We will discuss the Big Six in a later chapter; for now we will simply note that according to the wealth-by-level guidelines, no character can afford optimum enhancements across all of his Big Six items until 12th level. This table assumes a reasonable “best case” scenario.
- **Feats:** This column assumes weapon focus.
- **Weapon Enhancement:** This column rolls in the magical enhancement bonus from another of the Big Six items: magic weapons.
- **Total Bonus:** This column assumes that the character follows (or can achieve) a 1:1 BAB progression, and rolls in all magical bonuses from the prior columns.
- **Bonus w/o magic items:** The character's total attack bonus without stat boosters and without magic weapon enhancement.
- **Monster AC Progression:** The typical monster AC at the indicated CR, based on the data and trendline.
- **% hit:** The PCs chance to hit including all magical items. Note that the chance to hit starts at 60% and actually increases as both PC level and monster CR increase, through 20th level and CR20. Above CR20, the hit rate will again eventually decline.
- **% hit (no items):** The PCs chance to hit, assuming no magical items. Even this never drops below a respectable 60% rate.
- **Optimum Attack Bonus:** A helpful “benchmark” column: It's simply the expected monster AC for your level, minus 11. In other words, if you want to hit most monsters on an 11+, this is the total attack bonus to shoot for.

Remember that this data doesn't include a vast array of other options for increasing your attack bonus: luck bonuses from divine spells, morale bonuses from bards, haste from wizards, greater weapon focus for fighters, and even the more mundane options of flanking and the aid another combat reaction.

A character without the stat booster and magic weapon components of his Big Six array is still likely to hit his opponent; however his damage will drop as the effects of lost Strength and magic weapon enhancements are rolled into his overall damage output.

TABLE 1-2: PC ATTACK VS. MONSTER AC PROGRESSION

(BIG SIX ITEM: MAGIC WEAPON)

PC LEVEL VS. CR	BASE ABILITY SCORE	NON-MAGICAL ABILITY MOD	STAT	TOTAL ABILITY SCORE	TOTAL MOD	FEATS	MAGICAL WEAPON BONUS	TOTAL BONUS	BONUS W/O ITEMS	MONSTER AC TREND	REQ. ROLL TO HIT	% HIT	% HIT NO ITEMS	OPTIMUM ATTACK BONUS
1	16	3	0	16	3	1	0	5	5	14	9	60%	60%	3
2	16	3	0	16	3	1	0	6	6	15	9	60%	60%	4
3	16	3	0	16	3	1	1	8	7	16	8	65%	60%	5
4	17	3	0	17	3	1	1	9	8	17	8	65%	60%	6
5	17	3	0	17	3	1	1	10	9	18	8	65%	60%	7
6	17	3	2	19	4	1	2	13	10	19	6	75%	60%	8
7	17	3	2	19	4	1	2	14	11	20	6	75%	60%	9
8	18	4	2	20	5	2	2	17	14	20	3	90%	75%	9
9	18	4	2	20	5	2	3	19	15	21	2	95%	75%	10
10	18	4	2	20	5	2	3	20	16	22	2	95%	75%	11
11	18	4	2	20	5	2	3	21	17	23	2	95%	75%	12
12	19	4	4	23	6	2	4	24	18	24	2	95%	75%	13
13	19	4	4	23	6	2	4	25	19	25	2	95%	75%	14
14	19	4	4	23	6	2	4	26	20	26	2	95%	75%	15
15	19	4	4	23	6	2	5	28	21	26	2	95%	80%	15
16	20	5	4	24	7	2	5	30	23	27	2	95%	85%	16
17	20	5	4	24	7	2	5	31	24	28	2	95%	85%	17
18	20	5	6	26	8	2	5	33	25	29	2	95%	85%	18
19	20	5	6	26	8	2	5	34	26	30	2	95%	85%	19
20	21	5	6	27	8	2	5	35	27	31	2	95%	85%	20
CR21	21	5	6	27	8	2	5	35	27	32	2	95%	80%	21
CR22	21	5	6	27	8	2	5	35	27	32	2	95%	80%	21
CR23	21	5	6	27	8	2	5	35	27	33	2	95%	75%	22
CR24	21	5	6	27	8	2	5	35	27	34	2	95%	70%	23
CR25	21	5	6	27	8	2	5	35	27	35	2	95%	65%	24
CR26	21	5	6	27	8	2	5	35	27	36	2	95%	60%	25
CR27	21	5	6	27	8	2	5	35	27	37	2	95%	55%	26
CR28	21	5	6	27	8	2	5	35	27	38	3	90%	50%	27
CR29	21	5	6	27	8	2	5	35	27	38	3	90%	50%	27
CR30	21	5	6	27	8	2	5	35	27	39	4	85%	45%	28
CR31	21	5	6	27	8	2	5	35	27	40	5	80%	40%	29
CR32	21	5	6	27	8	2	5	35	27	41	6	75%	35%	30
CR33	21	5	6	27	8	2	5	35	27	42	7	70%	30%	31
CR34	21	5	6	27	8	2	5	35	27	43	8	65%	25%	32
CR35	21	5	6	27	8	2	5	35	27	44	9	60%	20%	33
CR36	21	5	6	27	8	2	5	35	27	44	9	60%	20%	33

Monster Attack Progression vs. PC Armor Class

Table 1-3: *Player Character AC vs. Monster Attack Progression* shows the progression of player character AC for a character who is “reasonably optimized” for AC.

- **Armor + DEX:** The combination of the best armor the PC can afford at this level, plus his Dexterity modifier.
- **Armor enhancement, shield+enhancement, deflection, natural armor:** The character’s magical sources of armor class. Each of these totals assumes that the player has access to permanent “Big Six” items, or the relevant buff spell (*magic vestment*, *shield of faith*, *barkskin*, etc.)
- **Total Big Six Contribution:** This column shows the total amount of AC derived from all magical items combined (armor, shield, deflection, natural armor). We will discuss the Big Six in a later chapter; for now we will simply note that according to the wealth-by-level guidelines, no character can afford optimum enhancements across all of his Big Six items until 12th level. This table assumes a “best case” scenario.
- **Monster Attack Bonus:** This column uses the attack bonus trendline.
- **Roll Required, Monster Success Rate:** A comparison of the PC’s armor class against the monsters’ expected attack bonus allows us to see the natural d20 roll required to hit.
- **Optimum AC:** A PC who achieves this AC value will limit the typical monster to a 50/50 success rate on its primary attack. This becomes increasingly more difficult as monster CR increases. Indeed, beyond about 9th level, attack mitigation (primarily via hit points which can absorb multiple blows) is more important than attack avoidance. Nevertheless, it is possible for an optimized PC to maintain his edge against monsters through CR20.

Of course, PCs have recourse to armor class above and beyond the values shown. The table assumes only a “reasonably optimized” character. However, any or all of the following can increase AC even further when needed:

- **Combat Expertise:** +5 AC
- **Dodge feat:** +1 AC
- **Mithral armor:** +2 AC
- **Tower Shield:** +2 AC (+2 AC already included for heavy shield)

TABLE 1-3: MONSTER ATTACK PROGRESSION VS. PLAYER CHARACTER AC
(BIG SIX ITEMS: ARMOR, SHIELD, DEFLECTION, NATURAL ARMOR)

PC LEVEL VS CR	ARMOR + DEX	ARMOR (MAGIC)	HVY SHIELD (MAGIC)	DEFLECTION	NATURAL ARMOR	TOTAL AC	TOTAL BIG SIX	MONSTER ATTACK BONUS	ROLL REQ.	MONSTER SUCCESS RATE	OPTIMUM AC
1	6	0	2	0	0	18	0	4	14	35%	15
2	7	0	2	0	0	19	0	5	14	35%	16
3	8	1	3	1	1	24	4	7	17	20%	18
4	9	1	3	1	1	25	4	8	17	20%	19
5	9	1	3	1	1	25	4	9	16	25%	20
6	9	2	4	2	2	29	8	11	18	15%	22
7	9	2	4	2	2	29	8	12	17	20%	23
8	9	2	4	2	2	29	8	13	16	25%	24
9	9	3	5	3	3	33	12	15	18	15%	26
10	9	3	5	3	3	33	12	16	17	20%	27
11	9	3	5	3	3	33	12	17	16	25%	28
12	9	4	6	4	4	37	16	19	18	15%	30
13	9	4	6	4	4	37	16	20	17	20%	31
14	9	4	6	4	4	37	16	21	16	25%	32
15	9	5	7	5	5	41	20	23	18	15%	34
16	9	5	7	5	5	41	20	24	17	20%	35
17	9	5	7	5	5	41	20	25	16	25%	36
18	9	5	7	5	5	41	20	27	14	35%	38
19	9	5	7	5	5	41	20	28	13	40%	39
20	9	5	7	5	5	41	20	29	12	45%	40
CR21	9	5	7	5	5	41	20	31	10	55%	42
CR22	9	5	7	5	5	41	20	32	9	60%	43
CR23	9	5	7	5	5	41	20	33	8	65%	44
CR24	9	5	7	5	5	41	20	35	6	75%	46
CR25	9	5	7	5	5	41	20	36	5	80%	47
CR26	9	5	7	5	5	41	20	37	4	85%	48
CR27	9	5	7	5	5	41	20	39	2	95%	50
CR28	9	5	7	5	5	41	20	40	1	100%	51
CR29	9	5	7	5	5	41	20	41	0	105%	52
CR30	9	5	7	5	5	41	20	43	-2	115%	54
CR31	9	5	7	5	5	41	20	44	-3	120%	55
CR32	9	5	7	5	5	41	20	45	-4	125%	56
CR33	9	5	7	5	5	41	20	47	-6	135%	58
CR34	9	5	7	5	5	41	20	48	-7	140%	59
CR35	9	5	7	5	5	41	20	49	-8	145%	60
CR36	9	5	7	5	5	41	20	51	-10	155%	62

Player Character Spell DC vs. Monster Saves

Table 1-4: *Player Character Spell DC vs. Monster Saves* shows the DC progression for a reasonably optimized DC against the average monster saving throw for both Poor and Good saves.

- **PC Level / Monster CR:** Note that the values for PCs stop progressing at level 20 and repeat through to the end of the table for all monster CRs.

- **Base Ability Score:** This column assumes that the PC spellcaster starts with a 16 in his primary spellcasting ability score and advances it by +1 every four levels.

- **Stat Booster / Total Ability Score / Total Mod:** These columns assume the existence of one of the "Big Six" items: the stat booster. The character gains his +2 item at 6th level, his +4 item at 12th level, and his +6 item at 18th level. A character without a stat booster will "lose" no more than 1-3 points of DC, depending on level.

- **Feats:** This column assumes the spell focus feat. Note that the table does not assume greater spell focus.

PC Caster DC: The derivation of this column is $10 + \frac{1}{2}$ caster level + ability modifier. Note that $\frac{1}{2}$ caster level is equivalent to spell level, through character level 17. It is for this reason that the PC Caster DC does not increase beyond 18th level.

- **Monster Poor/ Good Save, % Success:** These two columns allow you to quickly determine the effectiveness of a reasonably optimized PC.

TABLE 1-4: PLAYER CHARACTER SPELL DC vs. MONSTER SAVES

(BIG SIX ITEMS: STAT BOOSTER)

PC LEVEL VS CR	BASE ABILITY SCORE	NON- MAGICAL ABILITY MOD	STAT BOOSTER	TOTAL ABILITY SCORE	TOTAL MOD	FEATS	PC CASTER DC	MONSTER POOR SAVE	% SUCCESS	MONSTER GOOD SAVE	% SUCCESS
1	16	3	0	16	3	1	15	1	35%	4	50%
2	16	3	0	16	3	1	15	2	40%	6	60%
3	16	3	0	16	3	1	16	2	35%	6	55%
4	17	3	0	17	3	1	16	4	45%	7	60%
5	17	3	0	17	3	1	17	4	40%	8	60%
6	17	3	2	19	4	1	18	4	35%	9	60%
7	17	3	2	19	4	1	19	5	35%	10	60%
8	18	4	2	20	5	1	20	6	35%	10	55%
9	18	4	2	20	5	1	21	7	35%	12	60%
10	18	4	2	20	5	1	21	7	35%	12	60%
11	18	4	2	20	5	1	22	8	35%	14	65%
12	19	4	4	23	6	1	23	8	30%	14	60%
13	19	4	4	23	6	1	24	10	35%	14	55%
14	19	4	4	23	6	1	24	11	40%	15	60%
15	19	4	4	23	6	1	25	11	35%	15	55%
16	20	5	4	24	7	1	26	12	35%	16	55%
17	20	5	4	24	7	1	27	12	30%	17	55%
18	20	5	6	26	8	1	28	12	25%	17	50%
19	20	5	6	26	8	1	28	12	25%	17	50%
20	21	5	6	27	8	1	28	13	30%	19	60%
CR21	21	5	6	27	8	1	28	13	30%	19	60%
CR22	21	5	6	27	8	1	28	14	35%	19	60%
CR23	21	5	6	27	8	1	28	15	40%	19	60%
CR24	21	5	6	27	8	1	28	15	40%	21	70%
CR25	21	5	6	27	8	1	28	16	45%	22	75%
CR26	21	5	6	27	8	1	28	16	45%	23	80%
CR27	21	5	6	27	8	1	28	17	50%	23	80%
CR28	21	5	6	27	8	1	28	18	55%	25	90%
CR29	21	5	6	27	8	1	28	18	55%	26	95%
CR30	21	5	6	27	8	1	28	18	55%	26	95%
CR31	21	5	6	27	8	1	28	20	65%	27	100%
CR32	21	5	6	27	8	1	28	20	65%	29	110%
CR33	21	5	6	27	8	1	28	21	70%	30	115%
CR34	21	5	6	27	8	1	28	21	70%	31	120%
CR35	21	5	6	27	8	1	28	22	75%	32	125%
CR36	21	5	6	27	8	1	28	22	75%	33	130%

Player Character Saves vs. Monster DCs

Table 1-5: *Player Character Saves vs. Monster DCs* shows the success rate for player character saving throws against typical monster DCs. Monster DCs follow the formula $10 + \frac{1}{2} \text{ HD} + \text{ability modifier}$. For our data, we included not only those monsters with abilities requiring a saving throw, but all monsters: we posited a hypothetical saving throw using the monster's HD and the highest of all ability scores to which saves are typically keyed: Constitution, Intelligence, Wisdom, or Charisma. (This not only enabled us to build a larger data set, it will also allow you to add special abilities to monsters without wondering if their DCs will be appropriate. In short: they will.)

Of all of the data sets we have analyzed so far, we were the most conservative with our assumptions here.

- **Base Good/Poor Save:** These columns follow the normal saving throw progressions for Good/Poor saves.
- **Resistance Item:** A character without a resistance item will lose 5% on his success rate per + of the item.
- **Poor Ability Modifier:** For this column, we actually assumed a min/maxed character with an 8 in his worst ability score; for example, an 8 Wisdom for a fighter, an 8 Constitution for a wizard, or an 8 Dexterity for a cleric. If it is not typical for your players to min/max in this way, they will clearly gain some ground in this column.
- **Good Ability Modifier:** This column assumes that the character applies a 14 to his "next best" ability score. This may be Constitution/Fortitude for a cleric; Wisdom/Will for a paladin, or Dexterity/Reflex for a wizard. Note that some classes actually key their primary ability score to their best saving throw: Dexterity for rogues or Wisdom for clerics, for example. Their saves will be much better than shown.
- **% Success:** The saving throw success rate for both Poor and Good saving throws, assuming a magical resistance bonus.
- **Worst Case:** The saving throw success rate for your Poor save, with no resistance bonuses at all.

TABLE 1-5: PLAYER CHARACTER SAVES VS. MONSTER DCs

(BIG SIX ITEM: RESISTANCE)

PC LEVEL VS CR	BASE GOOD SAVE	BASE POOR SAVE	RESISTANCE ITEM	POOR ABILITY MODIFIER	TOTAL POOR SAVE	GOOD ABILITY MODIFIER	TOTAL GOOD SAVE	MONSTER DC TREND	POOR % SUCCESS	GOOD % SUCCESS	WORST CASE
1	2	0	0	-1	-1	2	4	12	40%	65%	40%
2	3	0	0	-1	-1	2	5	13	35%	65%	35%
3	3	1	1	-1	1	2	6	14	40%	65%	35%
4	4	1	1	-1	1	2	7	15	35%	65%	30%
5	4	1	1	-1	1	2	7	15	35%	65%	30%
6	5	2	2	-1	3	2	9	16	40%	70%	30%
7	5	2	2	-1	3	2	9	17	35%	65%	25%
8	6	2	2	-1	3	2	10	18	30%	65%	20%
9	6	3	3	-1	5	2	11	18	40%	70%	25%
10	7	3	3	-1	5	2	12	19	35%	70%	20%
11	7	3	3	-1	5	2	12	20	30%	65%	15%
12	8	4	4	-1	7	2	14	21	35%	70%	15%
13	8	4	4	-1	7	2	14	21	35%	70%	15%
14	9	4	4	-1	7	2	15	22	30%	70%	10%
15	9	5	5	-1	9	2	16	23	35%	70%	10%
16	10	5	5	-1	9	2	17	24	30%	70%	5%
17	10	5	5	-1	9	2	17	24	30%	70%	5%
18	11	6	5	-1	10	2	18	25	30%	70%	5%
19	11	6	5	-1	10	2	18	26	25%	65%	0%
20	12	6	5	-1	10	2	19	27	20%	65%	-5%
21	12	6	5	-1	10	2	19	27	20%	65%	-5%
22	12	6	5	-1	10	2	19	28	15%	60%	-10%
23	12	6	5	-1	10	2	19	29	10%	55%	-15%
24	12	6	5	-1	10	2	19	30	5%	50%	-20%
25	12	6	5	-1	10	2	19	30	5%	50%	-20%
26	12	6	5	-1	10	2	19	31	0%	45%	-25%
27	12	6	5	-1	10	2	19	32	-5%	40%	-30%
28	12	6	5	-1	10	2	19	33	-10%	35%	-35%
29	12	6	5	-1	10	2	19	33	-10%	35%	-35%
30	12	6	5	-1	10	2	19	34	-15%	30%	-40%
31	12	6	5	-1	10	2	19	35	-20%	25%	-45%
32	12	6	5	-1	10	2	19	36	-25%	20%	-50%
33	12	6	5	-1	10	2	19	36	-25%	20%	-50%
34	12	6	5	-1	10	2	19	37	-30%	15%	-55%
35	12	6	5	-1	10	2	19	38	-35%	10%	-60%
36	12	6	5	-1	10	2	19	39	-40%	5%	-65%



Spine Conclusions

We believe that the data clearly challenges the conventional wisdom that the “Big Six” items are **required** for the PCs to keep pace with level appropriate challenges. We believe that the “optimal” success rate, one that is neither too easy nor too difficult, is somewhere around 70%..

Let’s review the Big Six, one at a time, against the data shown:

- **Weapon enhancement:** By 9th level, a character that is optimized as a striker will only miss the typical monster AC on a roll of natural 1. Without magical items—including both a magical weapon as well as a stat booster—his success rate drops to 75%. This success rate is still without our desired parameters; however, do note that although the character is still able to hit his foes, he will deal much less damage than the optimized striker. Note that the success rate actually increases as the PCs approach CR20, and does not begin to drop off until a few levels higher.

In the absence of magic items, we have addressed this success rate in a couple of different ways. First and foremost are action points, which can provide a bonus to your attack roll at key times.

Second, we have embraced the concept of the *striker* combat role. All characters whose primary function is to attack their foes in melee or ranged combat should have the base attack bonus to do so. To this end, both the monk and the rogue gain a bonus to their attack rolls—under certain thematic conditions—that brings their total attack bonus up to the same level as the primary fighting classes (barbarian, fighter, paladin, and ranger).

Third, we expect that all strikers will work much more closely together in a variety of ways. Tactical movement in combat is much easier to accomplish without provoking attacks of opportunity, allowing PCs to get into flanking positions; and the seldom used *aid another* was moved from an action (which required you to spend your own action merely to play second fiddle to another, presumably better striker) to a combat reaction. As a combat reaction, *aid another* will see much more use. Altogether it should be almost trivial for strikers to find a total of +4 to hit in conditions that require it.



- **Armor class:** Magical armor and shield, deflection items, and natural armor items make up three of the Big Six (and by far the greatest portion by gold piece value). Note that the monster success rate for hits varies between 15% and 40% all the way through CR20; viewed from the players’ point of view, this gives them a rather satisfying success rate—“success” defined for the players as not getting hit—of about 70%.

Do note, however, that high level play should not really be defined by avoiding hits entirely; it is important that both the DM and the players understand and accept this concept. Rather, as level increases, the ability of monsters to hit the PCs (and vice versa) should be assumed, and the PCs should focus instead on ways to mitigate that assumed damage.

Nevertheless, there are some specific attacks that both the PCs and the DM will want to avoid. To this end, we have added the *dodge* combat reaction. This combat reaction allows the PC (or monster) to gain a dodge bonus to their armor class against **one** attack. How is this best used? In the case of the PCs, clever players will save a *dodge* combat reaction to avoid those attacks that carry significantly undesirable secondary effects. For example, dodging just one claw attack from a troll may save you from rend damage. Against a purple worm, a PC may decide to *dodge* either the bite (and swallow whole) or the sting (and the poison). From the DMs side of the screen, having a *dodge* in your back pocket may allow your big bad evil guy to unexpectedly *dodge* an unpleasant ray or touch attack from the party wizard.

- **Stat Boosters vis-a-vis Player Character Spell DCs:** Against a reasonably optimized PC spellcaster with a stat booster, the monsters’ Good save hovers around 50% to 60% success rate all the way through CR20. Against their Poor save, their success rate is usually 30%-35%—again, well within the 70% success rate from the PC’s perspective. A spellcaster without a stat booster is going to give up 1-3 points of DC, and so is certainly going to want to be sure of targeting a monster’s Poor saving throw. The party, in general, will also want to work together to decrease monster saves by any means possible. (Have you ever seen the party fighter intimidate an opponent in combat? Are your players aware that a shaken opponent takes a -2 penalty to saving throws?)

- **Player Character Saving Throws:** Perhaps the biggest problem with saving throws is that, although the 65% to 70% success rate shown for Good saves (through CR20) is within our desired success rate, it’s not the saves you make that matter, it’s the saves that you fail. The Worst Case column is where the rubber hits the road for most players: This column assumes your Poor saving throw and, worse, that you don’t have any bonuses to improve it. This column starts at a 40% success rate and gets worse—much worse—from there.

The problem with ‘always on’ resistance bonuses, such as those provided by the ubiquitous cloak of resistance, is twofold. First, you can’t boost the Poor save to reasonable levels of success without also boosting the Good saves to unreasonable levels of success—that is, well above 70%. Second, PCs don’t generally require their saves to be good *all the time*; they can afford to fail a saving throw now and again. Unfortunately, what is most concerning to players are those times when they can’t afford to fail that **one** utterly catastrophic save.

Action Points were added to the Trailblazer ruleset first and foremost to shore up this potential for utterly catastrophic saving throws. We assume that saving throws that (a) target the worst saving throw of (b) unequipped PCs with (c) utterly catastrophic consequences are the exception, not the rule—and that if circumstances prove otherwise, the primary responsibility for fixing this untenable situation falls to the DM. Beyond that failsafe, action points suffice.

There are two significant ways that action points aid in this regard. First, you can use an action point at the time of your first saving throw to add a bonus to your roll. Because of the particular mechanics that action points use (i.e. exploding dice) these boosts are significant. Should that saving throw fail, action points allow you to make a second save against many spells and effects.

Ultimately, unless the PC has exhausted his supply of action points, he should be well protected from unexpected, catastrophic saving throws. The DM should not look at such saving throws as a missed opportunity to “nail” the PC; rather, he should understand that the purpose of such saving throws is to allow the PCs to advance successfully while at the same time depleting them of action points. The slow but inevitable loss of action points ratchets up the tension in exactly the same fashion as dwindling hit points.

“Big Six” Treasure Parcels

The original designers of 3e, as well as its most recent custodians on the design staff, have had much to say about the so-called “Big Six” magic items. These six items—armor/shield, weapon, deflection, natural armor, resistance, and ability booster—not only provide PCs with the biggest “bang for the buck,” they argue that they are essential if the PCs are expected to stay abreast of the challenges they will face at each level.

As we have already discussed, it’s possible to argue with that conclusion, and Trailblazer offers multiple approaches to “fix” the Big Six. But for those DMs who would simply prefer to keep the Big Six in their game, we offer the following solution.

This solution allows DMs to allocate “Big Six” magic items at the fastest possible rate permitted by the Wealth by Level guidelines, and how much coinage you’ll have left over, all wrapped up in the very popular “treasure parcel” method.

The table below uses the recommended treasure per encounter values provided in the 3e SRD. The Total Value column shows the total amount of treasure a typical party of four PCs should expect to accumulate over 13.33 encounters (i.e. over the course of all the encounters they will need to gain one level).

This forms the basis of our treasure allocation. Our next step is to back out a portion of this total treasure and set it aside for coinage and consumables—it is expected that the PCs will spend a portion of all treasure they find on potions, scrolls, wands, food, NPC services, ale and whores. This value is 10% for 1st through 4th level, and 15% at 5th level and beyond.

Once the minimum consumable value is subtracted from the total treasure, we are left with our Big Six budget. From this budget we simply purchase as many “level appropriate” magic items as we can, starting with Major items, then minor items. Finally, any unallocated treasure is rolled back into the coins/consumables total in the last column.

The table below lists the Major and minor magic items at each of the “tiers” of play. Magic items are divided across these tiers based on the minimum level requirements for crafting an item of the given bonus.

Using the Table

A typical party requires 13.33 encounters of average difficulty before earning enough XP to advance to the next level. To keep things simple, we recommend that you divide the treasure into 10-12 “parcels,” and occasionally present the PCs with an encounter for which there is no treasure.

Example #1

I want to make treasure parcels for a 1st level party. I’m going to divide the treasure out over 12 encounters (any extra encounters won’t have any treasure). 1 encounter will include a Major item, 1 encounter will include a Minor item, and 10 encounters will have coinage worth 100 gp each (for a total of 1000 gp.) If the party needs a magic weapon, I’ll make the Major item a +1 weapon suitable for the party’s tank. On the other hand, if the wizard played well and/or needs a boost, I’ll put an amulet of +1 natural armor in there instead. As for the minor item, anybody can use a +1 cloak of resistance. I’m also pretty sure that a few of those 100 gp parcels will be potions of cure light wounds (in pairs!).

Example #2

I want to make treasure parcels for a 20th level party. I’m going to divide out the 166,667 gp in coinage almost evenly across 12 encounters, 13,850 gp each (with a little left over). Each encounter also includes a Major item, and one of the twelve encounters will also include a minor item in addition. I might make one of those 13,850 gp parcels into a 3rd level spell wand at caster level 6—perhaps haste or displacement; those are worth 13,500 each.

A typical party of four adventurers is going to need about 12 Major and 12 minor items per tier (+1, +2, +3, etc.) to keep “current” on their Big Six. The exact number will vary according to the party makeup (does the wizard want bracers of armor? does the fighter need a shield? does the rogue need two weapons? etc.)

A quick glance at the first table should show you two things. First, you’re going to need to replace a Major item with two minor items from time to time.

ENCOUNTER LEVEL	TREASURE PER ENCOUNTER	TOTAL VALUE	MAJOR ITEMS	MINOR ITEMS	COINS & CONSUMABLES
1	300	4000	1	1	1000
2	600	8000	3	1	1000
3	900	12000	5	0	2000
4	1200	16000	7	0	2000
5	1600	21333	9	0	3333
6	2000	26667	2	1	6667
7	2600	34667	3	1	6667
8	3400	45333	4	1	9333
9	4500	60000	2	1	15000
10	5800	77333	3	1	14333
11	7500	100000	4	1	19000
12	9800	130667	3	0	34667
13	13000	173333	4	1	29333
14	17000	226667	6	0	34667
15	22000	293333	4	1	68333
16	28000	373333	6	0	73333
17	36000	480000	8	0	80000
18	47000	626667	7	0	122667
19	61000	813333	9	1	129333
20	80000	1066667	12	1	166667

MAJOR/MINOR MAGIC ITEM CHOICES	
Level 1-5	2,000/1,000
Major/minor item value:	
Major: +1 weapon, deflection, natural armor	
Minor: +1 armor, shield, resistance	
Level 6-8	8,000/4,000
Major/minor item value:	
Major: +2 weapon, deflection, natural armor	
Minor: +2 armor, shield, resistance, ability booster	
Level 9-11	18,000/9000
Major/minor item value:	
Major: +3 weapon, deflection, natural armor	
Minor: +3 armor, shield, resistance	
Level 12-14	32,000/16,000
Major/minor item value:	
Major: +4 weapon, deflection, natural armor	
Minor: +4 armor, shield, resistance, ability booster	
Level 15-17	50,000/25,000
Major/minor item value:	
Major: +5 weapon, deflection, natural armor	
Minor: +5 armor, shield, resistance	
Level 18-20	72,000/36,000
Major/minor item value:	
Major: +6 weapon, deflection, natural armor	
Minor: +6 armor, shield, resistance, ability booster	

Second, even if you do that, it is basically impossible for the party to keep current through the mid-levels. Expect the party to make use of hand-me-downs as they move through these levels until the gold starts to flow a bit more freely.

The last two pages of this preview include two tables that you can use to create treasure parcels for your own campaign. These tables have been rebalanced at 1st through 3rd levels to provide more minor items and delay the Major items to 3rd level and beyond.

Alternate Low-Magic Treasure Allocation

Let's look at the other end of the spectrum. Let's say instead that you want to remove the Big Six items from your game entirely—or at least remove them from considerations in the treasure allocation, so that you can award them as truly special rewards, at a rate you see fit. (Of course, you will certainly want to use action points if you switch to a low-magic game.)

In this case we subtract out the assumed treasure value of the Big Six items at each level, leaving us only with the "Coins and Consumables" portion. Then we divide the remainder across the 13.33 encounters. This yields the following table of satisfactory results, adjusted somewhat for appearance and consistency:

LEVEL	TOTAL NON-BIG SIX TREASURE	NEW TREASURE PER ENCOUNTER (ACTUAL)	NEW TREASURE PER ENCOUNTER (RECOMMENDED)
1	1,000	75	75
2	1,000	75	75
3	2,000	150	150
4	2,000	150	150
5	3,333	250	250
6	6,667	500	500
7	6,667	500	500
8	9,333	700	750
9	15,000	1125	1250
10	14,333	1075	1250
11	19,000	1425	1500
12	34,667	2600	2500
13	29,333	2200	2500
14	34,667	2600	2500
15	68,333	5125	5000
16	73,333	5500	5500
17	80,000	6000	6000
18	122,667	9200	9000
19	129,333	9700	10000
20	166,667	12500	12500



Class Rebalance

Our rebalance of the classes required us to dig deep into The Spine, to set some baseline values for comparisons, and then to shore up the classes that needed help.

Table 1-6: 3e Class Comparison shows the valuation for each class. These numbers are based on original open content design by Craig Cochrane, but massaged here somewhat to account for our further design. Our numbers are derived as follows:

Hit Dice: This value includes a proportional value for hit points, as well as a flat value for additional feats and ability score increases as HD increase.

HD TYPE	HP VALUE	ABILITY SCORE	FEATS	TOTAL
d4	.08	.05	.0766	.21
d6	.12	.05	.0766	.24
d8	.15	.05	.0766	.28
d10	.18	.05	.0766	.31
d12	.22	.05	.0766	.34

Base Attack Bonus: This includes a flat rate for the base attack bonus, as well as a rate for iterative attacks (.025 for the first attack and .0125 for each additional attack.) We include the iterative attack as an extra valuation so that we can compare PCs (which use manufactured weapons) and monsters (which generally do not, and therefore do not receive iterative attacks).

BAB	BASE	ITERATIVES	TOTAL
1:2	.10	.0375	.1375
3:4	.15	.05	.20
1:1	.20	.0625	.2625

Saving Throws: Saving throws are valued according to their progression: .06 for each Good save, and .03 for each Poor save.

Skill Points: Valued simply at .01 per skill point. We have greatly reduced the importance of skills inside the framework of combat, and so we do not count skill points in the valuation for monsters. However, we do include them when making a side-by-side comparison of the character classes.

Spellcasting Ability: The value of spellcasting ability is calculated based upon the maximum spell level, the total number of spell levels at 20th level, and a fixed rate multiplier, which is then averaged across 20 levels.

	TOTAL SPELL LEVELS	MAX SPELL LEVEL	TOTAL
3e Bard	86	6	.13
3e Cleric	243	9	0.55
3e Druid	198	9	0.45
3e Paladin	30	4	0.03
3e Ranger	30	4	0.03
3e Sorcerer	273	9	0.61
3e Wizard	182	9	0.41

Class Features: Class features are generally valued to the baseline cost of one feat: +0.20. However, we average the value of each feat or class feature across twenty character levels: +.01 per class ability. We count each class ability that has its own unique name or descriptive entry in the class description. We generally do not count a simple numeric advance of an ability (e.g. trap sense +1 advances to trap sense +2), nor an extra daily use of an ability (e.g. rage 1/day to rage 2/day) but we do make exceptions for exceptional or "core" class features that advance numerically (for example, sneak attack).

Conclusions

Table 1-6 confirms what many folks have discovered through years of casual play: the druid, cleric, and sorcerer are far ahead; the fighter and rogue (and even the paladin) lag behind.

Our first step in addressing the problem was to work on bolstering the spine of the classes that lagged behind:

Increase Hit Dice: The wizard and sorcerer advance from a d4 HD to a d6 HD; the bard and rogue advance from a d6 to a d8; and the ranger improves to a d10.

Increase Skill Points: Any class that previously only gained 2 skill points per level was boosted up to 4 skill points per level. (The monk advanced to 6 skill points per level to help accommodate his new role.)

Improve Saving Throws: All classes now have two Good saving throws and one Poor saving throw. As an added bonus, the player chooses which saves will be his Good saves and which Poor save will represent his weakness; and the advancement of saves is based on character level, not class level. Multiclassing two or three times no longer provides multiple boosts to your Good saving throw.

Spellcasting: Trailblazer uses a unified spell progression chart that puts all spellcasters onto the same "spells per day" track. This system allows much greater freedom for full spellcasters, partial spellcasters, and even non-spellcasters to multiclass effectively. Rangers and paladins were given greatly improved spellcasting ability, beginning at first level, and culminating with the ability to cast 5th level spells. Classes with bonus ready spells (cleric, wizard) gained an increase based upon the utility of those ready spell options.

Class Features: Only after addressing the spine did we resolve to address any new class features. We brought down the peak and boosted the bottom.

Table 1-7: Trailblazer Class Comparison shows our new class value estimates.

TABLE 1-6: 3E CLASS COMPARISON

CLASS	HD	SAVING THROWS	BAB	SKILLS	SPELLS	CLASS FEATURES	TOTAL
Barbarian	.34	0.12	0.26	0.04	0	0.10	0.87
Bard	.24	0.15	0.20	0.06	0.13	0.11	0.89
Cleric	.28	0.15	0.20	0.02	0.55	0.03	1.22
Druid	.28	0.15	0.20	0.04	0.45	0.16	1.27
Fighter	.31	0.12	0.26	0.02	0	0.11	0.82
Monk	.28	0.18	0.20	0.04	0	0.23	0.93
Paladin	.31	0.12	0.26	0.02	0.03	0.10	0.84
Ranger	.28	0.15	0.26	0.06	0.03	0.13	0.91
Rogue	.24	0.12	0.20	0.08	0	0.19	0.83
Sorcerer	.21	0.12	0.14	0.02	0.61	0.01	1.11
Wizard	.21	0.12	0.14	0.02	0.41	0.06	0.96

TABLE 1-7: TRAILBLAZER CLASS COMPARISON

CLASS	HD	SAVING THROWS	BAB	SKILLS	SPELLS	FEATURES	TRAILBLAZER TOTAL
Barbarian	0.34	0.15	0.24	0.04	0.01	0.15	0.93
Bard	0.28	0.15	0.19	0.06	0.10	0.14	0.92
Cleric	0.28	0.15	0.19	0.04	0.41	0.13	1.20
Druid	0.28	0.15	0.19	0.04	0.41	0.16	1.23
Fighter	0.31	0.15	0.24	0.04	0.01	0.17	0.92
Monk	0.28	0.15	0.19	0.06	0.06	0.26	0.99
Paladin	0.31	0.15	0.24	0.04	0.06	0.15	0.94
Ranger	0.31	0.15	0.24	0.06	0.06	0.17	0.98
Rogue	0.28	0.15	0.19	0.08	0.01	0.22	0.93
Sorcerer	0.24	0.15	0.14	0.04	0.62	0.01	1.19
Wizard	0.24	0.15	0.14	0.04	0.41	0.20	1.18



Customizing Monsters

Using the same criteria as we outlined for player characters, we can now analyze the spine values of monsters. Once again, we continue to build upon the excellent work of Craig Cochrane. Craig's deconstruction of the CR system is as byzantine as the system itself, and at times it seems hopelessly arbitrary, but it has nevertheless proven itself remarkably predictive of CR. Perhaps the most salient takeaway from Craig's work is that CR is a lot more forgiving than DMs think it is. For a DM who shows a reasonable amount of forethought and caution, it is actually pretty hard to change something enough to throw CR dangerously out of whack.

There is a single column in Table 1-8: *Monster Spine Values* that requires additional explanation: the Misc. column. Note that there is an entry here for intelligent vs. non-intelligent versions of constructs (for example, inevitables), for intelligent plants (e.g. treants), and for intelligent undead (e.g. vampires). Creatures lacking an Intelligence score receive an adjustment of -0.10 to their CR; creatures lacking a Constitution score receive an additional adjustment of -0.10 to their CR.

Keep the Abilities, Change The Spine

One popular feature of the newest version of the game is the ability to group monsters according to their role— brute, leader, skirmisher, etc. Many DMs have expressed a desire for a similar system for 3e.

Because the spine values are grouped so closely together, it is extremely difficult to make any changes that would impact CR. The span of difference between the d6 hit die of the Fey, and the d12 hit die of Dragons, is 0.1 CR. And because monster CR is actually less valuable than player characters (because monsters are not expected to be 'on stage' as long as the PCs), in order increase a monster's CR by +1 relative to the PCs, you've got to improve it by +1.5 CR. An increase of +0.1 represents 1/15 of +1 CR to the Fey creature in question.

What does that mean? It means that for any Fey creature with less than 15 HD, you can increase his HD from a d6 to a d12 and it won't even increase his CR by 1 point. (If you wanted to be generous to the PCs, you could "round" up anything from 8 HD to 15 HD to a full +1 CR.)

By the time you've accumulated enough of a difference to adjust the creature by 1 CR, you're already at CR15— at which point a difference of 1 CR isn't something the PCs are even going to notice.

Table 1-9: *Monster Spine Conversion Rates* is provided to demonstrate how to convert monsters from one Spine type to another. To use the table, find the type of creature in the left hand column, and read across the table to the change you want to make.

For example, let's say you want to change an Aberration from its base HD type of d8 to a d10. The table shows a result of 50: If your Aberration has 50 HD, then increasing his HD to d10 will increase the CR by +1. Again, you can use half this value and round up if you want to err in favor of the PCs: add +1 CR to any Aberration with 25-50 HD.

If the entry listed is a negative value, it means the change in question results in -1 CR. Let us say we want to create a Dragon with a d4 HD. Reading across, the value listed is -12; ergo, subtract -1 CR for every 12 HD you convert.

The last four columns— Warrior, Divine, Expert, and Arcane— provide values that include both a hit die and BAB adjustment (but not saving throws). You can use these columns to assess the impact of an "archetype" change on a particular monster. For example, a Dragon typically has a d12 HD and a 1:1 BAB progression. If you wanted to create a Dragon that was more wizardly, the column for the "Arcane" archetype shows the impact of changing his d12 HD to a d4, and his BAB from 1:1 to 1:2.

If all of this seems very unlikely— aberrations with 50 HD and so forth— then it ultimately serves to illustrate our final point:

Where changes to the Spine are concerned, **just do it**. Don't sweat the CR.

TABLE 1-8: MONSTER SPINE VALUES

CLASS OR TYPE	HD	BAB	SAVES	MISC.	TOTAL
Aberration	0.28	0.15	0.12		0.55
Animal	0.28	0.15	0.15		0.58
Construct (non)	0.31	0.15	0.09	-0.20	0.35
Construct (INT)	0.31	0.15	0.09	-0.10	0.45
Dragon	0.34	0.20	0.18		0.72
Elemental	0.28	0.15	0.12		0.55
Fey	0.24	0.10	0.15		0.49
Giant	0.28	0.15	0.12		0.55
Humanoid	0.28	0.15	0.12		0.55
Magical Beast	0.31	0.20	0.15		0.66
Monstrous Humanoid	0.28	0.20	0.15		0.63
Ooze (non)	0.31	0.15	0.09	-0.10	0.45
Outsider	0.28	0.20	0.18		0.66
Plant (non)	0.28	0.15	0.12	-0.10	0.45
Plant (INT)	0.28	0.15	0.12		0.55
Undead (non)	0.34	0.10	0.12	-0.20	0.36
Undead (INT)	0.34	0.10	0.12	-0.10	0.46
Vermin (non)	0.28	0.15	0.12	-0.10	0.45

If you're changing the spine on a creature, just quickly assess the number of **significant** changes you're looking to implement:

- Changing the worst HD (d6) to the best HD (d12)
- Changing the worst BAB (1:2) to the best BAB (1:1)
- Changing the worst save progression (no Good saves) to the best save progression (two Good, one Poor).

If the changes you have in mind include **two** significant changes, then you probably want to check your work against Table 1-9.



TABLE 1-9: MONSTER SPINE CONVERSION RATES: HD PER +/-1 CR

TYPE	BASE VALUE	CHANGE HIT DICE					CHANGE BAB			CHANGE SPINE (HD & BAB)			
		d4	d6	d8	d10	d12	1:1 BAB	3:4 BAB	1:2 BAB	WARRIOR	DIVINE	EXPERT	ARCANE
		0.21	0.24	0.28	0.31	0.34	0.20	0.15	0.10	0.51	0.43	0.39	0.31
Aberration	0.55	-21	-38	0	50	25	30	0	-30	19	0	-38	-13
Animal	0.58	-21	-38	0	50	25	30	0	-30	19	0	-38	-13
Construct (non)	0.35	-15	-21	-50	0	50	30	0	-30	30	-50	-21	-10
Construct (INT)	0.45	-15	-21	-50	0	50	30	0	-30	30	-50	-21	-10
Dragon	0.72	-12	-15	-25	-50	0	0	-30	-15	-50	-14	-10	-7
Elemental	0.55	-21	-38	0	50	25	30	0	-30	19	0	-38	-13
Fey	0.49	-50	0	38	21	15	15	30	0	9	17	30	-50
Giant	0.55	-21	-38	0	50	25	30	0	-30	19	0	-38	-13
Humanoid	0.55	-21	-38	0	50	25	30	0	-30	19	0	-38	-13
Magical Beast	0.66	-15	-21	-50	0	50	0	-30	-15	0	-19	-13	-8
Monstrous Humanoid	0.63	-21	-38	0	50	25	0	-30	-15	50	-30	-17	-9
Ooze (non)	0.45	-15	-21	-50	0	50	30	0	-30	30	-50	-21	-10
Outsider	0.66	-21	-38	0	50	25	0	-30	-15	50	-30	-17	-9
Plant (non)	0.45	-21	-38	0	50	25	30	0	-30	19	0	-38	-13
Plant (INT)	0.55	-21	-38	0	50	25	30	0	-30	19	0	-38	-13
Undead (non)	0.36	-12	-15	-25	-50	0	15	30	0	21	-150	-30	-12
Undead (INT)	0.46	-12	-15	-25	-50	0	15	30	0	21	-150	-30	-12
Vermin (non)	0.45	-21	-38	0	50	25	30	0	-30	19	0	-38	-13

Keep the Spine, Change the Abilities

Let's look at another trick we can play with the comparisons provided by these tables— this time, one with considerably more impact on CR. Let's say you have a hill giant, and you want to make him the shaman of his tribe: a 7th level cleric.

Under the RAW, in order to give the hill giant 7th level cleric abilities, you'd have to add seven full levels of cleric— including the cleric's HD, BAB, and Saving Throws.

But that's a huge pain. We don't *want* to change anything with regards to his spine— we want him to have exactly the same HD, BAB, Saves, and all the other calculated bits of his statblock. We want to leave the spine alone, so that the numbers will “feel right” with respect to the 7th level party we're planning to throw him against.

We just want to give him a cleric's class features, including spellcasting.

Under the RAW, a cleric's class features are worth +0.03 per level, and his spellcasting is worth +0.55 per level, for a total of +0.58 per cleric level. (See Table 1-6.)

Making sure to stay inside the existing framework of his spine— that is, 12 HD or less— we give our hill giant the abilities of a 7th level cleric. This increases his CR by $(7 \times .58) = +4.06$. Remember to divide by 1.5; that brings our total changes down to +2.71.

We'll round up to +3, and adjust our hill giant from CR7 to CR10.

Notice that *nothing* in the statblock changes— we've left the spine alone, and simply added two Domains, Turn Undead, and 7th level cleric spellcasting ability.

Let's quickly try something else with this hill giant. Instead of a cleric, let's make him a barbarian.

Again, we'll leave the spine alone— the HD, BAB, and Saves— and just give him the class features of a 7th level barbarian. The class features and iterative attacks of the 3e barbarian are worth +0.10 per HD. This brings our hill giant up to $(7 \times .10) = +0.7$; our 1.5 adjustment brings that down to +0.47.

We'll stay on the safe side and round that up to +1 CR. Indeed, if you want to play it safe, any change in abilities may be worth rounding up the result to +1 CR, if for no other reason than the monster may pose an unexpected threat.

The “business end” of what this hill giant has gained can be summarized as follows: greater rage (+6 STR, +6 CON, +3 Will saves); improved uncanny dodge; and DR2/-.

By keeping the spine apart from the rest of the monster's CR, look at all the things in the monster's statblock we don't have to change: HD, hit points, base attack bonus, skill points, armor class, special abilities and qualities, saving throws, etc.



Rest Mechanic

Most DMs have experienced the phenomenon colloquially known as “The 10 Minute Adventuring Day” at one time or another: The heroes set out in the morning, refreshed and ready for adventure. They approach the cave opening to the dungeon, and engage the fearsome guardian on the threshold. Unfortunately, a couple of rolls don’t go their way, and before they’ve managed to overcome the first encounter, they’re battered, beaten, out of hit points, and out of spells. It would be suicide for them to go any further into the dungeon.

And so, ten minutes into their adventuring day, they head back to the inn, resolved to try again tomorrow (when they have all their spells back).

As with all of the rules changes in Trailblazer, we firmly believe that the rules should support the way the game is actually played. In our experience, 3e typically plays out with the following considerations:

- Players would sooner stop adventuring than continue in a sub-optimal state.
- The CR system is most accurate when the party is at their full capacity.
- By second level, the PCs have purchased a wand of *cure light wounds*.
- Given 5 minutes (50 rounds), they can completely empty any wand and bring everyone back to full health.
- The PCs will do everything possible to enter every fight at full hit points, if not necessarily at full ability. (This is simply smart play, and is certainly to be encouraged.)
- The cost of a *cure* wand (of applicable potency for the party level) simply becomes a tax on the PCs wealth. They’re always going to want to buy or craft such a wand as soon as possible, and that expense drains them of funds they would prefer to spend on something more interesting.
- Published adventures almost always go “off script” because the PCs retreat at unexpected times. Your options as a DM are to allow it— which means suddenly accounting for the passage of 1 day— or to find some excuse to prevent them from retreating.

For many DMs the solution is simply to put some pressure on the players to force them to continue. But in most cases, you’ll find the PCs in one of two scenarios:

- In the first scenario, the PCs are exploring an area that is largely static, where there is no real rationale for the DM to pressure them (such as exploring a largely abandoned tomb full of undead or golem guardians that are not inclined to pursue). If the PCs are able to retreat and rest overnight without being unduly harried, then you might as well do everything you can to get them back into the action. In this case, many DMs will simply hand-wave the retreat back to the inn, all the intervening time, and the return trip: “Ok, it’s the next day, and you find yourself back at the entrance to the dungeon.”

Indeed some players, once they are forced by the DM to retreat and rest for a full day, will balk at sitting idle; they’ll find all sorts of other things to do with their time besides getting back to the adventure intended for them. From the safety of the inn, they’ll want to craft scrolls or weapons, they’ll wander off to talk to NPCs to launch hooks and plot lines you may not be prepared for, and so forth.

- In the second (and certainly more common) scenario, the PCs are exploring an area that is “alive” and “responsive.” They may choose to wander off for a day; but you, being a crafty DM, are certain that the foes they face will take the respite given to them to prepare for the PCs’ return. What will the orc encampment do, given a full day before the heroes return?

Now consider for a moment the impact on your game if the PCs could fully rest in just ten minutes, instead of a full day.

In the first scenario, rather than hand-wave away an entire day, you’re only waving away ten minutes. The PCs never have to leave the adventure site; the hand-wave requires the same amount of real time at the table, but the players will not lose focus on the planned adventure.

In the second scenario, the orc encampment, it is only necessary for you to figure out what the orcs will do in the *next ten minutes*, rather than over the course of a full day. Once the alarm is raised, enemy spellcasters will almost

certainly prepare themselves for battle, casting their 10 minute/level buffs (and even their 1 minute/level buffs, given a sufficiently high level spellcaster). They might even choose to take the opportunity to rest and recover their own hit points and spells. Moreover, if you don’t simply want the rest period to be a given, you can put pressure on the PCs right away, inside a much more manageable time frame.

(As an aside, as a result of this change, we’ve started using Wandering Monsters again, and simply put the check on a 10-minute timer. The PCs are never sure of getting a 10-minute uninterrupted rest.)

The 10-minute Rest Period

- A “rest period” is re-defined as 10 minutes of uninterrupted rest, to include no more than conversation and light activity.
- All character abilities and class features that were previously granted “per day” are instead granted “per rest.” This includes rage, smite, wild shape, etc. as well as spellcasting (see below).
- Spellcasters may be required to spend action points in addition to resting, in order to recover certain spells more quickly.
- All abilities are refreshed once every 24 hours, at no cost of action points. (In other words, always at least as often as the current 3e rules allow.)

After a successful rest period, at no cost of Action Points:

- All “per rest” class abilities are refreshed (rage, smite, wild shape, etc.)
- All characters heal an amount of hit points equal to 50% of their normal, maximum hit point total.
- All spell slots used to cast *Rote* spells are refreshed. (See below).
- Any ongoing spell effects on your person are dispelled when your rest is complete, regardless of any duration they may have remaining. This does not apply to spells with *instantaneous* or *permanent* durations; however it does apply to spells both beneficial and harmful, regardless of their origin.

After a successful rest period, at a cost of 1 Action Point:

- A character can recover an additional amount of hit points equal to 50% of their normal hit point total (which will restore any character to full hit points).
- All spell slots used to cast *Restricted* spells are refreshed (see below).
- **One** spell slot used to cast a *Ritual* spell is refreshed, per action point spent.

Spellcasting

All spells are designated as *Rote*, *Restricted*, or *Rituals*.

Rote spells include:

- All 0-level spells.
- Any single-target spell with a duration of 1 min/level or less.

Restricted spells include:

- Any area of effect or multiple-target spell.
- Any spell with a duration of 10 minutes/level or longer.
- Any Conjunction (creation, calling, or teleport).

Ritual spells include:

- Any spell with an XP cost, or unusual and expensive material component.
- The big three gamebreakers: Divination/Commune, Raise Dead, Teleport.
- “Edge case” spells that create permanent goods (water, food, iron) at the DM’s discretion.
- At the DM’s discretion, any other spell which by reputation or overuse proves disruptive to the campaign (for example, spells that require no roll to affect the target and permit no defenses).



Iterative Attacks

The iterative attack mechanics in the RAW were the source of frequent complaints about the speed of combat. In our estimation—and by frequent observation—it was not the *number* of attacks that was the cause of the slowdown. Rather, it was that each attack came in at a progressively lower bonus, requiring a lot of math on the part of the player. Keeping the character sheet up to date helped, certainly, but throw in a modifier or two and the calculation time quickly exceeded the trivial.

At the same time, our analysis of the monster data clearly showed that players are meant to **hit** the monsters—often, and for lots of damage. Certainly, anecdotal evidence bore out that the first two attacks were serving their purpose admirably, but the last two attacks were usually wasted.

Worse, despite the fact that the 3rd and 4th iterative attacks frequently missed, folks were loathe to give them up. As a result, combat felt “locked down,” as the high-level strikers stood their ground to eke out every last swing.

When we set to revising the iterative attacks, we had two goals:

- Make certain that the bonus for iterative attacks was a flat bonus, applied equally to all attacks;
- Make certain that the expected damage output didn't drop off.

We crunched hundreds of iterative attack bonus/penalty permutations, and finally settled on the following:

- At 6th level, you get a 2nd attack, but both attacks suffer a -2 penalty (-2/-2 instead of 0/-5).
- At 11th level, the penalty drops to -1/-1 (instead of 0/-5/-10).
- At 16th level, the penalty drops to -0/-0 (instead of 0/-5/-10/-20).

This method returns results that actually **increase** damage by up to 15% across the vast majority of monsters that the fighting man will face. (This is a nice “invisible” improvement to the fighting classes that is not explicitly called out in the class improvements.)

Against the edge cases—that is, monsters who are so easy to hit that you only miss them on a natural 3 or less, and monsters that are so hard to hit that you only hit them on a natural 18 or more—the expected damage goes down.

Note that this change applies only to iterative attacks made with a manufactured weapon—it does not apply to the natural attacks of monsters, which continue to use the +0/-5 modifiers for primary and secondary attacks.



Action Points



Action points (APs) allow the PCs (and a select few villains...) to do amazing and heroic things that they could not ordinarily do.

We've placed this section at the beginning of the work because it is far and away the most essential, systemic change of the entire Trailblazer rules. There are, of course, aspects of the action point rules that are optional (see Action Point Enhancements below, for example) but we cannot recommend strongly enough that you include action points in your game. Let's discuss why.

Plot Protection

The main use of action points is to turn bad rolls into good rolls.

At low to mid-levels, hit points serve as the primary form of *plot protection*. Plot protection refers to the assumed agreement between the players and the DM that the campaign, and the PCs who star as the heroes, has some sense of continuity, and will not generally be subject to the whims of one or two bad die rolls. At low levels, there are very few ways for a PC's life to turn on a single die roll—the untimely critical hit being the most likely. As the PCs increase in level, and save-or-die effects become more prevalent, hit points become increasingly less reliable in this function.

Whereas at low levels the DM pressures the PCs through a slow attrition of their hit points (and related resources), action points allow the DM to pressure the PCs through the slow attrition of their action points. A low-level character running low on hit points feels the same sense of mounting pressure as a higher level character running low on action points.

Class Balance

We also use action points as a balancing mechanism between the classes. The primary spellcasting classes can have as much as half of their total CR value tied up in their spellcasting ability. Although we've increased the versatility of the spellcasting classes, we've added action points as another resource to be managed as a balancing mechanism. The early edition sensibility that spellcasting power came at the cost of survivability is preserved here, as the fighting classes rely far less on action points to fuel their capabilities and so will have far more at their disposal for saving their bacon when times get rough.

Magic Item Necessity

The "Big Six" magic items—armor and shield, magic weapon, natural armor, deflection bonus, resistance item, and stat boosters—are valued so highly because their benefits interface directly with the core mechanic: improving your bonuses on nearly every type of d20 check. Action points can provide the same bonus—albeit only temporarily—as a missing "Big Six" item. A character who doesn't have a *cloak of resistance*, for example, is not helplessly hamstrung at high levels—provided he has APs to mitigate poor rolls.

Action Points

All characters receive 6 action points. This pool of action points refreshes each time the PC gains a level; unused action points are lost. However, if the PC has more than 6 action points upon levelling (if, for example, he received any bonus action points from the DM), he may keep the higher total.

Remember that the PCs are expected to overcome twelve or thirteen encounters of moderate difficulty (for their level) before gaining a level. At this rate, the PCs will be able to spend one action point for every two or three encounters. Of course, not all encounters are equally dangerous and deserving of action points, so in practice the PCs will be able to bank a few action points for the "big boss encounter."

PCs may receive additional action points when significant Quests and Milestones (as designated by the DM) are accomplished. The DM may hand the PCs a physical reminder of each Quest (index card, etc.) that indicates the goals of the quest, as well as how many APs it is worth on completion.

Party Pool

The PCs may decide to create a separate pool of action points known as the Party Pool. The APs in the Party Pool may be used by any member of the party at any time, as if they were his own. In order to create a Party Pool, each PC must contribute one (and only one) of their own APs to the pool. Once created, players may only add an action point to the Party Pool when designated by the DM (usually at the beginning of a Quest).

Spending Action Points

APs may be spent on the following broad uses:

1. Improve any d20 roll (attack roll, skill check, saving throw, caster level check, etc.). Roll an action die (typically, d6) and add the result to your d20 check. You may only use an action point to improve the result of a roll *before* the DM informs you of the outcome of the roll. You may only use one AP per roll to improve any given d20 check.
2. Re-roll a failed d20 roll. In this case, you spend the action point *after* the DM informs you of the outcome of the roll. Spend an action point to roll again. The second result stands. (You may spend another action point to improve this second roll.) Note that the average improvement when taking the better of two d20 rolls is about +3; in most cases, you are better off using your action point to improve your first roll.
3. Negate a critical threat scored on you by an opponent.
4. Confirm a critical threat without having to re-roll your attack.
5. Use a limited resource ability ("per rest/per day") an additional time (even if you have exhausted your normal supply).
6. Take an additional attack or move action on your turn. An extra attack is at the same bonus or penalty as your other attacks that round. (Once per turn only.)
7. Emergency stabilize – If you have 0 or fewer hit points and are *dying*, you may spend an action point to automatically stabilize; you do not have to make a Fort save to stabilize.
8. Make a "second chance" saving throw or SR check on a subsequent round. This use is only permitted if the target failed his first saving throw/ SR check and is subject to an ongoing (not *instantaneous*) effect.
9. Finally, a PC *must* spend an AP to bring his soul back from the dead.

Action Points for the DM

Certain monster types (*elites* and *solos*) may also have action points. The DM can use their action points for any of the uses listed above. In addition, the DM gains the following additional uses:

Immediate Action

The DM may spend an action point to take an immediate standard or move action, even if it is not his turn in the initiative count. This function allows monsters which are typically outnumbered by the PCs to catch up a bit in the "economy of actions." This does not allow the DM to "interrupt" player actions, so he should announce his intention to act before moving the initiative count to the next actor.

Extra Action Point

If the DM's monster or NPC runs out of action points, and he feels that another would help improve the play experience, he can grant himself another action point by awarding a compensatory action point to one of the PCs, or to the Party Pool. The DM should take care not to overuse this function. Its purpose is to increase dramatic tension, not to frustrate the PCs at every turn. Sometimes, if the dice are falling in the PCs' favor, it is better to give the PCs their moment of glory.

“Exploding” Dice

Action dice are always “exploding” dice. If you roll the maximum result on the die (for example, a “6” on a d6), you get to keep rolling the die, and adding the next result to your previous total. Count the total as *one less* than the maximum (for example, count a ‘6’ on a d6 as ‘5’, count a ‘10’ on a d10 as a 9, etc.) and roll again, adding the next roll to the prior total. You can continue this as long as you keep rolling the maximum result.

Note: If you roll more than one die per action point (for example, when you are permitted to roll multiple dice and choose the highest result) only one die can explode, even if more than one die shows the maximum result.

The table below shows the average bonus a PC can expect from exploding action dice of various sizes. For example, a player with a base d12 action die, rolling three exploding dice, can expect an average boost of +8.04.

NUMBER OF DICE ROLLED	ACTION DIE TYPE				
	d4	d6	d8	d10	d12
1	3.33	4.2	5.14	6.11	7.09
2	3.8	4.69	5.64	6.61	7.59
3	4.15	5.09	6.07	7.05	8.04
4	4.42	5.43	6.44	7.45	8.46

Action Point Enhancements

At 1st level and every 3 levels thereafter (4th, 7th, 10th, 13th, 16th, and 19th), you may choose an Action Point Enhancement. These enhancements are organized into *archetypal roles*— and some enhancements are obviously better suited to some character classes than others— but there is no restriction on what enhancements you choose other than your level. You can even mix and match enhancements from several different roles— but if you choose to specialize in a certain role, you will tend to be more powerful.

General

These enhancements are suitable for any role.

NAME	DESCRIPTION
Bound Item	<p>This enhancement allows you to bind certain types of magic items to your character, so that they will increase in power as your character increases in power:</p> <ul style="list-style-type: none">• Magic weapons, armor, and shields with an enhancement bonus;• Magic items that provide a deflection or natural armor bonus to AC;• Magic items that provide a resistance bonus to saving throws. <p>When you bind an item to your character, the item's numeric bonus (enhancement, deflection, natural armor, or resistance) automatically increases as your character increases in level: +2 at 6th level, +3 at 9th level, +4 at 12th level, and +5 at 15th level.</p> <p>Each time you gain a level (and your Action Points refresh) you can choose to bind or unbind new items.</p>
Extra Action Point I	Your base action points are increased by +1.
Extra Action Point II	Your base action points are increased by +2.
Extra Action Point III	Your base action points are increased by +3.
Extra Action Point IV	Your base action points are increased by +4.
Increase Action Die I	The size of your action die increases by one step (d6 becomes d8).
Increase Action Die II	As above, but the size of the die increases another step (to d10).
Increase Action Die III	As above, but the size of the die increases another step (to d12). No action die may ever be increased above d12.
Last Gasp I	If you spend your last action point, you may roll two action dice and choose the highest result.
Last Gasp II	As Last Gasp I, but you may roll three dice and choose the highest result.
Last Gasp III	As Last Gasp I, but you may roll four dice and choose the highest result.
Mythic Skills I	Choose three trained class skills (at least 1 rank). When you spend an action point to improve your d20 check on any of these skills, you may roll two action dice and choose the highest result.
Mythic Skills II	As above, but you may roll three dice and choose the highest result.
Mythic Skills III	As above, but you may roll four dice and choose the highest result.

Defender

These enhancements are suitable for characters who want to be able to take a pounding and still pull through.

NAME	DESCRIPTION
Mythic Dodge I	You may spend an action point to add a dodge bonus to your AC equal to the amount rolled on the action die. This bonus lasts until the start of your next action.
Mythic Dodge II	As above, but you may roll two action dice and choose the highest result.
Mythic Dodge III	As above, but you may roll three dice and choose the highest result.
Mythic Dodge IV	As above, but you may roll four dice and choose the highest result.
Mythic Resilience I	You may spend an action point to gain Damage Reduction X/—, where X is the result of the action die. This DR lasts until the start of your next action. If you already have DR/—, this DR stacks.
Mythic Resilience II	As above, but you may roll two action dice and choose the highest result.
Mythic Resilience III	As above, but you may roll three dice and choose the highest result.
Mythic Resilience IV	As above, but you may roll four dice and choose the highest result.
The Anvil (Defender Capstone)	<p>Prerequisite: In order to choose this enhancement, you must have at least one Tier III Defender enhancement.</p> <p>When you spend an action point, regardless of the purpose for which you spent it, you also recover a number of hit points equal to the result of the action die. If the action point does not normally call for you to roll a die, roll the die anyway.</p>

Mentor

These enhancements are suitable for characters who consider themselves “team players.” They are more interested in the success and survival of the party.

NAME	DESCRIPTION
Desperation I	If you are helpless, incapacitated, or dying (but not dead), until you recover or the end of the encounter (whichever comes first), whenever any of your allies rolls an action die, they may roll two action dice and choose the highest result.
Desperation II	As above, but your allies may roll three dice and choose the highest result.
Desperation III	As above, but your allies may roll four dice and choose the highest result.
Mythic Edge I	When you attempt the same task an ally attempted previously in the same round (attack the same enemy, attempt the same skill check, save against the same effect, etc.), and you spend an action point to improve your check, you may roll two action dice and choose the highest result.
Mythic Edge II	As above, but you may roll three dice and choose the highest result.
Mythic Edge III	As above, but you may roll four dice and choose the highest result.
Mythic Sacrifice I	Once per game session, if an ally spends an action point and you currently have more action points than that ally, you may give the ally the action point out of your own total.
Mythic Sacrifice II	As above, but when your ally rolls the action die, he gets to roll two action dice and choose the highest result.
Mythic Sacrifice III	As above, but your ally gets to roll three dice and choose the highest result.
Mythic Sacrifice IV	As above, but your ally gets to roll four dice and choose the highest result.
Mentor's Passing (Mentor Capstone)	<p>Prerequisite: In order to choose this enhancement, you must have at least one Tier III Mentor enhancement.</p> <p>If you die, each of your allies has his or her action points refreshed, or gains +1 action point, whichever is higher. In order to choose this enhancement, you must have at least one Tier III Mentor enhancement.</p>

Oracle

These enhancements are most suitable for spellcasters or other characters with “otherworldly” knowledge.

NAME	DESCRIPTION
Mythic Adept I	When you spend an action point to improve a d20 caster level check (including such checks as concentration checks, spell penetration, and dispel magic), you may roll two action dice and choose the highest result.
Mythic Adept II	As above, but you may roll three dice and choose the highest result.
Mythic Adept III	As above, but you may roll four dice and choose the highest result.
Prescience I	You may spend an action point to allow an ally to spend an action point even after the DM informs him of the success or failure of his action. (Normally, a player must decide to spend his action point before the DM informs him of the success or failure of his action.)
Prescience II	As above, and if your ally decides to spend an action point, he may roll two action dice and choose the highest result.
Prescience III	As above, and if your ally decides to spend an action point, he may roll three dice and choose the highest result.
Prescience IV	As above, and if your ally decides to spend an action point, he may roll four dice and choose the highest result.
Prophecy I	Once per game session, you may spend an action point to ask the DM a number of yes/no questions equal to the result of the action die. Each question has a chance of receiving an answer equal to 70% + your character level. You will never receive a false answer, but you may occasionally receive no answer at all.
Prophecy II	As above, but you may roll two action dice and choose the highest result.
Prophecy III	As above, but you may roll three dice and choose the highest result.
Prophecy IV	As above, but you may roll four dice and choose the highest result.
Inexorable Spell (Oracle Capstone)	Prerequisite: In order to choose this enhancement, you must have at least one Tier III Oracle enhancement. Once per game session, you may spend an action point to increase the saving throw DC of your spell by the amount rolled on the action die.

Shadow

These enhancements are suitable for characters who do not consider themselves team players. They are more interested in their own success and survival.

NAME	DESCRIPTION
Mythic Luck I	When you spend an action point to improve a d20 saving throw, you may roll two action dice and choose the highest result.
Mythic Luck II	As above, but you may roll three dice and choose the highest result.
Mythic Luck III	As above, but you may roll four dice and choose the highest result.
Shadow's Price I	Once per game session, when you want to spend an action point, you may take that action point from any ally who has more action points than your current total.
Shadow's Price II	As above, and you may roll two action dice and choose the highest result.
Shadow's Price III	As above, but you may roll three dice and choose the highest result.
Shadow's Price IV	As above, but you may roll four dice and choose the highest result.
Shadow's Edge (Shadow Capstone)	Prerequisite: In order to choose this enhancement, you must have at least one Tier III Shadow enhancement. When you spend an action point from the Party Pool, or taken from an ally via your Shadow's Price enhancement, your action die is increased by one size (d6/d8/d10/d12). No action die can be increased above d12.

Vanguard

These enhancements are suitable for the typical “Hero,” those who want to be at the front of the action.

NAME	DESCRIPTION
Mythic Smite I	After a successful attack, you may spend an action point and add the result of the action die to your damage.
Mythic Smite II	As above, but you may roll two action dice and choose the highest result.
Mythic Smite III	As above, but you may roll three dice and choose the highest result.
Mythic Smite IV	As above, but you may roll four dice and choose the highest result.
Mythic Strike I	When you spend an action point to improve your d20 attack roll, you may roll two dice and choose the highest result.
Mythic Strike II	As above, but you may roll three dice and choose the highest result.
Mythic Strike III	As above, but you may roll four dice and choose the highest result.
Last Best Hope I	When you spend an action point from the Party Pool, you may roll two dice and choose the highest result.
Last Best Hope II	As above, but you may roll three dice and choose the highest result.
Last Best Hope III	As above, but you may roll four dice and choose the highest result.
Mythic Boon (Vanguard Capstone)	Prerequisite: In order to choose this enhancement, you must have at least one Tier III Vanguard enhancement. When you spend an action point for a <i>Mythic Smite</i> , <i>Mythic Strike</i> , or <i>Last Best Hope</i> , your action die is increased by one size (d6/d8/d10/d12). No action die can be increased above d12.





Character Creation

Trailblazer characters follow the normal procedure for character creation, with just a couple of recommendations. The following pages contain information pertinent to players, regardless of character class.

Ability Scores

Ability Score Generation

Trailblazer recommends a point-buy system called Elite+6. All characters start with the elite array (15, 14, 13, 12, 10, 8) and have six points to spend to customize those scores:

CURRENT SCORE	COST TO INCREASE
8 to 13	1 per increase
14 or 15	2 per increase
16 or 17	3 per increase

For example, raising a 15 to 16 costs 2 points; raising the 16 to 17 costs another 3 points.

Ability Modifiers

Each ability, after changes made because of race, has a modifier ranging from -5 to +5. The table below shows the modifier for each score. It also shows bonus spells, which you'll need to know if your character is a spellcaster. The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

BONUS SPELLS (BY SPELL LEVEL)											
SCORE	MODIFIER	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1	-5	Can't cast spells tied to this ability									
2-3	-4	Can't cast spells tied to this ability									
4-5	-3	Can't cast spells tied to this ability									
6-7	-2	Can't cast spells tied to this ability									
8-9	-1	Can't cast spells tied to this ability									
10-11	0	—	—	—	—	—	—	—	—	—	—
12-13	+1	—	1	—	—	—	—	—	—	—	—
14-15	+2	—	1	1	—	—	—	—	—	—	—
16-17	+3	—	1	1	1	—	—	—	—	—	—
18-19	+4	—	1	1	1	1	—	—	—	—	—
20-21	+5	—	2	1	1	1	1	—	—	—	—
22-23	+6	—	2	2	1	1	1	1	—	—	—
24-25	+7	—	2	2	2	1	1	1	1	—	—
26-27	+8	—	2	2	2	2	1	1	1	1	—
28-29	+9	—	3	2	2	2	2	1	1	1	1
30-31	+10	—	3	3	2	2	2	2	1	1	1
32-33	+11	—	3	3	3	2	2	2	2	1	1
34-35	+12	—	3	3	3	3	2	2	2	2	1
36-37	+13	—	4	3	3	3	3	2	2	2	2
38-39	+14	—	4	4	3	3	3	3	2	2	2
40-41	+15	—	4	4	4	3	3	3	3	2	2
42-43	+16	—	4	4	4	4	3	3	3	3	2
44-45	+17	—	5	4	4	4	4	3	3	3	3

Abilities and Spellcasters

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

The Abilities

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

Strength (STR)

Strength measures your character's muscle and physical power. This ability is especially important for fighters, barbarians, paladins, rangers, and monks because it helps them prevail in combat. Strength also limits the amount of equipment your character can carry. You apply your character's Strength modifier to:

- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon (including a sling). (Exceptions: Off-hand attacks receive only one-half the character's Strength bonus, while two-handed attacks receive one and a half times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)
- Climb, Jump, and Swim checks. These are the skills that have Strength as their key ability.
- Strength checks (for breaking down doors and the like).

Dexterity (DEX)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important one for rogues, but it's also high on the list for characters who typically wear light or medium armor (rangers and barbarians) or no armor at all (monks, wizards, and sorcerers), and for anyone who wants to be a skilled archer. You apply your character's Dexterity modifier to:

- Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, and other ranged weapons.
- Armor Class (AC), provided that the character can react to the attack.
- Reflex saving throws, for avoiding fireballs and other attacks that you can escape by moving quickly.
- Acrobatics, Escape Artist, Ride, Sleight of Hand, and Stealth checks. These are the skills that have Dexterity as their key ability.

Constitution (CON)

Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all classes. You apply your character's Constitution modifier to:

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

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

Intelligence (INT)

Intelligence determines how well your character learns and reasons. This ability is important for wizards because it affects how many spells they can cast, how hard their spells are to resist, and how powerful their spells can be. It's also important for any character who wants to have a wide assortment of skills. You apply your character's Intelligence modifier to:

- The number of languages your character knows at the start of the game.
- The number of skill points gained each level. (But your character always gets at least 1 skill point per level.)
- Appraise, Craft, Disable Device, Knowledge, Linguistics, Search, and Spellcraft checks. These are the skills that have Intelligence as their key ability.

An animal has an Intelligence score of 1 or 2. A creature of humanlike intelligence has a score of at least 3.

A character does not retroactively get additional skill points for previous levels if she increases her intelligence.

Wisdom (WIS)

Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. Wisdom is the most important ability for clerics and druids, and it is also important for paladins and rangers. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score. You apply your character's Wisdom modifier to:

- Will saving throws (for negating the effect of charm person and other spells).
- Heal, Perception, Profession, Sense Motive, and Survival checks. These are the skills that have Wisdom as their key ability.

Charisma (CHA)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is most important for paladins, sorcerers, and bards. It is also important for clerics, since it affects their ability to turn undead. Every creature has a Charisma score. You apply your character's Charisma modifier to:

- Handle Animal, Intimidate, Perform, Persuasion, and Use Magic Device checks. These are the skills that have Charisma as their key ability.
- Checks that represent attempts to influence others.
- Turning attempts for clerics and paladins attempting to turn zombies, vampires, and other undead.

Races

Starting Languages

All characters know how to speak Common. A dwarf, elf, gnome, half-elf, half-orc, or halfling also speaks a racial language, as appropriate. A character who has an Intelligence bonus at 1st level can select one extra language per point of Intelligence bonus as a starting character. These languages must be selected from the list of additional languages for their race.

The Speak Language has been replaced with Linguistics. A character's starting languages represent the languages he has mastered fluently. He never needs to make a skill check to speak these languages. A character can never become fluent *per se* in a new language, but with enough ranks in Linguistics, he can gain *de facto* fluency. See the Linguistics skill for details.

A character whose Intelligence increases (either through level-based ability score increases or inherent bonuses) may become fluent in a new language.

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

Class-Related Languages: Some classes can choose certain languages as additional languages even if they're not on the lists found in the race descriptions. These class-related languages are as follows:

- Bard: Draconic, Sylvan.
- Cleric: Abyssal, Celestial, Infernal.
- Druid: Sylvan.
- Sorcerer: Draconic.
- Wizard: Abyssal, Celestial, Draconic, Infernal.



In the grand scheme of things, racial abilities and bonuses have an almost negligible effect on "the spine" of a character. For this reason, we decided not to make significant changes to the races. Even though some races are numerically better than others, they simply weren't broken enough.

That said, the racial bonuses do play a bigger role at low levels and players do factor them in their decision on what race to play. For this reason, we gave some new abilities to the races that needed it most: the half-orc and half-elf. The half-elf now receives Skill Focus as a bonus feat, and the half-orc now only receives a penalty to one ability (instead of two) in addition to gaining a Hatred attack bonus (against all humanoids no less!).

The biggest change we made to races actually has nothing to do with mechanical balance at all: the removal of favored classes. We discussed many ways to improve favored classes, but in the end, the favored class system is essentially a holdover from previous editions in order to preserve flavor. Allowing a halfling wizard to take a level fighter is not broken.

A key Trailblazer philosophy is to allow players to play the character they want. Opening up character options and making multiclassing easier support that goal.

Humans

Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.

Speed: Human base land speed is 30 feet.

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

Skilled: Humans gain one extra skill point at 1st level and one extra skill point at each additional level.

Automatic Language: Common.

Additional Languages: Any (other than secret languages, such as Druidic).

Dwarves

+2 Constitution, -2 Charisma.

Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.

Speed: Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).

Darkvision: Dwarves can see in the dark up to 60 feet. Dwarves can ignore the effects of concealment in areas of shadowy illumination and treat areas of darkness as shadowy illumination within their normal range of vision. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.

Stonecunning: This ability grants a dwarf a +2 racial bonus on Perception and Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. A dwarf can use the Search skill to find stonework traps as if he had the trapfinding class ability. Something that

isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf can make a Passive Perception check when simply passing within 10 feet of unusual stonework or stonework traps.

A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Stonecraft: Dwarves receive a +2 racial bonus on Appraise and Craft checks that are related to stone or metal items.

Hearty: Dwarves receive +2 racial bonus on saving throws against poison, spells, and spell-like effects.

Hatred: Dwarves receive a +1 racial bonus on attack rolls against orcs and goblinoids.

Defensive Training: Dwarves get a +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.

Stability: A dwarf gains a +4 bonus on checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Weapon Familiarity: Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.

Automatic Languages: Common and Dwarven.

Additional Languages: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Elves

+2 Dexterity, -2 Constitution.

Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.

Speed: Elf base land speed is 30 feet.

Low-Light Vision: An elf can ignore the effects of concealment in areas of shadowy illumination within their normal range of vision. An elf retains the ability to distinguish color and detail under these conditions. Low-light vision has no effect in areas of complete darkness.

Keen Senses: Elves receive a +2 racial bonus on Perception and Search checks. An elf can make a Passive Perception check when simply passing within 10 feet of a secret or concealed door.

Enchantment Resistance: Elves are immune to magic sleep effects, and receive a +2 racial saving throw bonus against enchantment spells or effects.

Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.

Automatic Languages: Common and Elven.

Additional Languages: Draconic, Gnome, Goblin, Orc, and Sylvan.

Gnomes

+2 Constitution, -2 Strength.

Small: As a Small creature, a gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Stealth checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.

Speed: Gnome base land speed is 20 feet.

Low-Light Vision: A gnome can ignore the effects of concealment in areas of shadowy illumination within their normal range of vision. A gnome retains the ability to distinguish color and detail under these conditions. Low-light vision has no effect in areas of complete darkness.

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

Tinkerer: Gnomes receive a +2 racial bonus on all Craft checks.

Illusion Resistance: Gnomes receive a +2 racial bonus on saving throws against illusions.

Gnomish Magic: Gnomes add +1 to the Difficulty Class of any saving throws against illusion spells they cast. This adjustment stacks with those from similar effects.

Hatred: Gnomes get a +1 racial bonus on attack rolls against kobolds and goblinoids.

Defensive Training: Gnomes get a +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.

Spell-Like Abilities: 1/rest—*Speak with animals*. A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/rest -- dancing lights, ghost sound, prestidigitation. Caster level is equal to the gnome's base magic bonus (minimum 1st).

Weapon Familiarity: Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.

Automatic Languages: Common, Gnome, and Sylvan.

Additional Languages: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.

Half-Elves

Medium: As Medium creatures, half-elves have no special bonuses or penalties due to their size.

Speed: Half-elf base land speed is 30 feet.

Low-Light Vision: A half-elf can ignore the effects of concealment in areas of shadowy illumination within their normal range of vision. A half-elf retains the



ability to distinguish color and detail under these conditions. Low-light vision has no effect in areas of complete darkness.

Keen Senses: Half-elves receive a +1 racial bonus on Perception and Search checks.

Trustworthy: Half-elves receive a +2 racial bonus on Persuasion checks.

Enchantment Resistance: Half-elves are immune to sleep spells and similar magical effects, and receive a +2 racial bonus on saving throws against enchantment spells or effects.

Bonus Feat: Half-elves gain Skill Focus as a bonus feat.

Elven Blood: For all effects related to race, a half-elf is considered an elf.

Automatic Languages: Common and Elven.

Additional Languages: Any (other than secret languages, such as Druidic).

Half-Orcs

+2 Strength, –2 Intelligence or –2 Charisma (player choice).


A half-orc's starting Intelligence score is always at least 3. If this adjustment would lower the character's score to 1 or 2, his score is nevertheless 3.

Medium: As Medium creatures, half-orcs have no special bonuses or penalties due to their size.

Speed: Half-orc base land speed is 30 feet.

Darkvision: Half-orcs (and orcs) can see in the dark up to 60 feet. Half-orcs can ignore the effects of concealment in areas of shadowy illumination and treat areas of darkness as shadowy illumination within their normal range of vision. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.

Hatred: Half-orcs get a +1 racial bonus on attack rolls against all humanoids.

 Although we tend to disagree, we heard from enough players that it sucked to be a half-orc, so we changed things around. It's payback time!

Orc Blood: For all effects related to race, a half-orc is considered an orc.

Automatic Languages: Common and Orc.

Additional Languages: Abyssal, Draconic, Giant, Gnoll, and Goblin.

Halflings

+2 Dexterity, –2 Strength.

Small: As a Small creature, a gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Stealth checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.

Speed: Halfling base land speed is 20 feet.

Keen Senses: +2 racial bonus on Perception checks.

Sure-footed: +2 racial bonus on Climb, Jump, and Stealth checks.

Halfling Luck: +1 racial bonus on all saving throws.

Courageous: +2 morale bonus on saving throws against fear: This bonus stacks with the halfling's +1 bonus on saving throws in general.

Throwing Accuracy: +1 racial bonus on attack rolls with thrown weapons and slings.

Automatic Languages: Common and Halfling.

Additional Languages: Dwarven, Elven, Gnome, Goblin, and Orc.

Small Characters

A Small character gets a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Stealth checks. A Small character's carrying capacity is three-quarters of that of a Medium character.

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

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

Character Level Advancement

Regardless of the character class you choose to play, some key functions are tied to your character level, as opposed to your class level.

Feats: All characters receive one feat at 1st level, and an additional feat every 3 levels;

Ability Scores: All characters gain an ability score increase at 4th level and every 4 levels thereafter. At the DMs discretion, a character may increase one physical attribute (Strength, Dexterity, or Constitution) and one mental attribute (Intelligence, Wisdom, or Charisma) with every ability score increase.

Saving Throws: All characters choose two Good saves and one Poor save from the three categories of saving throws (Fortitude, Reflex, or Will).

Bonus Starting Hit Points: At character creation, all Trailblazer characters receive a one-time bonus to their hit points equal to their full Constitution score.

CHARACTER LEVEL	FEATS	ABILITY INCREASE	GOOD SAVE	POOR SAVE
1	1 feat		+2	+0
2			+3	+0
3	+1 feat		+3	+1
4		+1 increase	+4	+1
5			+4	+1
6	+1 feat		+5	+2
7			+5	+2
8		+1 increase	+6	+2
9	+1 feat		+6	+3
10			+7	+3
11			+7	+3
12	+1 feat	+1 increase	+8	+4
13			+8	+4
14			+9	+4
15	+1 feat		+9	+5
16		+1 increase	+10	+5
17			+10	+5
18	+1 feat		+11	+6
19			+11	+6
20		+1 increase	+12	+6



Spellcasting

This alternate system attempts to rebalance all the basic classes to allow spellcasters to multiclass more freely. In 3rd edition, multiclass spellcasters kept two (or more!) distinct caster progressions: caster level, spells known, and spell slots per rest. In practice—and particularly in the case of the Mystic Theurge prestige class—this generally meant giving up your highest level spells in exchange for twice as many lower level spell slots. And the Mystic Theurge was the best case scenario.

All classes have a Base Magic Bonus. There are four progressions: +1/3 levels (barbarian, fighter, rogue), +1/2 levels (monk, paladin, ranger), +2/3 levels (bard), and +1/level (cleric, druid, sorcerer, wizard), as shown on the table at right. The Base Magic Bonus from each class adds together, just as the Base Attack Bonus combines for melee characters.

The character's total Base Magic Bonus determines his caster level, his spell slots per rest, and the number of spells he may ready each day.

At 1st level in any spellcasting class, the character gains access to *all* spells on a given spell list, adding them to his list of spells known. A wizard does not have to scribe spells into his spellbook, a bard or sorcerer does not have to choose spells known, etc.

After a suitable rest period, the spellcaster chooses the spells he will ready from his total list of spells known.

Ready Spells and Spell Slots

When a spellcaster prepares spells, he chooses (from his entire class list of spells) a subset of spells that he will have access to for spellcasting.

When he casts a spell, he may only cast a spell that he has readied; however, he may cast any spell he has readied, using his available spell slots, in any combination.

Example: Johannes is a 1st level druid. He gains access to all spells on the druid spell list. At 1st level, his Base Magic Bonus is +1. Consulting the table, he notes that he receives three 0-level spell slots and one 1st level spell slot. Due to his high Wisdom, he receives an extra 1st level readied spell and spell slot.

Johannes readies detect magic, know direction, and resistance as his 0-level spells; he readies entangle and shillelagh as his 1st level spells.

Until Johannes rests again, he can cast three 0-level spells, chosen from any of the three he has he readied, and two 1st level spells, chosen from the two he readied, in any combination.

In the course of reaching the dungeon itself, he's called upon to cast know direction twice, and he casts resistance once as well, using up the last of his three 0-level spell slots. A patrol of goblins catches the party just outside the dungeon, and Johannes casts entangle. He saves his last 1st level spell slot for later, but he'll be able to cast either entangle or shillelagh as the situation warrants.

A spellcaster may always opt to use a higher-level spell slot to power a lower level spell. He also has much greater flexibility with regards to metamagic. A spellcaster need not ready the metamagic version of any spell; rather, if he has the spell readied, has access to a metamagic feat, and has a sufficiently high spell slot available, he may apply the effects of metamagic as he casts.

BASE SPELL SLOTS/SPILLS READIED ¹ PER REST										
BASE MAGIC BONUS	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
+0 ²	3	—	—	—	—	—	—	—	—	—
+1	3	1	—	—	—	—	—	—	—	—
+2	4	2	—	—	—	—	—	—	—	—
+3	4	2	1	—	—	—	—	—	—	—
+4	4	3	2	—	—	—	—	—	—	—
+5	4	3	2	1	—	—	—	—	—	—
+6	4	3	3	2	—	—	—	—	—	—
+7	4	4	3	2	1	—	—	—	—	—
+8	4	4	3	3	2	—	—	—	—	—
+9	4	4	4	3	2	1	—	—	—	—
+10	4	4	4	3	3	2	—	—	—	—
+11	5	4	4	4	3	2	1	—	—	—
+12	5	4	4	4	3	3	2	—	—	—
+13	5	4	4	4	4	3	2	1	—	—
+14	5	4	4	4	4	3	3	2	—	—
+15	5	4	4	4	4	4	3	2	1	—
+16	5	4	4	4	4	4	3	3	2	—
+17	5	4	4	4	4	4	4	3	2	1
+18	5	4	4	4	4	4	4	3	3	2
+19	5	4	4	4	4	4	4	4	3	3
+20	5	4	4	4	4	4	4	4	4	4

1 A spellcaster receives bonus Spell Slots and Ready Spells for a high spellcasting ability score.

2 Provided the character is a spellcaster (i.e., bard, paladin, or ranger) he may cast 0-level spells. All spells take effect at a minimum caster level of 1.

Characters who multiclass into another spellcasting class gain access to all of the spells on the spell list of the new class. However, although this adds considerable versatility, their spells readied and spell slots per rest are still calculated solely on their Base Magic Bonus.

In addition, each spell list carries with it certain restrictions. A multiclass character may have access to spells from many different lists, but he must meet all criteria and abide by all restrictions when casting a spell from that list.

Bard spells are arcane spells, and require a minimum Charisma equal to 10 + spell level to ready or cast. In addition, bard spells usually have a somatic component (playing an instrument) and a verbal component (singing, chanting, etc.) Bards are able to ignore the arcane spell failure chance on their spells when wearing no armor or light armor. Heavier armors interfere with their playing and thus carry a chance of arcane spell failure.

Cleric spells are divine spells, and require a minimum Wisdom equal to 10 + spell level to ready or cast. Clerics and paladins both gain access to all cleric spells at 1st level. In addition, clerics (but not paladins) may gain access to additional spells through their chosen domains.

Druid spells are divine spells, and require a minimum Wisdom equal to 10 + spell level to ready or cast. Druids and rangers both gain access to all druid spells at 1st level.

Wizard spells are arcane spells, and require a minimum Intelligence equal to 10 + spell level to ready or cast. Wizard spells with somatic components require intricate hand gestures, and armor of any kind interferes with casting. Any character wearing armor suffers from a chance of arcane spell failure.

Sorcerers cast wizard spells, and their spells are the same in all respects, including arcane spell failure. However, sorcerers cast arcane spells through innate power (often derived from a fey, draconic, or even infernal bloodline), as opposed to study and research. A sorcerer can meet the ability score criteria of wizard spells using his Charisma rather than his Intelligence. A sorcerer must have a minimum Charisma of 10 + spell level to cast his spells.

A character with a +1 or higher ability score modifier gains both bonus spell slots and bonus ready spells over and above the number listed on the table below. Multiclass spellcasters use their highest applicable ability score to determine bonus spell slots per day and the DC of their spells, regardless of which spell list they use to ready and cast spells.

Maximum Spell Level

Spellcasters are limited to the maximum spell level they may cast in three ways:

- 1) by their total caster level;
- 2) by minimum ability score, as listed above;
- 3) by base magic bonus in the chosen class.

The highest level spell a character may cast from any class spell list is equal to his base magic bonus from that class.

Example: A cleric 2 / fighter 9 has a total caster level of 5th (+2 base magic bonus from 2 levels of cleric and +3 from 9 levels of fighter). A 5th level character is ordinarily able to cast 3rd level spells; however, because the base magic bonus derived from his cleric levels is only +2, he is limited to 2nd level cleric spells. Taking a single level of cleric at his next opportunity would increase him to Cleric 3 / Fighter 9, with a total base magic bonus of +6, and access to 3rd level cleric spells due to his +3 base magic bonus from his cleric levels.

Converting Prestige Classes

If you want to use prestige classes in your game, you will need to convert them to this system.

Classes Without Spellcasting Ability

Increase their base magic bonus by +1 per 3 levels (as fighter or rogue).

Classes With Supernatural Abilities Only

At your discretion, classes (like the monk) with many supernatural abilities may increase their base magic bonus by +1 per 2 levels, but they do not otherwise gain access to any spell lists.

Classes With Unique Spell Lists

The caster gains access to all of the spells available to that class. Advance the base magic bonus by +1 as soon the class gains access to 1st level spells (including any "0" entry on the spell slot table). The class should advance by an additional +2 base magic bonus each time the class gains access to a new spell level. Ideally, you will divide this +2 bonus into two +1 increases, spaced out as evenly as possible.

Classes With "+1 level of existing class"

These are the simplest to convert: grant the class +1 base magic bonus each time this entry appears on their list of class features.



Character Classes

BARBARIAN

Alignment: Any nonlawful.

Hit Die: d12.

Class Skills

The barbarian's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Perception (Wis), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points Per Level: 4 + Int modifier.

Class Features

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

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

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. At 1st level, a barbarian chooses either Hardy Rage or Whirling Frenzy.

Hardy Rage: While in a rage, the barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.)

Whirling Frenzy: A barbarian with this form of rage gains a +4 bonus to Strength and a +2 dodge bonus to Armor Class and on Reflex saves. While in a whirling frenzy, the barbarian may make one extra attack in a round at his highest base attack bonus, but this attack takes a –2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the barbarian might make before his next action.

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

A fit of rage lasts for a number of rounds equal to 3 + the character's Constitution modifier (including any increased Constitution as a result of Hardy Rage). A barbarian may choose to prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per rest. At 4th level and every four levels thereafter, he can use it one additional time per rest (to a maximum of six times per rest at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Bonus Feat: Beginning at 3rd level, and every three levels thereafter, a barbarian gains a bonus feat chosen from the following list:

Blind-Fight, Cleave, Diehard, Endurance, Great Fortitude, Improved Bull Rush, Improved Overrun, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Run, Toughness.

A barbarian must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.



The barbarian was one of the most balanced classes in the core game—a “cookie” at every level. Unfortunately, not all of his class features were equally inspiring. More to the point, the barbarian simply lagged behind the power of most other classes, and needed more. His bonus feats are designed to emphasize the barbarian's key role as “Resilient Striker.” His bonus feat selection allows him to stay on an even footing with the fighter, which will free the player to use his normal allotment of level-based feats to differentiate his character from other PCs.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. Trap sense allows the barbarian to use Passive Perception to notice traps when he is within 10' of a trap, and he gains a +1 bonus on those checks. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Damage Reduction (Ex): At 4th level, a barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack. This damage reduction increases every three barbarian levels thereafter (7th, 10th, 13th, 16th, and 19th level). Damage reduction can reduce damage to 0 but not below 0.

BARBARIAN			
LEVEL	BASE ATTACK BONUS	BASE MAGIC BONUS	CLASS FEATURES
1	+1	+0	Fast movement, rage 1/rest
2	+2	+0	Uncanny dodge
3	+3	+1	Bonus feat, trap sense +1
4	+4	+1	Damage reduction 1/-, rage 2/rest
5	+5	+1	Improved uncanny dodge
6	+6	+2	Bonus feat, trap sense +2
7	+7	+2	Damage reduction 2/-
8	+8	+2	Rage 3/rest
9	+9	+3	Bonus feat, trap sense +3
10	+10	+3	Damage reduction 4/-
11	+11	+3	Greater rage
12	+12	+4	Bonus feat, rage 4/rest, trap sense +4
13	+13	+4	Damage reduction 6/-
14	+14	+4	Indomitable will / Evasion
15	+15	+5	Bonus feat, trap sense +5
16	+16	+5	Damage reduction 8/-, rage 5/rest
17	+17	+5	Tireless rage
18	+18	+6	Bonus feat, trap sense +6
19	+19	+6	Damage reduction 10/-
20	+20	+6	Mighty rage, rage 6/rest



Note that we've greatly improved the barbarian's DR— first, by granting it earlier (4th level), and then doubling its prior effectiveness from that point forward. Players and DMs alike are reminded to observe the abstract nature of hit points. This change is meant to improve the barbarian's staying power in combat— not permit him to bend dagger points against his skin!

If a nod to verisimilitude is necessary, the DM may, at his option, deny the barbarian his DR entirely if the barbarian is helpless or otherwise unable to defend against a well-placed attack.

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Greater Rage (Ex): At 11th level, a barbarian's rage bonuses improve.

Greater Hardy Rage: The barbarian's bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to AC remains at -2.

Greater Whirling Frenzy: The barbarian's Strength bonus increases to +6, and the dodge bonus to Armor Class and on Reflex saves increases to +3.

Indomitable Will (Ex): While raging, a barbarian of 14th level or higher with Hardy Rage gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including any morale bonus on Will saves he also receives for Hardy Rage.

Evasion (Ex): While raging, a barbarian of 14th level or higher with Whirling Frenzy gains evasion. If the barbarian makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the barbarian is wearing light armor or no armor. A helpless barbarian does not gain the benefit of evasion. At 9th level the monk gains improved evasion.

Tireless Rage (Ex): At 17th level and higher, a barbarian no longer becomes fatigued at the end of his rage.

Mighty Rage (Ex): At 20th level, a barbarian's rage bonuses improve yet again.

Mighty Hardy Rage: The barbarian's bonuses to Strength and Constitution during his rage each increase to +8, and his morale bonus on Will saves increases to +4. The penalty to AC remains at -2.

Mighty Whirling Frenzy: The barbarian's Strength bonus increases to +8, and the dodge bonus to Armor Class and on Reflex saves increases to +4.

Ex-Barbarians

A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian. He retains all the other benefits of the class (damage reduction, fast movement, trap sense, and uncanny dodge).



BARD

Alignment: Any nonlawful.

Hit Die: d8.

Class Skills

The bard's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Persuasion (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Points Per Level: 6 + Int modifier.

Class Features

Weapon and Armor Proficiency: A bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Bards are proficient with light armor and shields (except tower shields). A bard can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a bard wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (most spells do). A multiclass bard still incurs the normal arcane spell failure chance when casting arcane spells that do not appear on the bard spell list.

Arcane Forte: The bard receives the listed bonus to his caster level when determining the effect of spells from the following schools of magic: Conjunction, Divination, Enchantment, and Illusion.

BARD			
LEVEL	BASE ATTACK BONUS	BASE MAGIC BONUS	CLASS FEATURES
1	+0	+0*	Arcane forte +1, bardic music, bardic knowledge, countersong, <i>fascinate</i> , inspire courage +1
2	+1	+1	Bardic luck
3	+2	+2	Inspire competence
4	+3	+3	Power chord (I)
5	+3	+3	Arcane forte +2
6	+4	+4	<i>Suggestion</i>
7	+5	+5	Power chord (II)
8	+6	+5	Arcane forte +3, inspire courage +2
9	+6	+6	Inspire greatness
10	+7	+7	Power chord (III)
11	+8	+7	Arcane forte +4
12	+9	+8	<i>Song of freedom</i>
13	+9	+9	Power chord (IV)
14	+10	+9	Arcane forte +5, inspire courage +3
15	+11	+10	Inspire heroics
16	+12	+11	Power chord (V)
17	+12	+11	Arcane forte +6
18	+13	+12	<i>Mass suggestion</i>
19	+14	+13	Power chord (VI)
20	+15	+13	Arcane forte +7, inspire courage +4



The arcane forte mechanic allows us to combine the unified spell progression chart, multiclass bards, and the bard's prior caster level. Although bards gain spells at a slower progression (reflected in the base magic bonus shown here) they nevertheless enjoy full caster level on most of their bard spell effects.

Spellcaster: A bard begins play with the ability to cast spells. At 1st level, the bard gains access to all the spells on the bard spell list. Bard spells are considered arcane spells.

A bard's spellcasting attribute is Charisma. To ready or cast a bard spell, a bard must have a Charisma score equal to at least 10 + the spell level. The DC for a saving throw against a bard's spell is 10 + the spell level + the bard's Charisma modifier. He receives bonus spell slots and ready spells per rest if he has a high Charisma score.

A 1st level bard with a base magic bonus of +0 is only able to cast 0-level spells, which take effect at a minimum caster level of 1.

Bardic Knowledge: A bard may make a special bardic knowledge check with a bonus equal to his bard level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places.

A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not Take 10 or Take 20 on this check; this sort of knowledge is essentially random.

DC	TYPE OF KNOWLEDGE
10	Common, known by at least a substantial minority drinking; common legends of the local population.
20	Uncommon but available, known by only a few people legends.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Bardic Music: Once per rest per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

Countersong (Su): A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability.

To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a –4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

Inspire Competence (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. Certain uses of this ability are infeasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Suggestion (Sp): A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a suggestion (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the bard's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect.

Making a suggestion doesn't count against a bard's daily limit on bardic music performances. A Will saving throw (DC 10 + ½ bard's level + bard's Cha modifier) negates the effect. This ability affects only a single creature (but see mass suggestion, below). Suggestion is an enchantment (compulsion), mind-affecting, language dependent ability.

Inspire Greatness (Su): A bard of 9th level or higher with 12 or more ranks in a Perform skill can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant. Inspire greatness is a mind-affecting ability.

Song of Freedom (Sp): A bard of 12th level or higher with 15 or more ranks in a Perform skill can use music or poetics to create an effect equivalent to the break enchantment spell (caster level equals the character's bard level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A bard can't use song of freedom on himself.

Inspire Heroics (Su): A bard of 15th level or higher with 18 or more ranks in a Perform skill can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, a bard must sing and an ally must hear the bard sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the ally hears the bard sing and for up to 5 rounds thereafter. Inspire heroics is a mind-affecting ability.

Mass Suggestion (Sp): This ability functions like suggestion, above, except that a bard of 18th level or higher with 21 or more ranks in a Perform skill can make the suggestion simultaneously to any number of creatures that he has already fascinated (see above). Mass suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability.

Bardic Luck (Ex): This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll. You may use this ability once per rest.

Power Chord: By expending one use of his bardic music as he casts, the bard may cast 1st level bard spells as a swift spell (see Feats). As the bard advances in ability (power chord II, III, IV, etc.), he can use this ability with progressively higher level bard spells. This ability is peculiar to the manner in which bard spells are learned and cast. A multiclass bard may not use this ability with spells that do not appear on the bard spell list.

Additional Languages: A bard's additional language options include Draconic and Sylvan.

Ex-Bards

A bard who becomes lawful in alignment cannot progress in levels as a bard, though he retains all his bard abilities.



A bard with a base magic bonus of +13 or greater is able to cast 7th level bard spells. A bard with a base magic bonus of +15— achievable only by multiclassing with a full spellcasting class— can cast 8th level bard spells.

Because the maximum spell level you can cast is limited to your base magic bonus in that class, no bard of 20th level or below can cast 9th level bard spells. To achieve a base magic bonus of +9— required to cast 9th level bard spells— a bard must be 13th level. Adding another +7 BMB from a full caster class (20th level character total) would bring the total BMB to +16— just shy of the +17 required for 9th level spells.

7TH LEVEL BARD SPELLS	8TH LEVEL BARD SPELLS
Cure Serious Wounds, Mass	Antipathy
Hold Person, Mass	Charm Monster, Mass
Insanity	Cure Critical Wounds, Mass
Invisibility, Mass	Discern Location
Power Word Blind	Irresistible Dance
Scrying, Greater	Moment of Prescience
Shadow Conjuration, Greater	Power Word Stun
Summon Monster VII	Scintillating Pattern
Vision	Screen
	Shadow Evocation, Greater
	Summon Monster VIII

CLERIC

Alignment: A cleric's alignment must be within one step of his deity on either the lawful–chaotic axis or the good–evil axis). A cleric may not be neutral unless his deity's alignment is also neutral.

Hit Die: d8.

Class Skills

The cleric's class skills (and the key ability for each skill) are Craft (Int), Heal (Wis), Knowledge (arcana/history/religion/the planes) (Int), Persuasion (Cha), Profession (Wis), and Spellcraft (Int).

Domains and Class Skills: A cleric who chooses the Animal or Plant domain adds Knowledge (nature) (Int) to his class skills. A cleric who chooses the Knowledge domain adds all Knowledge (Int) skills to the list. A cleric who chooses the Travel domain adds Survival (Wis) to the list. A cleric who chooses the Trickery domain adds Disguise (Cha) and Stealth (Dex) to the list.

Skill Points Per Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Clerics are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields). In addition, a cleric gains the appropriate Martial Weapon Proficiency feat for his deity's favored weapon.

Aura (Ex): A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Clerics who don't worship a specific deity but choose the Chaotic, Evil, Good, or Lawful domain have a similarly powerful aura of the corresponding alignment.

Cleric Domains: A cleric chooses two domains from among those belonging to his deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain. If a cleric is not devoted to a particular deity, he still selects two domains to represent his spiritual inclinations and abilities. The restriction on alignment domains still applies.

The cleric gains the granted power from each domain. At 11th level, the cleric gains a third domain chosen from his deity's domains (or according to his spiritual inclinations, if he has no specific deity) and gains a 3rd granted power.

Spellcaster: A cleric casts divine spells from the cleric spell list. At 1st level, the cleric gains access to all of the spells on the cleric spell list.

To ready or cast a cleric spell, a cleric must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cleric's spell is 10 + the spell level + the cleric's Wisdom modifier. He receives bonus spell slots and ready spells per rest if he has a high Wisdom score.

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

Domain Spell: At 1st level, the cleric gets one bonus ready spell per rest. This bonus ready spell must be one of his 1st level domain spells. As the cleric advances in level, he gains additional bonus ready spells from his other domains. A cleric does not receive bonus spell slots to cast these additional ready spells; he merely has more flexibility in his ready spells.

Spontaneous Casting: A good cleric (or a neutral cleric of a good deity) does not have to choose to ready his *cure* spells. His *cure* spells of the listed level are always considered ready for the cleric. An evil cleric (or a neutral cleric of an evil deity), gains a similar (but inverse) ability with respect to *inflict* spells (an *inflict* spell is one with "inflict" in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil gains either *cure* spells or *inflict* spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric turns or commands undead (see below).

Turn or Rebuke Undead (Su): Any cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of his faith through his holy (or unholy) symbol. Turn undead is a cone effect whose range is based on the cleric's level: 15' at 1st level, 30' at 9th level, and 60' at 17th level. A cleric may attempt to turn undead a number of times per rest equal to 3 + his Charisma modifier.

A good cleric (or a neutral cleric who worships a good deity) can turn or destroy undead creatures. An evil cleric (or a neutral cleric who worships an evil deity) instead rebukes or commands such creatures. A neutral cleric of a neutral deity must choose whether his turning ability functions as that of a good cleric or an evil cleric. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see above).

Additional Languages: A cleric's additional language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively).

Ex-Clerics

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

CLERIC			
LEVEL	BASE ATTACK BONUS	BASE MAGIC BONUS	CLASS FEATURES
1	+0	+1	Aura, cleric domains, domain spell (1st), spontaneous casting (1st), turn or rebuke undead (15' cone)
2	+1	+2	Domain spell (1st)
3	+2	+3	Domain spell (2nd), spontaneous casting (2nd)
4	+3	+4	Domain spell (2nd)
5	+3	+5	Domain spell (3rd), spontaneous casting (3rd)
6	+4	+6	Domain spell (3rd)
7	+5	+7	Domain spell (4th), spontaneous casting (4th)
8	+6	+8	Domain spell (4th)
9	+6	+9	Domain spell (5th), spontaneous casting (5th), turn undead (30' cone)
10	+7	+10	Domain spell (5th)
11	+8	+11	Domain spell (1st, 6th), spontaneous casting (6th), third domain
12	+9	+12	Domain spell (1st, 6th)
13	+9	+13	Domain spell (2nd, 7th), spontaneous casting (7th)
14	+10	+14	Domain spell (2nd, 7th)
15	+11	+15	Domain spell (3rd, 8th), spontaneous casting (8th)
16	+12	+16	Domain spell (3rd, 8th)
17	+12	+17	Domain spell (4th, 9th), turn undead (60' cone)
18	+13	+18	Domain spell (4th, 9th)
19	+14	+19	Domain Spell (5th)
20	+15	+20	Domain Spell (5th)

DRUID

Alignment: The druid must adhere to some aspect of neutrality. Her choices include neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

Hit Die: d8.

Class Skills

The druid's class skills (and the key ability for each skill) are Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Perception (Wis), Persuasion (Cha), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Points Per Level: 4 + Int modifier.

Class Features

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

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

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

Spellcaster: A druid casts divine spells, chosen from the druid spell list. At 1st level, she gains access to all spells on the druid spell list. Her alignment may preclude her from casting certain spells opposed to her moral or ethical

beliefs. A druid can't cast spells of an alignment opposed to the non-neutral axis of her alignment.

To ready or cast a druid spell, the druid must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a druid's spell is 10 + the spell level + the druid's Wisdom modifier. She receives bonus spell slots and ready spells per rest if she has a high Wisdom score. She does not have access to any domain spells or granted powers, as a cleric does.

Additional Languages: A druid's additional language options include Sylvan, the language of woodland creatures.

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

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

Speak with Animals (Sp): A druid can *speak with animals* at will, as the spell.

Wild Empathy (Ex): A druid can improve the attitude of an animal. The druid makes a Persuasion check and adds a bonus to her Persuasion check equal to her druid level. The DC for this check is equal to 15 + ½ the animal's HD + the animal's Wisdom bonus. If the check succeeds, the animal's attitude improves by one category. The druid can check again to continue to improve the animal's attitude, if necessary.

The typical domestic animal has a starting attitude of indifferent, wild animals are usually unfriendly, and wild predators may even be hostile.

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

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

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

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

Resist Nature's Lure (Ex): Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Wild Shape (Su): See the next page for information on this ability.

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

A Thousand Faces (Su): At 13th level, a druid gains the ability to change her appearance at will, as if using the *disguise self* spell, but only while in her normal form. This affects the druid's body but not her possessions. It is not an illusory effect, but a minor physical alteration of the druid's appearance, within the limits described for the spell.

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

Ex-Druids

A druid who ceases to revere nature, changes to a prohibited alignment, or teaches the Druidic language to a non-druid loses all spells and druid abilities. She cannot thereafter gain levels as a druid until she atones (as the spell).

DRUID			
LEVEL	BASE ATTACK BONUS	BASE MAGIC BONUS	CLASS FEATURES
1	+0	+1	Nature sense, <i>speak with animals</i> , wild empathy
2	+1	+2	Woodland stride
3	+2	+3	Trackless step
4	+3	+4	Resist nature's lure
5	+3	+5	Wild shape 1/rest
6	+4	+6	Wild shape 2/rest
7	+5	+7	Wild shape 3/rest
8	+6	+8	Wild shape (Large)
9	+6	+9	Venom immunity
10	+7	+10	Wild shape 4/rest
11	+8	+11	Wild shape (Tiny)
12	+9	+12	Wild shape (plant)
13	+9	+13	A thousand faces
14	+10	+14	Wild shape 5/rest
15	+11	+15	Timeless body, wild shape (Huge)
16	+12	+16	Elemental shape 1/rest
17	+12	+17	
18	+13	+18	Wild shape 6/rest, elemental shape 2/rest
19	+14	+19	
20	+15	+20	Elemental shape 3/rest (Huge)

Wild Shape

At 5th level, a druid gains the ability to turn herself into any Small or Medium animal (and back again) once per rest. This ability functions like the alternate form special ability, except as noted here.

A druid begins the transformation by assuming a hybrid form. (A druid can always choose to skip this step and go directly to animal form; see below.)

While in hybrid form, the druid takes on some physical characteristics of the animal (teeth, claws, etc.) but does not otherwise change size, type or subtype; she can use all of her possessions, can speak, cast spells, etc.

While in hybrid form, the druid gains all of the features listed in the left hand column, and any **two** of the physical attributes from the right hand column.

BASE FEATURES	PHYSICAL ATTRIBUTES (PICK TWO)
+2 natural armor	+2 STR
Low-light vision	+2 DEX
Scent	+2 CON
One natural attack mode (see table)	+2 natural armor

Regardless of the shape assumed, a druid in hybrid form may only make one natural attack in addition to her normal weapon attacks. This single extra attack is made at a -5 penalty to the druid's normal iterative weapon attacks.

Assuming hybrid form is a free action. The druid can remain in hybrid form for up to 1 round per druid level. At the end of this time, the druid must either revert to human form, or complete her transformation to animal form. (Completing the transformation does not require an additional use of the wild shape ability.) A druid who wishes to skip the hybrid form and transform directly into animal form may do so.

If the druid completes the transformation to animal form, she gains the features listed in the left hand column, plus any **three** of the physical attributes from the right hand column, at least one of which must be a special feature/form.

BASE FEATURES	PHYSICAL ATTRIBUTES (PICK THREE)
+2 natural armor	+2 STR
Low-light vision	+2 DEX
Scent	+2 CON
One natural attack mode (see table)	+2 natural armor
+10 movement (including any natural movement modes possessed by the animal; e.g. swim, fly, climb, etc.)	Special Feature/Form: Constrict, improved grab, natural attack upgrade (see table), poison (1d4 Con/1d4 Con), pounce, powerful charge, rake, trample, trip
+8 racial bonus to one of the following skills: Climb, Jump, Perception, Swim	<ul style="list-style-type: none"> Plant Form (at 12th level) Elemental Form (at 16th level)

Assuming animal form is a standard action. The druid may remain in animal form for up to 1 hour per druid level, or until the druid resumes human form.

A druid in animal form cannot wear armor, clothes, or other items. Any worn or carried items fall into the druid's space when she assumes animal form. For this reason, a druid typically assumes animal form where she can leave her belongings in a secure place or in the care of trusted allies.

While in animal form, the druid cannot speak, and cannot cast spells. She retains her ability to *speak with animals*.

At 8th level, the druid can assume the form of a Large animal. In addition to the wild shape effects already listed, increasing to this size grants the features shown, which stack with all other effects granted.

At 11th level, the druid can assume the form of a Tiny animal. In addition to the wild shape effects already listed, changing to this size grants the features shown, which stack with all other effects granted.

At 15th level, the druid can assume the form of a Huge animal. In addition to the wild shape effects already listed, increasing to this size grants the features

NATURAL ATTACK MODES					
SIZE	SPECIAL ATTACK DAMAGE	NATURAL ATTACK MODES		NATURAL ATTACK UPGRADE	
		CLAW/CLAW	BITE	BITE/CLAW/CLAW	CLAW/CLAW/BITE
Tiny	1d3	1d3/1d3	1d6	1d4/1d3/1d3	1d3/1d3/1d4
Small	1d4	1d4/1d4	1d8	1d6/1d3/1d3	1d4/1d4/1d6
Medium	1d6	1d6/1d6	2d6	1d8/1d6/1d6	1d6/1d6/1d8
Large	1d8	1d8/1d8	2d8	2d6/1d8/1d8	1d8/1d8/2d6
Huge	2d6	2d6/2d6	3d6	2d8/2d6/2d6	2d6/2d6/2d8

shown, which stack with all other effects granted. The effects granted by changing to Huge size do not stack with those granted by Large size.

At 12th level, a druid becomes able to use wild shape to change into a plant creature with the same size restrictions as for animal forms. (A druid can't use this ability to take the form of a plant that isn't a creature.)

The druid must choose the Plant Form special feature from among her wild shape options. A druid in plant form chooses her attack routine from the table above. Plant Form grants the druid immunity to poison, sleep effects, paralysis, polymorph, and stunning. She must eat (by absorbing water and nutrients) and breathe (carbon dioxide), but does not sleep.

LARGE ANIMAL (8TH LEVEL)	TINY ANIMAL (11TH LEVEL)	HUGE ANIMAL (15TH LEVEL)
-1 size modifier to hit	+1 size modifier to hit	-2 size modifier to hit
-1 size modifier to AC	+1 size modifier to AC	-2 size modifier to AC
+8 STR	-4 STR	+16 STR
-2 DEX	+2 DEX	-4 DEX
+4 CON		+8 CON
+3 natural armor		+5 natural armor

At 16th level, a druid becomes able to use wild shape to change into a Small, Medium, or Large elemental (air, earth, fire, or water) once per rest. These elemental forms are in addition to her normal wild shape usage. The druid must choose the Elemental Form special feature from among her wild shape options. Elemental Form grants the druid all of the elemental's extraordinary, supernatural, and spell-like abilities. She also gains the elemental's feats for as long as she maintains the wild shape, but she retains her own creature type.

At 18th level, a druid becomes able to assume elemental form twice per rest, and at 20th level she can do so three times per rest. At 20th level, a druid may use this wild shape ability to change into a Huge elemental.



The druid was by far the most over-powered and unwieldy of the base classes. The druid's spell list, coupled with her abilities to wild shape, have an animal companion, and spontaneous summoning made the druid a one-woman army. She required the most accounting, the most book-keeping, and the most time during her turn, since many of her abilities were based on creatures that the player needed to look-up. Worse, her extra followers granted her many more actions than the other players. This aspect of the druid also catered to the powergamer and min/maxer, who could scour various monster supplements and find the most powerful creatures for wild shape and summon spells.

One of our primary goals when redesigning the druid was that the player should never have to consult an additional book or manual to determine her abilities.

Most importantly, to keep the druid in-line with the other classes, the animal companion as written had to go. However, we gave the druid the ability to *speak with animals* at will. Coupled with wild empathy, but subject to the needs of the DM and his campaign, every animal you meet is a potential roleplaying companion. Such creatures may or may not travel with the druid for a while, and may or may not come to her aid in combat, but like any other NPC, will be under the control of the DM. We feel this solution is the most sensitive to the needs of everybody concerned.

FIGHTER

Alignment: Any.

Hit Die: d10.

Class Skills

The fighter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), and Swim (Str).

Skill Points Per Level: 4 + Int modifier.

Class Features

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

Bonus Feats: At 1st level, a fighter gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The fighter gains an additional bonus feat at 2nd level and every two fighter levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats must be drawn from the feats noted as fighter bonus feats. A fighter must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

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

Punishing Strike: When the fighter makes an attack of opportunity, he receives a +4 bonus to the attack roll and adds +1d6 to the damage dealt. The bonus damage increases at 9th, 13th, and 17th level.

Expert Weapon Proficiency: At 3rd level, the fighter gains Expert Weapon Proficiency with a chosen specific weapon (see below). He gains this ability again at 7th, 11th, 15th, and 19th level. He can apply this ability to a previous weapon or choose a new weapon.

FIGHTER			
LEVEL	BASE ATTACK BONUS	BASE MAGIC BONUS	CLASS FEATURES
1	+1	+0	Bonus feat, punishing strike +1d6
2	+2	+0	Bonus feat
3	+3	+1	Expert weapon proficiency
4	+4	+1	Bonus feat
5	+5	+1	Punishing strike +2d6
6	+6	+2	Bonus feat
7	+7	+2	Expert weapon proficiency
8	+8	+2	Bonus feat
9	+9	+3	Punishing strike +3d6
10	+10	+3	Bonus feat
11	+11	+3	Expert weapon proficiency
12	+12	+4	Bonus feat
13	+13	+4	Punishing strike +4d6
14	+14	+4	Bonus feat
15	+15	+5	Expert weapon proficiency
16	+16	+5	Bonus feat
17	+17	+5	Punishing strike +5d6
18	+18	+6	Bonus feat
19	+19	+6	Expert weapon proficiency
20	+20	+6	Bonus feat

Expert Weapon Proficiency

Choose a specific weapon (for example, dagger, greatsword, or dwarven waraxe).

Your ability with the chosen weapon increases. You may increase the base damage of the weapon, increase the threat range of the weapon, increase the critical multiplier of the weapon, or learn to use the weapon with certain combat maneuvers.

Increased Base Damage: The base damage die of the weapon increases by one step:

1	d2	d3	d4	d6	d8	d10	2d6	2d8	3d6	3d8
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No weapon may have its base damage increased beyond 3d8.

Increased Threat Range: The threat range of the weapon increases by one step: 20 becomes 19-20, 19-20 becomes 18-20.

No weapon may have its base threat range increased beyond 18-20. Improved Critical and other effects that increase the threat range apply to the improved threat range granted by expert weapon proficiency.

Increased Critical Multiplier: The base critical multiplier increases by 1: x2 becomes x3, x3 becomes x4. No weapon may have a base critical multiplier above x4.

Combat Maneuvers: You may use the weapon to perform one of the following maneuvers:

- **Disarm:** With this weapon, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).
- **Light:** You may choose this option only for a one-handed weapon. The weapon is now considered light for you. You may use the weapon in your off-hand without penalty, and you may use the Weapon Finesse feat with the weapon.
- **Mounted:** The weapon deals double damage when used from the back of a charging mount. If the weapon is two-handed, you may use it one-handed while mounted.
- **Set:** You may choose this option with a one- or two-handed weapon (but not a light weapon). If you use a ready action to set your weapon against a charge, you deal double damage on a successful hit against a charging opponent.
- **Thrown:** You may throw the weapon. It gains a range increment of 10. If the weapon does piercing damage, it gains a range increment of 20.
- **Trip:** You can use the weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.
- **Reach:** You may choose this option only for a two-handed weapon. You gain reach with the weapon. (Typically, this doubles your natural reach.) If the weapon already has reach, this maneuver allows you to attack adjacent foes.



Expert weapon proficiency allows the fighter to alter the fundamentals of his chosen weapon, such that two high level fighters are likely to be equally deadly regardless of what weapon they've spent their careers training with.

MONK

Alignment: Any lawful.

Hit Die: d8.

Class Skills

The monk's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Jump (Str), Knowledge (arcana/religion) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Persuasion (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

Skill Points Per Level: 6 + Int modifier.

Class Features

Weapon and Armor Proficiency: Monks are proficient with club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, sling, and spear (including shortspear and long spear). Monks are not proficient with any armor or shields.

Centered Bonus: When wearing armor, using a shield, carrying a medium or heavy load, or using a weapon not listed above, a monk is no longer centered. A monk who is not centered loses many of her class abilities, including her centered bonus, her reaction bonus, her fast movement, and her flurry of blows abilities.

While she is centered, the monk applies the listed centered bonus to attack rolls (including combat maneuvers).



As with the rogue's *combat tactics* bonus, the centered bonus elevates the monk's "striking" ability to compare to the full BAB classes. It does not grant the monk (nor the rogue) the complete benefits of a full 1:1 BAB progression-- specifically the benefits of combat reactions, the dodge and block bonuses thereof, iterative attack rate, etc. but it does allow the "crossover" fighting classes the same chance to hit in combat.

Flurry of Blows (Ex): When centered, a monk may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a –2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before her next action.

When a monk reaches 5th level, the flurry of blows penalty lessens to –1, and at 9th level it is reduced to zero. A monk must use a full attack action to strike with a flurry of blows.

When using flurry of blows, a monk may attack only with unarmed strikes or with any of the melee weapons with which monks are proficient. She may attack with unarmed strikes and weapons interchangeably as desired. When using weapons as part of a flurry of blows, a monk applies her Strength bonus (not Str bonus x 1-½ or x ½) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The monk can't use any prohibited weapon as part of a flurry of blows. A monk cannot combine flurry of blows with two-weapon fighting.

When a monk reaches 11th level, her flurry of blows ability improves. In addition to the standard single extra attack she gets from flurry of blows, she gets a second extra attack at her full base attack bonus.

MONK								
LEVEL	BASE ATTACK BONUS	BASE MAGIC BONUS	CLASS FEATURES	CENTERED BONUS	FLURRY OF BLOWS (MUST BE CENTERED)	UNARMED DAMAGE	REACTION BONUS	MOVEMENT BONUS
1	+0	+0	Bonus feat, centering, flurry of blows, trapfinding, unarmed strike, unbreakable +2	+1	-1/-1	1d6	+0	+0
2	+1	+1	Bonus feat, evasion	+1	+0/+0	1d6	+0	+0
3	+2	+1	Still mind	+1	+1/+1	1d6	+0	+10
4	+3	+2	Ki strike (magic), slow fall (20 ft.), unbreakable +3	+1	+2/+2	1d8	+0	+10
5	+3	+2	Purity of body	+2	+4/+4	1d8	+1	+10
6	+4	+3	Bonus feat, slow fall (30 ft.)	+2	+5/+5	1d8	+1	+20
7	+5	+3	Wholeness of body	+2	+6/+6	1d8	+1	+20
8	+6	+4	Slow fall (40 ft.)	+2	+5/+5/+5	2d6	+1	+20
9	+6	+4	Improved evasion	+3	+7/+7/+7	2d6	+1	+30
10	+7	+5	Ki strike (lawful), slow fall (50 ft.), unbreakable +4	+3	+8/+8/+8	2d6	+2	+30
11	+8	+5	Diamond body, greater flurry	+3	+9/+9/+9/+9	2d6	+2	+30
12	+9	+6	Abundant step, slow fall (60 ft.)	+3	+10/+10/+10/+10	2d8	+2	+40
13	+9	+6	Diamond soul	+4	+11/+11/+11/+11	2d8	+2	+40
14	+10	+7	Slow fall (70 ft.)	+4	+12/+12/+12/+12	2d8	+2	+40
15	+11	+7	Quivering palm	+4	+14/+14/+14/+14	2d8	+3	+50
16	+12	+8	Ki strike (adamantine), slow fall (80 ft.), unbreakable +5	+4	+15/+15/+15/+15	3d6	+3	+50
17	+12	+8	Timeless body, tongue of the sun and moon	+5	+16/+16/+16/+16	3d6	+3	+50
18	+13	+9	Slow fall (90 ft.)	+5	+17/+17/+17/+17	3d6	+3	+60
19	+14	+9	Empty body	+5	+18/+18/+18/+18	3d6	+3	+60
20	+15	+10	Perfect self, slow fall (any distance)	+5	+19/+19/+19/+19	3d8	+4	+60

Unarmed Strike: At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk deals more damage with her unarmed strikes than a normal person would, as shown on Table: Monk. (The unarmed damage on Table: Monk is for Medium monks. Adjust the damage for smaller or larger sized monks accordingly.)

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

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

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

Reaction Bonus (Ex): When centered, the monk adds her Wisdom bonus (if any) to her AC. In addition, a monk gains a +1 bonus to both AC and initiative at 5th level. This bonus increases by 1 for every five monk levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level).

The bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, and when she is not centered.

Unbreakable: At 1st level, the monk receives a +2 bonus to her Poor saving throw. This bonus rises to +3 at 4th level, +4 at 10th level, and +5 at 16th level.



Moving the saving throws to a system where every character chooses two Good and one Poor save left us with a bit of a math quandary for the monk. Unbreakable applies a bonus to achieve a "best fit" to continue the monk on her previous "All Good Saves" progression.

Bonus Feat: At 1st, 2nd, and 6th level, a monk may select a bonus feat from the following list of monk bonus feats. A monk need not have any of the prerequisites normally required for these feats to select them.

Combat Reflexes, Deflect Arrows, Dodge, Improved Disarm, Improved Grapple, Improved Trip, Stunning Fist, Toughness, or Weapon Kata.

The weapon kata feat grants the monk proficiency with one additional Simple or Martial weapon of her choice, and adds this weapon to her list of "monk weapons." When using this weapon, the monk remains centered. A monk cannot use this feat to gain proficiency with an exotic weapon, but if she is already proficient with an exotic weapon (for example, through the normal expenditure of a feat) she may use weapon kata to add that weapon to her list of permitted monk weapons. A monk may have only one weapon kata.

Trapfinding: At 1st level, the monk gains the trapfinding ability. She may use his Disable Device skill to disarm traps as a rogue, even those over DC20.

Evasion (Ex): At 2nd level or higher if a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion. At 9th level the monk gains improved evasion.

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

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

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with ki. As long as the monk is centered, her attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. Ki strike improves with the character's monk level. At 10th level, her attacks are also treated as lawful weapons for the purpose of dealing damage to

creatures with damage reduction. At 16th level, her attacks are also treated as adamantite weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow her fall (that is, to reduce the effective distance of the fall when next to a wall) improves with her monk level until at 20th level she can use a nearby wall to slow her descent and fall any distance without harm.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level per rest, and she can spread this healing out among several uses.

Diamond Body (Su): At 11th level, a monk gains immunity to poisons of all kinds.

Abundant Step (Su): At 12th level or higher, a monk can slip magically between spaces, as if using the spell dimension door, once per rest. Her caster level for this effect is equal to her base magic bonus (normally one-half her monk level, rounded down).

Diamond Soul (Ex): At 13th level, a monk gains spell resistance equal to her current monk level + 10.

Quivering Palm (Su): Starting at 15th level, a monk can set up vibrations within the body of another creature that can thereafter be fatal if the monk so desires. She can use this quivering palm attack once *per rest*, and she must announce her intent before making her attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. Otherwise, if the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the monk can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to her monk level. To make such an attempt, the monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 the monk's level + the monk's Wis modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time.

Timeless Body (Ex): Upon attaining 17th level, a monk no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. Bonuses still accrue, and the monk still dies of old age when her time is up.

Tongue of the Sun and Moon (Ex): A monk of 17th level or higher can speak with any living creature.

Empty Body (Su): At 19th level, a monk gains the ability to assume an ethereal state for 1 round per monk level per rest, as though using the spell etherealness. She may go ethereal on a number of different occasions, as long as the total number of rounds spent in an ethereal state does not exceed her monk level.

Perfect Self: At 20th level, a monk becomes a magical creature. She is forevermore treated as an outsider rather than as a humanoid (or whatever the monk's creature type was) for the purpose of spells and magical effects. Additionally, the monk gains damage reduction 10/magic, which allows her to ignore the first 10 points of damage from any attack made by a nonmagical weapon or by any natural attack made by a creature that doesn't have similar damage reduction. Unlike other outsiders, the monk can still be brought back from the dead as if she were a member of her previous creature type.

PALADIN

Alignment: A paladin must adhere to one of the four diametrically opposed alignments: Lawful good, chaotic good, lawful evil, or chaotic evil. Evil paladins are typically known as anti-paladins, but their class features are much the same.

Hit Die: d10.

Class Skills

The paladin's class skills (and the key ability for each skill) are Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty/religion) (Int), Persuasion (Cha), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

Skill Points Per Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and shields (including tower shields).



Note that the paladin now has the same starting weapon and armor proficiencies as the fighter in every respect, including free tower shield proficiency.

Aura of Good (Ex): Like the cleric, as agents of their deity, paladins project an aura that can be detected. The power of a paladin's aura (see the *detect good* spell) is equal to her paladin level.

Spellcaster: A paladin gains the ability to cast divine spells, which are drawn from the cleric spell list.

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

receives bonus spell slots and ready spells per rest if she has a high Wisdom score.

A paladin's base magic bonus is equal to ½ his level. A 1st level paladin with a base magic bonus of +0 is only able to cast 0-level spells, which take effect at a minimum caster level of 1.

Detect Evil/Good (Sp): At will, a good paladin can use detect evil, as the spell. Evil paladins can use detect good.

Smite Evil/Good (Su): Once per rest, a paladin may attempt to smite opponents with one normal melee attack. Good paladins smite evil, while evil paladins smite good. The paladin adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin level. If the paladin accidentally smites a creature that is not of an opposing alignment, the smite has no effect, but the ability is still used up.

At 5th level, and at every five levels thereafter, the paladin may smite evil one additional time per rest, as indicated on the table, to a maximum of five times per rest at 20th level.

Divine Grace (Su): At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Lay on Hands (Su): Beginning at 2nd level, a good paladin with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her paladin level x her Charisma bonus. A paladin may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action.

Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

Evil paladins can heal their own wounds as above, but their evil touch damages all other living creatures, and heals undead.

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

Evil paladins are immune to fear (as their good counterparts) but they project an *aura of dread*. Each opponent within 10 feet of her suffers a -4 penalty to saving throws against fear effects.

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



The paladin only had two spells that did not also appear on the cleric spell list: *bless weapon* and *holy sword*. Rather than roll these spells into the cleric list, we simply granted the effects of these spells directly to the paladin as class features. This has the added bonus of freeing up those spells so that the paladin can diversify her spell selection a bit more.

This same philosophy was extended to the paladin's divine mercy (see below)—a great many "maintenance" curative/restorative spells are granted as class features. Again, this frees the paladin to ready other spells instead.

PALADIN			
LEVEL	BASE ATTACK BONUS	BASE MAGIC BONUS	CLASS FEATURES
1	+1	+0*	Aura of good, detect evil, smite evil 1/rest
2	+2	+1	Divine grace, lay on hands
3	+3	+1	Aura of courage, divine health
4	+4	+2	Divine weapon 1/rest, turn undead
5	+5	+2	Renewed smite, smite evil 2/rest
6	+6	+3	Divine mercy 1/rest
7	+7	+3	Divine weapon 2/rest
8	+8	+4	
9	+9	+4	Divine mercy 2/rest
10	+10	+5	Divine weapon 3/rest, smite evil 3/rest
11	+11	+5	
12	+12	+6	Divine mercy 3/rest
13	+13	+6	Divine weapon 4/rest
14	+14	+7	
15	+15	+7	Divine mercy 4/rest, smite evil 4/rest
16	+16	+8	Divine weapon 5/rest
17	+17	+8	
18	+18	+9	Divine mercy 5/rest
19	+19	+9	
20	+20	+10	Smite evil 5/rest

Divine Weapon (Sp): At 4th level, a paladin gains the ability to imbue a weapon that she is holding with divine power. This ability requires a standard action to activate and lasts for 1 round per paladin level. If the weapon leaves the paladin's hand, all effects immediately end. The paladin cannot imbue more than one weapon at a time.

As she increases in level, her weapon gains an enhancement bonus to attack and damage, as well as additional abilities. See the table below:

LEVEL	ENHANCEMENT	EFFECT
4	+1	<ul style="list-style-type: none">• Weapon damage is treated as good/evil for overcoming DR• Criticals are automatically confirmed vs. evil/good creatures (any critical threat is a critical hit)
7	+2	<ul style="list-style-type: none">• Weapon does an extra +1d6 good/evil aligned damage vs evil/good creatures
10	+3	<ul style="list-style-type: none">• Paladin is protected by <i>protection from evil/good</i> (as the spell) while she is wielding the weapon• Weapon gains the <i>holy/unholy</i> ability (+2d6 good/evil aligned damage; this does not stack with the prior +1d6)
13	+4	<ul style="list-style-type: none">• Weapon radiates <i>magic circle versus evil/good</i> (as the spell)
16	+5	<ul style="list-style-type: none">• Weapon gains the <i>holy/unholy burst</i> ability (additional +3d6 good/evil aligned damage for weapons with a x2 multiplier; +4d6 for weapons with a x3 multiplier; +5d6 for weapons with a x4 multiplier).

When the paladin imbues a magical weapon, the highest enhancement bonus applies, but the weapon loses any other magical effects it may have had (flaming, dancing, vorpal, etc.).

Turn Undead (Su): When a paladin reaches 4th level, she gains the supernatural ability to turn undead. She may use this ability a number of times per rest equal to 3 + her Charisma modifier. She turns undead as a cleric three levels lower.

Renewed Smite (Su): Upon reaching 5th level, the paladin does not expend a use of her smite if the attack misses.

Divine Mercy (Sp): At 6th level, a good paladin can produce one of the following spell effects, as the spell, once per rest: *bless water*, *lesser restoration*, *remove blindness/deafness*, *remove curse*, and *remove disease*. She can use this ability one additional time per rest for every three levels after 6th (twice per rest at 9th, three times at 12th, and so forth).

At 8th level, a good paladin gains access to *restoration*. At 10th level, she gains access to *dispel evil*.

Evil paladins gain *divine cruelty* instead, and can produce the following spell effects: *curse water*, *death knell*, *blindness/deafness*, *bestow curse*, and *contagion*. At 8th level, she gains access to *poison*. At 10th level, she gains access to *dispel good*.

Code of Conduct: Paladins (of any alignment) who knowingly and willingly act against the interests of their deity immediately lose all class abilities. Furthermore, a paladin may never knowingly associate with those who conflict with her moral and/or ethical code, or who act to oppose the interests of the paladin's deity. The DM may choose to warn the paladin's player should such conflicts arise, in order to give the player the opportunity to make a knowing and willful choice.



RANGER

Alignment: Any.

Hit Die: d10.

Class Skills

The ranger's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (dungeoneering/geography/nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Search (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Points Per Level: 6 + Int modifier.

Class Features

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

Spellcaster: At 1st level, the ranger gains access to all the spells on the druid spell list. To ready or cast a druid spell, a ranger must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a ranger's spell is 10 + the spell level + the ranger's Wisdom modifier. He receives bonus spell slots and ready spells per rest if he has a high Wisdom score.

A ranger's base magic bonus is equal to ½ his level. A 1st level ranger with a base magic bonus of +0 is only able to cast 0-level spells, which take effect at a minimum caster level of 1.

Favored Enemy (Ex): At 1st level, a ranger may select a type of creature from among those listed below. The ranger gains a +2 bonus on Perception, Persuasion, Sense Motive, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

RANGER			
LEVEL	BASE ATTACK BONUS	BASE MAGIC BONUS	CLASS FEATURES
1	+1	+0*	1 st favored enemy, improved reaction (+1), wild empathy
2	+2	+1	Combat style feat, master survivalist
3	+3	+1	Endurance
4	+4	+2	<i>Speak with animals</i> , uncanny dodge
5	+5	+2	2 nd favored enemy
6	+6	+3	Combat style feat
7	+7	+3	Improved reaction (+2), woodland stride
8	+8	+4	Improved uncanny dodge, swift tracker
9	+9	+4	Evasion
10	+10	+5	3 rd favored enemy
11	+11	+5	Combat style feat
12	+12	+6	Improved reaction (+3)
13	+13	+6	Camouflage
14	+14	+7	
15	+15	+7	4 th favored enemy
16	+16	+8	Combat style feat
17	+17	+8	Hide in plain sight, improved reaction (+4)
18	+18	+9	
19	+19	+9	
20	+20	+10	5 th favored enemy

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those lists. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype. If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Aberation, Animal, Construct, Dragon, Elemental, Fey, Giant, Humanoid (choose one sub-type: aquatic, elf, goblinoid, gnoll, gnome, halfling, human, orc, reptilian), Magical Beasts, Monstrous Humanoid, Ooze, Outsider (choose one subtype: air, chaotic, earth, evil, fire, good, lawful, native, water), Plant, Undead, Vermin.

Improved Reaction (Ex): At 1st level, the ranger receives a +1 bonus to initiative. This bonus increases by an additional +1 at 7th, 12th, and 17th level.



This is a hat tip to the 1e ranger: they are rarely surprised or caught flat-footed.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. The ranger makes a Persuasion check and adds a bonus to his Persuasion check equal to his ranger level. The DC for this check is equal to 15 + ½ the animal's HD + the animal's Wisdom bonus. If the check succeeds, the animal's attitude improves by one category. The ranger can check again to continue to improve the animal's attitude, if necessary.

The typical domestic animal has a starting attitude of indifferent, wild animals are usually unfriendly, and wild predators may even be hostile.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

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

Combat Style (Ex): Rangers are adept at archery and two-weapon combat. At 2nd, 6th, 11th, and 16th level, a ranger may select a bonus feat from the following list:

Far Shot, Greater Two-Weapon Fighting, Improved Precise Shot, Improved Two-Weapon Fighting, Manyshot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Reload, Rapid Shot, Shot On the Run, Superior Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting.

As long as the ranger is wearing light or no armor, he can ignore the Dexterity prerequisites of any of his combat style bonus feats. A ranger in medium or heavy armor who does not meet the Dexterity prerequisites of his bonus feats loses access to those feats. The ranger must still meet all other prerequisites of the chosen feat, including base attack bonus and other feats.



Although his bonus feat list still follows the traditional themes of archery and two-weapon fighting, the ranger doesn't have to choose a single path and stick to it. A ranger could mix-and-match his bonus feats to become, for example, a master of two-weapon thrown daggers. We've also expanded the list to include some new options.

Master Survivalist (Ex): A ranger adds half his ranger level (round down) as a bonus to all Survival checks.

Endurance: A ranger gains Endurance as a bonus feat at 3rd level.

Speak with Animals (Sp): At 4th level, the ranger may *speak with animals* at will, as the spell.



As with the druid, the ability to *speak with animals* is meant to mitigate the loss of the animal companion. The ranger may speak with any animal and attempt to persuade it to his cause for a time— though the animal remains under the control of the DM, like any other NPC.

Uncanny Dodge (Ex): At 4th level, the ranger gains uncanny dodge. He retains her Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Woodland Stride (Ex): Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Improved Uncanny Dodge (Ex): A ranger of 8th level or higher can no longer be flanked. This defense denies a rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target has ranger levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Swift Tracker (Ex): Beginning at 8th level, a ranger can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Evasion (Ex): At 9th level, a ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger does not gain the benefit of evasion.

Camouflage (Ex): A ranger of 13th level or higher can use the Stealth skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight (Ex): While in any sort of natural terrain, a ranger of 17th level or higher can use the Stealth skill even while being observed.



ROGUE

Alignment: Any.

Hit Die: d8.

Class Skills


The rogue's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Climb (Str), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Persuasion (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Points Per Level: 8 + Int modifier.

Class Features

Weapon and Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

Combat Tactics: The rogue is much more dangerous when combat conditions favor his fighting style. The rogue gains the listed bonus to his attack rolls any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks his target.



This bonus allows the rogue to strike at the same BAB as a fighter when "sneak attack" conditions permit. The bonus is scaled and placed at those points in the rogue's BAB progression where he falls behind the 1:1 rate.

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The rogue's attack deals extra damage any time his target would be denied



a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks his target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

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

A rogue's ability to sneak attack is not based on any inherent properties of his target, but rather on the rogue's ability to make the most of favorable combat conditions: when the target is flanked by multiple opponents, or when the rogue is able to strike at a vulnerable moment. A rogue can use combat tactics and sneak attack against any creature capable of being flanked. However, the rogue must be able to see the target well enough to strike at a vulnerable moment; thus, a rogue cannot sneak attack while striking a creature with concealment.

Creatures (such as incorporeal creatures) that are specifically immune to sneak attack keep this immunity.



Crits are fun. And if you roll a natural 20, you deserve that crit. Hit points are already an abstraction, so attempting to force critical hits and sneak attacks to straddle the line between gamist abstraction and simulationist rationalization—by rationalizing what kinds of creatures have vital organs or weak spots, or whether or not the rogue can reach them, for example—doesn't make a whole lot of sense.

In Trailblazer, there is no such thing as immunity to critical hits, and neither does (prior) immunity to critical hits grant immunity to sneak attack.

Consider a critical as "Best-case damage under perfectly mundane but otherwise optimal circumstances." Neither the critical hit nor the rogue's sneak attack must necessarily indicate a blow to a particularly vulnerable area, organ, artery, soft tissue, or what-have-you; it's just a really, really good hit.

The rogue gains a big boost in effectiveness on the basis of this change alone. The rogue generally doesn't need to worry about the type of creature he's attacking, but rather he should focus on setting up the conditions he needs to get his bonus damage: denying creatures their DEX bonus, and/or flanking them.

Trapfinding: Rogues (and monks) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and monks) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

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

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. Trap sense allows the rogue to use Passive Perception to notice traps when he is within 10' of a trap, and he gains a +1 bonus on those checks. These bonuses rise by +1 every three rogue levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

ROGUE			
LEVEL	BASE ATTACK BONUS	BASE MAGIC BONUS	CLASS FEATURES
1	+0	+0	Combat tactics +1, sneak attack +1d6, trapfinding
2	+1	+0	Evasion
3	+2	+1	Sneak attack +2d6, trap sense +1
4	+3	+1	Uncanny dodge
5	+3	+1	Combat tactics +2, sneak attack +3d6
6	+4	+2	Trap sense +2
7	+5	+2	Sneak attack +4d6
8	+6	+2	Improved uncanny dodge
9	+6	+3	Combat tactics +3, sneak attack +5d6, trap sense +3
10	+7	+3	Rogue talent
11	+8	+3	Sneak attack +6d6
12	+9	+4	Rogue talent, trap sense +4
13	+9	+4	Combat tactics +4, sneak attack +7d6
14	+10	+4	Rogue talent
15	+11	+5	Sneak attack +8d6, trap sense +5
16	+12	+5	Rogue talent
17	+12	+5	Combat tactics +5, sneak attack +9d6
18	+13	+6	Rogue talent, trap sense +6
19	+14	+6	Sneak attack +10d6
20	+15	+6	Rogue talent

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

If a rogue already has uncanny dodge from a different class he automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue levels than the target does.

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

Rogue Talents: On attaining 10th level, and every two levels thereafter (12th, 14th, 16th, 18th, and 20th), a rogue gains a special ability of his choice from among the following options.

Bleeding Attack (Ex): A rogue with this ability can cause living opponents to bleed when hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the rogue's sneak attack (i.e. 4d6 equals 4 points of bleed). Bleeding creatures take that amount of damage at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself.

Combat Trick: The rogue gains Improved Disarm, Improved Feint, or Improved Trip, even if he does not meet the prerequisites. The rogue may choose this talent more than once to choose another of the listed feats.

Crippling Strike (Ex): A rogue with this ability can sneak attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by one of his sneak attacks also takes 2 points of Strength damage.

Defensive Roll (Ex): The rogue can roll with a potentially lethal blow to take less damage from it than he otherwise would. Once per rest, when he would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt

to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, he takes only half damage from the blow; if it fails, he takes full damage. He must be aware of the attack and able to react to it in order to execute his defensive roll—if he is denied his Dexterity bonus to AC, he can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Fast Stealth: The rogue may move at full speed while using Stealth, without penalty.

Harrier: When the rogue uses the Aid Another combat reaction in combat to improve an ally's attack bonus or armor class, he adds his combat tactics bonus in addition the +2 bonus the reaction normally provides.

Improved Evasion (Ex): This ability works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless rogue does not gain the benefit of improved evasion.

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. A rogue may not use the opportunist ability more than once per round.

Skill Mastery: The rogue becomes so certain in the use of certain skills that he can use them reliably even under adverse conditions. Upon gaining this ability, he selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, he may Take 10 even if stress and distractions would normally prevent him from doing so. A rogue may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Slippery Mind (Ex): This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel him. If a rogue with slippery mind is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He gets only this one extra chance to succeed on his saving throw.

Feat: A rogue may gain a bonus feat in place of a rogue talent. The rogue may not choose this talent more than once.



SORCERER

Alignment: Any.

Hit Die: d6.

Class Skills

The sorcerer's class skills (and the key ability for each skill) are Craft (Int), Knowledge (arcana) (Int), Persuasion (Cha), Profession (Wis), and Spellcraft (Int).

Skill Points Per Level: 4 + Int modifier.

Class Features

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

Spellcaster: Sorcerers cast wizard spells, and their spells are the same in all respects, including arcane spell failure. However, sorcerers cast arcane spells through innate power (often derived from a fey, draconic, or even infernal bloodline), as opposed to study and research. A sorcerer can meet the ability score criteria of wizard spells using his Charisma rather than his Intelligence.

At 1st level, a sorcerer gains access to all the spells on the wizard spell list. To learn or cast an arcane spell, a sorcerer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer's spell is 10 + the spell level + the sorcerer's Charisma modifier. He receives bonus spell slots and ready spells per rest if he has a high Charisma score.

A sorcerer's selection of spells is limited. He does not ready as many spells per rest as the wizard; however he gains many more spell slots per rest. The sorcerer may only use his bonus spell slots to cast spells from the wizard/sorcerer spell list.

SORCERER			
LEVEL	BASE ATTACK BONUS	BASE MAGIC BONUS	CLASS FEATURES
1	+0	+1	Bonus spell slot (0th, 1st), eschew materials, summon familiar
2	+1	+2	Bonus spell slot (1st)
3	+1	+3	Bonus spell slot (0th)
4	+2	+4	Bonus spell slot (2nd)
5	+2	+5	Bonus spell slot (2nd)
6	+3	+6	Bonus spell slot (3rd)
7	+3	+7	Bonus spell slot (3rd)
8	+4	+8	Bonus spell slot (4th)
9	+4	+9	Bonus spell slot (4th)
10	+5	+10	Bonus spell slot (5th)
11	+5	+11	Bonus spell slot (5th)
12	+6	+12	Bonus spell slot (6th)
13	+6	+13	Bonus spell slot (6th)
14	+7	+14	Bonus spell slot (7th)
15	+7	+15	Bonus spell slot (7th)
16	+8	+16	Bonus spell slot (8th)
17	+8	+17	Bonus spell slot (8th)
18	+9	+18	Bonus spell slot (9th)
19	+9	+19	Bonus spell slot (9th)
20	+10	+20	Bonus spell slot (any)

Eschew Materials: The sorcerer gains the Eschew Material feat as a bonus feat at 1st level.



When a sorcerer casts a spell affected by a metamagic feat, his casting time is not increased.

Familiars

A familiar is a piece of your physical and spiritual essence that takes the form of a Tiny creature of your choosing. Typically the familiar takes some form with a thematic relevance to its master. You choose the form your familiar takes at the time it is manifested.

Although a familiar looks and sounds like a normal animal of its chosen form, it is a spiritual creation. A familiar radiates a magic aura commensurate with the power of its creator. A familiar is not alive and does not need to eat, sleep, or breathe. A familiar has no real physical substance, but it cannot pass through physical objects and is otherwise subject to "the laws of physics" as if it were a real creature.

A sorcerer communicates telepathically with his familiar and can direct it as a free action. A familiar cannot attack, nor can it pick up or interact with physical objects.

Manifesting a familiar is a standard action that provokes an attack of opportunity. When the familiar appears, it occupies the same space as its master. A sorcerer can manifest his familiar any number of times per day but only up to 1 minute per caster level per rest. A sorcerer can dismiss his familiar (without penalty) as a free action.

While manifested, the familiar grants its master a +2 circumstance bonus on Perception checks, and either a +2 bonus to one saving throw (Fort, Reflex, or Will) or a +3 bonus to one skill. The sorcerer must choose the bonus granted by his familiar at 1st level. Once chosen, this ability cannot be changed.

A sorcerer sees and hears what his familiar sees and hears, as if he were standing at the familiar's location, but he must concentrate to do so. The familiar uses the sorcerer's Perception score, but sees as if it had low-light vision. The sorcerer can send the familiar to scout, up to a maximum range of 25 feet + 5 feet per caster level. If the familiar travels beyond this range for any reason, it is instantly dismissed (without penalty). The sorcerer may manifest the familiar again.

A familiar can climb, swim, and fly as its master desires. (The familiar, as a spirit creation, can fly, even if the creature that it resembles—such as a cat or a toad—does not normally fly.) It has a movement rate of 40, and flies with good maneuverability. A familiar has a Stealth modifier of +10, which includes bonuses for its size.

Manifesting a familiar is not entirely without risk. A familiar has an armor class of 15 + 1/2 its master's caster level. It cannot be flanked or caught flat-footed. The familiar is immune to any spell or spell-like ability that allows spell resistance. A familiar can be dispelled with a dispel magic spell; the DC is 10 + the master's caster level.

If a familiar takes any damage from an attack, or if it is dispelled, it is immediately dismissed, and its master suffers -1 negative level for 24 hours. The familiar cannot be manifested again during this time.



WIZARD

Alignment: Any.

Hit Die: d6.

Class Skills

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

Skill Points Per Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause his spells with somatic components to fail.

Spellcaster: At 1st level, the wizard gains access to all arcane spells. To ready or cast a spell, the wizard must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wizard's spell is 10 + the spell level + the wizard's Intelligence modifier. He receives bonus spell slots and ready spells per rest if he has a high Intelligence score.

Wizards are versatile spellcasters. They do not have as many spell slots per rest as the sorcerer, but he may ready many more spells. This allows the wizard much greater utility and flexibility to prepare for the unexpected.

Additional languages: A wizard may substitute Draconic for one of the additional languages available to the character because of his race.

Familiar: A wizard can obtain a familiar in exactly the same manner as a sorcerer can. See the sorcerer description and the information on Familiars below for details.

Bonus Feat: At 1st level, a wizard gains a bonus feat from the list of Wizard bonus feats. At 5th, 10th, 15th, and 20th level, a wizard gains an additional bonus feat. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels.

Bonus Ready Spell: At 1st level, the wizard may ready one additional 1st level wizard spell in addition to those normally gained through his Base Magic Bonus. At every level thereafter, the wizard continues to gain bonus readied wizard spells, as shown on the table.

A multiclass wizard cannot use these bonus ready spells to ready spells from other class lists.

Read Magic: The 0-level read magic spell is always considered ready for a wizard.

Spellbooks: The wizard's spellbook is "arcane focus" of sorts. He must study his spellbook each day to ready his spells. He cannot ready wizard spells if for any reason he is denied access to his spellbook (with the exception of *read magic*, as above). A multiclass wizard may ready spells as normal for his other classes, but if he loses his spellbook, he loses access to bonus ready spells gained from his wizard levels.

School Specialization

A school is one of eight groupings of spells, each defined by a common theme. If desired, a wizard may specialize in one school of magic (see below). Specialization allows a wizard to cast extra spells from his chosen school, but he is then prohibited from learning, readying, or casting spells from some other schools.

A specialist wizard can ready one additional spell of his specialty school per spell level each day, over and above all his other ready spells, and he gains an additional spell slot which he may only use to cast that spell. He gains a +2 bonus on any Spellcraft checks pertaining to the spells of his chosen school.

The wizard must choose whether to specialize at 1st level. At this time, he must also give up two other schools of magic (unless he chooses to specialize in divination; see below), which become his prohibited schools. A wizard can never give up divination to fulfill this requirement. Spells of the prohibited school or schools are not available to the wizard, and he can't even cast such spells from scrolls or wands. He may not change either his specialization or his prohibited schools later.

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

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

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

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

Enchantment: Spells that imbue the recipient with some property or grant the caster power over another being. An enchantment specialist is called an enchanter.

Evocation: Spells that manipulate energy or create something from nothing. An evocation specialist is called an evoker.

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

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

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

WIZARD			
LEVEL	BASE ATTACK BONUS	BASE MAGIC BONUS	CLASS FEATURES
1	+0	+1	Bonus feat, bonus readied spell (1st), <i>read magic</i> , spellbooks, summon familiar
2	+1	+2	Bonus readied spell (1st)
3	+1	+3	Bonus readied spell (2nd)
4	+2	+4	Bonus readied spell (2nd)
5	+2	+5	Bonus feat, bonus readied spell (3rd)
6	+3	+6	Bonus readied spell (3rd)
7	+3	+7	Bonus readied spell (4th)
8	+4	+8	Bonus readied spell (4th)
9	+4	+9	Bonus readied spell (5th)
10	+5	+10	Bonus feat, bonus readied spell (5th)
11	+5	+11	Bonus readied spell (1st, 6th)
12	+6	+12	Bonus readied spell (1st, 6th)
13	+6	+13	Bonus readied spell (2nd, 7th)
14	+7	+14	Bonus readied spell (2nd, 7th)
15	+7	+15	Bonus feat, bonus readied spell (3rd, 8th)
16	+8	+16	Bonus readied spell (3rd, 8th)
17	+8	+17	Bonus readied spell (4th, 9th)
18	+9	+18	Bonus readied spell (4th, 9th)
19	+9	+19	Bonus readied spell (5th)
20	+10	+20	Bonus feat, bonus readied spell (5th)

Universal: Not a school, but a category for spells that all wizards can learn. A wizard cannot select universal as a specialty school or as a prohibited school. Only a limited number of spells fall into this category.

Arcane Spells and Armor

Wizards and sorcerers do not know how to wear armor effectively. If desired, they can wear armor anyway (though they'll be clumsy in it), or they can gain training in the proper use of armor (with the various Armor Proficiency feats— light, medium, and heavy— and the Shield Proficiency feat), or they can multiclass to add a class that grants them armor proficiency. However, even if a wizard or sorcerer is wearing armor with which he or she is proficient, it might interfere with arcane spellcasting.

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

By contrast, bards not only know how to wear light armor effectively, but they can also ignore the arcane spell failure chance for such armor while casting spells from the bard list. A bard wearing armor heavier than light or using any type of shield incurs the normal arcane spell failure chance, even if he becomes proficient with that armor.

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



kills

At 1st level, your character gets a number of skill points based on your class and Intelligence modifier. Each skill point you spend on a skill point gets you 1 rank in that skill, which is equal to a +1 bonus on checks with that skill.

If you spend at least one skill point on a class skill, you get a one-time bonus of +3 ranks in that skill. Class skills are the skills found on your character's class skill list. The maximum number of skill points you can place in a skill is equal to your character level.



The primary change in the Trailblazer skill system is the removal of cross-class skills. Cross-class skills were cumbersome to calculate and track and added a significant skill point tax onto those players that wished to create alternate archetypes of the base classes, especially for the classes that did not grant many skill points. With the removal of cross-class skills, characters such as the stealthy wizard, perceptive fighter, and the persuasive sorcerer are now viable options.

Because of the added versatility of the skill system, skill synergies were made obsolete, and have been removed.

When assigning skill points, only two simple rules are needed:

1. You may place skill points (up to your character level) into any skill you want.
2. If you place a single point into a class skill, you get a one-time bonus of +3 ranks.

That's it.



Some skills have been removed or consolidated. We took great care in altering specific skills. Our goal was to take in account how they were used during play and which skills had skill point "loopholes."

Concentration — The Concentration skill had a few problems. First, it was essentially a skill point tax for caster classes and practically required them to keep it maxxed at all times to remain effective. Second, exacerbating the problem, it all but useless for non-spellcasting classes. Therefore, Concentration has been removed as a skill. Any uses of Concentration pertaining to spellcasting actions have become a caster-level check.

Gather Information — Typically this skill is used to gather one or more rumors or "hooks" at the beginning or key points of an adventure. Ultimately, this skill served to get information into the hands of the players that you wanted them to have in the first place. Rather than resolve this (rather anticlimactically) with a single roll, have the players suggest other skills they might use to gather the information they want: Persuasion, Knowledge, Intimidate, Perception, Profession, Sense Motive, and so forth. Engage the players by asking them what skills *they* think are appropriate to the task at hand; don't say *No*, but make them justify the skill.

Spot/Listen, Hide/Move Silently, Bluff/Diplomacy — Why require two skills to serve the same basic function? We've condensed each of these pairs of skills into a single skill (Perception, Stealth, and Persuasion respectively.)

Speak Language — This was always a strange skill, operating on a completely different mechanic. We've rolled Speak Language, Decipher Script, and Forgery into a single Linguistics skill.

Use Rope — This skill was removed and turned into a general use ability check. The PCs just want to be able to tie up a goblin from time to time.

OLD SKILL	NEW SKILL OR USAGE
Appraise	Appraise
Balance	Acrobatics
Bluff	Persuasion
Climb	Climb
Concentration	caster-level check
Craft	Craft
Decipher Script	Linguistics
Diplomacy	Persuasion
Disable Device	Disable Device
Disguise	Disguise
Escape Artist	Escape Artist
Forgery	Linguistics
Gather Information	Special
Handle Animal	Handle Animal
Heal	Heal
Hide	Stealth
Intimidate	Intimidate
Jump	Jump
Knowledge	Knowledge
Listen	Perception
Move Silently	Stealth
Open Lock	Disable Device
Perform	Perform
Profession	Profession
Ride	Ride
Search	Search
Sense Motive	Sense Motive
Sleight of Hand	Sleight of Hand
Speak Language	Linguistics
Spellcraft	Spellcraft
Spot	Perception
Survival	Survival
Swim	Swim
Tumble	Acrobatics
Use Magic Device	Use Magic Device
Use Rope	ability check

NEW SKILL	OLD SKILL
Acrobatics	Balance, Tumble
Appraise	Appraise
Climb	Climb
Craft	Craft
Disable Device	Disable Device, Open Locks
Disguise	Disguise
Escape Artist	Escape Artist
Handle Animal	Handle Animal
Heal	Heal
Intimidate	Intimidate
Jump	Jump
Linguistics	Decipher Script, Forgery, Speak Language
Knowledge	Knowledge
Perform	Perform
Persuasion	Bluff, Diplomacy
Profession	Profession
Ride	Ride
Search	Search
Sense Motive	Sense Motive
Sleight of Hand	Sleight of Hand
Spellcraft	Spellcraft
Stealth	Hide, Move Silently
Survival	Survival
Swim	Swim
Use Magic Device	Use Magic Device

Using Skills

To make a skill check, roll:

$$1d20 + \text{skill modifier}$$

(Skill modifier = skill rank + ability modifier + miscellaneous modifiers)

This roll works just like an attack roll or a saving throw – the higher the roll, the better. Either you're trying to match or exceed a certain Difficulty Class (DC), or you're trying to beat another character's check result.

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

Ability Modifier: The ability modifier used in a skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability of each skill is noted in its description.

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

Note: Skill synergies have been removed in the Trailblazer system.

CLASS	SKILL POINTS
Barbarian	4 + Int modifier
Bard	6 + Int modifier
Cleric	4 + Int modifier
Druid	4 + Int modifier
Fighter	4 + Int modifier
Monk	6 + Int modifier
Paladin	4 + Int modifier
Ranger	6 + Int modifier
Rogue	8 + Int modifier
Sorcerer	4 + Int modifier
Wizard	4 + Int modifier



As mentioned above, some classes have had the number of skill points they receive at each level increased. All the classes that previously granted 2 per level have been increased to 4. The monk also had his skill points increased to accommodate his new role and responsibilities as an alternative to the rogue.

Using Skills

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

Skill Checks

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

To make a skill check, roll 1d20 and add your character's skill modifier for that skill. The skill modifier incorporates the character's ranks in that skill and the ability modifier for that skill's key ability, plus any other miscellaneous modifiers that may apply, including racial bonuses and armor check penalties. The higher the result, the better. Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success, and a natural roll of 1 is not an automatic failure. Difficulty Class Some checks are made against a Difficulty Class (DC). The DC is a number (set using the skill rules as a guideline) that you must score as a result on your skill check in order to succeed.

DIFFICULTY CLASS EXAMPLES	
DIFFICULTY (DC)	EXAMPLE (SKILL USED)
Very easy (0)	Notice something large in plain sight (Perception)
Easy (5)	Climb a knotted rope (Climb)
Average (10)	Hear an approaching guard (Perception)
Tough (15)	Rig a wagon wheel to fall off (Disable Device)
Challenging (20)	Swim in stormy water (Swim)
Formidable (25)	Open an average lock (Disable Device)
Heroic (30)	Leap across a 30-foot chasm (Jump)
Nearly impossible (40)	Track a squad of orcs across hard ground after 24 hours of rainfall (Survival)

Opposed Checks

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

EXAMPLE OPPOSED CHECKS		
TASK	SKILL (KEY ABILITY)	OPPOSING SKILL (KEY ABILITY)
Con someone	Persuasion (Cha)	Sense Motive (Wis)
Pretend to be someone else	Disguise (Cha)	Perception (Wis)
Create a false map	Linguistics (Int)	Linguistics (Int)
Make a bully back down	Intimidate (Cha)	Special ¹
Sneak up on someone	Stealth (Dex)	Perception (Wis)
Steal a coin pouch	Sleight of Hand (Dex)	Perception (Wis)
¹ An Intimidate check is opposed by the target's level check, not a skill check. See the Intimidate skill description for more information.		

Trying Again

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

Untrained Skill Checks

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

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

Favorable and Unfavorable Conditions

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

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

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts), or possessing unusually accurate information.
2. Give the skill user a -2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.
3. Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that can be subpar.
4. Increase the DC by 2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

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

Time and Skill Checks

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

Checks without Rolls

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

- **Taking 10:** When your character is not being threatened or distracted, you may choose to Take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to Take 10. In most cases, taking 10 is purely a safety measure — you know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn't help.
- **Taking 20:** When you have plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), you are faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can Take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20. Taking 20 means you are trying until you get it right, and it assumes that you fail many times before succeeding. Taking 20 takes twenty times

as long as making a single check would take. Since taking 20 assumes that the character will fail many times before succeeding, if you did attempt to Take 20 on a skill that carries penalties for failure, your character would automatically incur those penalties before he or she could complete the task. Common "Take 20" skills include Disable Device when opening a lock, Escape Artist, and Search.

Taking 20 cannot activate either a critical success or a critical failure.

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

Combining Skill Attempts

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

Individual Events

Often, several characters attempt some action and each succeeds or fails independently. For example, the result of one character's Climb check does not influence the results of other characters Climb check.

Aid Another

When multiple characters attempt the same task as a group effort, each character should make a skill check. The player with the highest result is considered the acting character, and every other character who beats DC10 adds +2 to the acting character's total.

At the DM's discretion, only a limited number of characters can help at once.

In cases where the skill restricts who can achieve certain results you can't aid another to grant a bonus to a task that your character couldn't achieve alone. For example, only a rogue can Search for traps above DC20; characters who do not have the trapfinding ability cannot Aid Another on this check.

Aid Another With Alternate Skills

In some cases, the DM may allow you to Aid Another with an entirely alternate skill than the key skill for the check. The DM should encourage players to suggest alternate skills that they would like to use, and to make a compelling case for how they might apply to the task at hand. For example, you might try using your Persuasion skill to assist another character's Intimidate check, or vice versa; you might try using your Craft: weaponsmith skill to assist the party wizard who is trying to use Spellcraft to identify a magic weapon. Be creative.

Roll your check along with any other players. You are never considered the acting character, even if you achieve the highest result; but if your alternate skill check beats DC10, you may add +2 to the acting character's total.

Aid Another With Ability Checks

You can Aid Another with an ability check (see below); the same rules apply.



We've both simplified and expanded the rules for Aid Another to encourage all players to stay engaged with the action at the table, even if they are not directly involved in a skill check. The DM should remember that skill checks are not designed to pose insurmountable obstacles for the PCs. There is far greater satisfaction if the skill check involves a bit of roleplaying, creative thinking, and, ultimately, success.

Ability Checks

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

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



Critical Failures and Critical Successes

Skill checks are subject to critical failures and critical successes— results below or above the norm. Each skill description contains an entry to describe extraordinary results for both critical failures and critical successes.

To activate a critical failure or a critical success, you must actually roll the die. If you Take 20, you do not risk a critical failure, but neither can you achieve a critical success.

Critical Failures

If you roll a natural 1 (the d20 actually shows a “1” result) your check may result in a critical failure. Not all skill checks are appropriate for critical failures; activating a critical failure is at the discretion of the DM. In order to activate a critical failure, your DM must award you an action point. If the DM chooses not to award you an action point to activate the critical failure, the skill check proceeds as normal—in fact, you may have enough bonuses, or the DC may be so low, that a “1” result could very well indicate a success anyway.

However, if the DM activates a critical failure, your skill check is an automatic failure, and in fact may carry harsher penalties than an “ordinary” failed skill check. You may not spend the action point awarded by the DM— indeed, you may not spend any action points at all—to improve the result of a critical failure. The results may be harsh, but the awarding of an additional action point softens the blow somewhat: Your character learns quickly from critical failures and is invigorated to do better next time— if he survives the critical failure, of course! Some skill checks are made secretly, by the DM. In these cases, the action point is not awarded until you become aware of your failure.

Critical Successes

If you roll a natural 20 (the d20 actually shows a “20” result) your check may result in a critical success. In this case, you must spend an action point in order to activate the critical success. You are not required to activate a critical success; again, a critical success is not appropriate or required in all situations.

If your skill check is a critical success, you can choose one of the following two options:

- **Retroactive Exploit**

If your skill check is a critical success, you can retroactively choose the benefits of any exploit listed for that skill.

Total your skill **Check**: the natural 20 you rolled, plus all other applicable bonuses. If the result is 5 points or less above the required DC, you gain the benefits of a single exploit. For every 5 additional points you exceed the DC, you may add an additional exploit (if the skill allows).

- **Insurmountable Success**

If your skill is normally an opposed skill (for example, Stealth vs. Perception, Persuasion vs. Sense Motive, etc.) then your skill check automatically succeeds (even if your opponent’s total is otherwise higher) unless your opponent also scores a critical success on his skill check.

Note that if you spend an action point to activate a critical success, but your roll of 20 plus all bonuses still indicates a failure due to a particularly high DC, your skill check still fails, and you may not activate a critical success. Some successes are out of reach, even when your character performs flawlessly. Your DM may advise you if such is the case before you spend your action point, though he is not required to do so.

Skill Descriptions

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

Here is the format for skill descriptions.

Skill Name

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

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

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

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

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

Check: What a character (“you” in the skill description) can do with a successful skill check and the check’s DC.

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

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

Take 20? This entry indicates whether a character can Take 20 with this skill.

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

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

Untrained: This entry indicates what a character without at least 1 rank in the skill can do with it. If this entry doesn’t appear, it means that the skill functions normally for untrained characters (if it can be used untrained) or that an untrained character can’t attempt checks with this skill (for skills that are designated as “Trained Only”).

Special Checks and Exploits: Special Checks are extra uses for the skill outside the standard check. Exploits are additional uses for the skill that you may choose to attempt, by imposing optional penalties to your own check. You may choose exploits before the skill check, or apply them after the fact if your check is a critical success.

Critical Failure: Details on the results of a critical failure can be found here. The DM must award the player an action point in order to activate a critical failure.



Movement Skills and Natural Movement Modes

Because the movement skills—Climb, Swim, and Acrobatics (Balance)—are written from a humanocentric point-of-view, creatures with natural movement modes get a +8 bonus and may Take 10 when using those skills in those natural environments under normal conditions. When the PC's use Climb and Swim, there are technically no "normal" conditions; they must always make checks, regardless of the circumstances.

Whereas a human can swim even though swim is not a natural movement mode, creatures without a natural ground movement speed simply can't move on the ground. Therefore, all the checks in Acrobatics are considered perilous, or abnormal conditions—and even humans have to make checks.

We considered significant changes to the movement skills to remove the humanocentric focus and "unify" their mechanics, but this flew in the face of using the rules to support the game as it's played. In the end, we came to the conclusion that the problem isn't the skills themselves: the checks and DC's work. When PCs are climbing or balancing, you find the DC and make a check. Simple. We did make a few changes, however, such as all skills granting half-movement instead of one-quarter.

The primary problem is when the DM places the PCs into an environment that isn't natural to them, and then introduces creatures into that environment with natural movement modes. This brings about two problems: 1) the combat rules specific to that environment and 2) movement mode skill checks for the creatures.

For the first problem, we just simplified the rules for aquatic and aerial combat.

The fix to the second problem ended up not being much of a change at all. As discussed above, we didn't want to completely drop the +8 racial bonus/Take 10 mechanic, nor did we want to allow creatures with natural movement modes to move for free either. That said, that's exactly the intent of the +8 racial bonus/Take 10 mechanic. If a PC falls into the water with a shark, the DM can completely hand-wave Swim checks for the shark if he so chooses—and that's exactly what we recommend. Consider a creature's natural movement skill bonus as "there if you need it" in the case that the creature needs to attempt something out of the ordinary.

We did change the rules for natural movement modes so they work similar to ground movement, however. Creatures with a natural movement mode can run and charge, and always retain their Dexterity bonus to Armor Class when moving in that environment.



ACROBATICS (DEX; ARMOR CHECK PENALTY)

Check: Acrobatics allows you to move across narrow or slippery surfaces and to tumble to avoid danger or injury.

Balance: You can walk across a perilous surface. A successful check lets you move at half your speed along the surface as a move action. A failure by 4 or less means you can't move for 1 round. A failure by 5 or more means you fall.

The DC for the Acrobatics check depends on the condition of the surface, as given on the table below.

PERILOUS SURFACES	
NARROW	ACROBATICS DC ¹
7–12 inches wide	10
2–6 inches wide	15
1–2 inches wide	20
up to 1 inch	40
TRICKY	
Hewn stone floor	0
Uneven flagstone	0
Sloped or angled floor (up to 30°)	0
Sloped or angled floor (up to 45°)	5 ²
Lightly slippery (wet floor)	5
Severely slippery (ice sheet)	10
Moving surface	10
Violently moving surface	15
OBSTRUCTED	
Lightly obstructed (scree, light rubble, shallow bog, undergrowth)	5
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	10
¹ For surfaces with multiple conditions, add the DCs together. For example, balancing on a moving, icy, 4-inch wide beam would be DC 35.	
² For surfaces steeper than 60 degrees, use the Climb skill.	

Hazard Check: If you take damage while balancing, or encounter a hazard that would cause you to be distracted or endangered, you must make another Acrobatics check against the same DC to remain standing. If you fail, you fall prone.



Characters are no longer considered flat-footed while balancing and therefore keep their Dexterity bonus to AC while balancing. This change maintains consistency with the rules for other creatures in their natural movement modes.

SPECIAL CHECKS OR EXPLOITS	CHECK MODIFIER
Avoid Hazard (exploit)	-5
Evasive movement through opponent's space	-10
Perilous Balance	-5 or more
Rapid Movement – normal speed (exploit)	-5
Rapid Movement - run or charge (exploit)	-10

Special Checks and Exploits:

Avoid Hazard (exploit): If you take a -5 penalty to your check while balancing, you do not have to make additional Acrobatics checks if you take damage or encounter a hazard. If you fail, you fall prone. This exploit lasts until you make another Acrobatics check to move.

Evasive Movement: By moving at half-speed, you can make an Acrobatics skill check while moving to improve your AC against any attacks of opportunity your movement may provoke. Make a skill check (using all appropriate modifiers) to move. If your movement provokes an attack of opportunity, you

may use your skill check in place of your Armor Class (whichever is higher). If your skill check fails to beat the DC of the terrain, you fall prone.

Note: Evasive movement replaces the Tumble skill.

Feint: You can use Acrobatics to use the Feint action in combat (see the Combat chapter).

Free Stand: With a DC 35 check, you can stand up from prone as a free action. If you fail this check, you lose your move action and remain prone.

Land Softly: You can land softly when you fall. With a DC 15 check, you can treat a fall as if it were 10 feet shorter than it really is when determining damage. With a DC 30 check, you can treat a fall as if it were 20 feet shorter than it really is when determining damage.

Perilous Balance (exploit): If conditions permit, you may rock, sway, or otherwise disturb the surface that you are balancing on in order to make it more difficult for others. For every -5 penalty you accept to your own check, if your check succeeds, you force your opponent to make a check at the same penalty. If you fail your check, you fall prone and your opponent suffers no penalty.

Rapid Movement (exploit): You can try to move across a perilous surface or attempt evasive movement more quickly than normal. If you take a -5 penalty to your check, you can move at your normal speed (instead of half-speed) as a move action. If you want to run or charge as part of your movement, apply a -10 penalty to your check. If you fail your check while attempting to increase your movement, you fall prone.

Action: Varies. Normally, an Acrobatics check doesn't require an action; it is made as part of another action or as a reaction to a situation. An Acrobatics check made to feint in combat is a standard action.

Try Again: Varies. Generally no, but you may make an Acrobatics check for each new situation. You may retry freely on Acrobatics checks made to feint in combat.

Take 20? No.

Special: If you are trained in Acrobatics, you gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2 dodge bonus to AC, and a +6 dodge bonus to AC when executing the total defense standard action instead of the usual +4 dodge bonus to AC.

Critical Failure: You are wildly off balance and you fall. You cannot use any other skill (such as Jump) to reduce the damage of your fall. Alternately, you freeze up, forcing someone else to come to your rescue.

APPRAISE (INT)

Check: You may use this skill to determine the value of items.

The DM should secretly roll the d20 skill check, along with the 2d6 estimate, so the player does not know whether he succeeded or failed.

An Appraise check can return one of three results: the exact value of the item, no information at all, or an estimated value of 50% to 150% (2d6+3 times 10%), of its actual value.

ITEM RARITY	APPRAISE DC	SUCCESS	FAILURE
Common item with personal experience	DC5	exact value	estimated value
Common item, no personal experience	DC10	exact value	no estimate
Rare item with personal experience	DC15	exact value	no estimate
Rare item, no personal experience	DC20	estimated value	no estimate

Special Checks and Exploits:

Analyze Treasure Hoard: You can also use this check to determine the most valuable-looking item in a treasure hoard. The DC of this check is generally 20, but can increase to as high as 30 for a particularly large hoard.

Flawless Appraisal (exploit): Increase the DC by +5 to accept this challenge. If successful, you estimate the item's value with perfect accuracy, and in addition you notice some overlooked detail—a hidden code word, a maker's mark or owner's mark, a valuable gem hidden amongst a multitude of rhinestones. As a result of your obscure knowledge, you gain a +2 competence bonus to any other skill checks involving this item—whether haggling to buy or sell, attempting to activate or identify the item, etc.

Quick Appraisal (exploit): You can try to appraise an item more quickly than normal. If you increase the DC by 5, you can make an Appraise check as full-round action.

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

Try Again: No. You cannot try again on the same object, regardless of success.

Special: A dwarf gets a +2 racial bonus on Appraise checks that are related to stone or metal items because dwarves are familiar with valuable items of all kinds (especially those made of stone or metal).

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

Untrained: The results gained from an untrained check are always one category worse than the result shown on the table: exact values return only an estimated value; estimated value results return no information.

Critical Failure: If you are attempting to sell the item, you estimate its value at 50%. If you are attempting to buy the item, you estimate its value at 150%.

CLIMB (STR; ARMOR CHECK PENALTY)

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

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

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

CLIMB SURFACE	CLIMB DC
A slope too steep to walk up, or a knotted rope with a wall to brace against.	0
A rope with a wall to brace against, or a knotted rope, or a rope affected by the rope trick spell.	5
A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.	10
Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.	15
An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.	20
A rough surface, such as a natural rock wall or a brick wall.	25
An overhang or ceiling with handholds but no footholds.	25
A perfectly smooth, flat, vertical surface cannot be climbed.	—

Climb Surface Modifiers	Climb DC Modifier ¹
Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls.	−10
Climbing a corner where you can brace against perpendicular walls.	−5
Surface is slippery.	+5
¹ These modifiers are cumulative; use any that apply.	

You are considered flat-footed while climbing, and thus you lose your Dexterity bonus to AC (if any). A creature with a natural Climb speed never loses its Dexterity bonus and is never considered flat-footed while climbing.

You need both hands free to climb, but you may cling to a wall with one hand while you cast a spell or take some other action that requires only one hand. You also can't use a shield while climbing.

Hazard Check: Any time you take damage while climbing, or encounter a hazard that would cause you to be distracted or endangered, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

SPECIAL CHECK OR EXPLOIT	CHECK MODIFIER
Avoid Hazard (exploit)	-5
Cautious Climb	-5
Rapid Movement – normal speed (exploit)	-5
Rapid Movement – run or charge (exploit)	-10

Special Checks and Exploits

Avoid Hazard (exploit): If you take a -5 penalty to your check while climbing, you do not have to make additional Climb checks if you take damage or encounter a hazard. If you fail, you fall. This exploit lasts until you make another Climb check to move.

Catching a Falling Character While Climbing: If someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if he or she is within your reach. Doing so requires a successful melee touch attack against the falling character (though he or she can voluntarily forego any Dexterity bonus to AC if desired). If you hit, you must immediately attempt a Climb check (DC = wall's DC + 10). Success indicates that you catch the falling character, but his or her total weight, including equipment, cannot exceed your heavy load limit or you automatically fall. If you fail your Climb check by 4 or less, you fail to stop the character's fall but don't lose your grip on the wall. If you fail by 5 or more, you fail to stop the character's fall and begin falling as well.

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



Cautious Climb (exploit): If you do not have a natural Climb speed, you lose your Dexterity bonus to AC while climbing. You can keep your Dexterity bonus to AC by taking a -5 penalty to your check. If you fail, you fall. This exploit lasts until you make another Climb check to move.

Evasive Movement: By moving at half-speed, you can make a Climb skill check while moving to improve your AC against any attacks of opportunity your movement may provoke. Make a skill check (using all appropriate modifiers) to move. If your movement provokes an attack of opportunity, you may use your skill check in place of your Armor Class (whichever is higher). If your skill check fails to beat the Climb DC of the terrain, you fall.



Under the Acrobatics skill, we explained that the Tumble skill became *evasive movement*. By adding this special check to Climb and Swim, it gives creatures with a natural movement mode—as well as skilled PCs—an analog to Tumble regardless of the terrain they find themselves in. Monkeys may “tumble” while climbing and dolphins may “tumble” while swimming.

Making Your Own Handholds and Footholds: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a handaxe or similar implement can cut handholds in an ice wall.

Rapid Climb (exploit): You can try to climb more quickly than normal. If you take a -5 penalty to your check, you can climb at your normal speed (instead of half-speed) as a move action. If you want to run or charge as part of your movement, apply a -10 penalty to your check. If you fail your check while attempting to increase your movement, you fall.

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

Take 20? No.

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

A climber's kit gives you a +2 circumstance bonus on Climb checks.

A creature with a climb speed moves at its given speed with a move action. It retains its Dexterity bonus to Armor Class, can take 5-foot steps, and can run and charge. A creature with a climb speed has a +8 racial bonus on all Climb checks, but it always can choose to Take 10 even if rushed or threatened while climbing.

Critical Failure: You fall. You cannot use any other skill (such as Jump) to reduce the damage of your fall. Alternately, you freeze up, forcing someone else to come to your rescue.

CRAFT (INT)

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

A Craft skill is specifically focused on creating something. If nothing is created by the endeavor, it probably falls under the heading of a Profession skill.

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

The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type. The DC depends on the complexity of the item to be created. The DC, your check results, and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

In some cases, the *fabricate* spell can be used to achieve the results of a Craft check with no actual check involved. However, you must make an appropriate Craft check when using the spell to make articles requiring a high degree of craftsmanship.

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

When casting the spell minor creation, you must succeed on an appropriate Craft check to make a complex item.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check is made with a -2 circumstance penalty. On the other hand, masterwork artisan's tools provide a $+2$ circumstance bonus on the check.

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

1. Find the item's price. Put the price in silver pieces (1 gp = 10 sp).
2. Find the DC from the table below.
3. Pay one-third of the item's price for the cost of raw materials.
4. Make an appropriate Craft check representing one week's work. If the check succeeds, multiply your check result by the DC. If the result \times the DC equals the price of the item in sp, then you have completed the item. (If the result \times the DC equals double or triple the price of the item in silver pieces, then you've completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner.) If the result \times the DC doesn't equal the price, then it represents the progress you've made this week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total reaches the price of the item in silver pieces.

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

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

ITEM COMPLEXITY/RARITY	EXAMPLE	DC
Simple Item	iron pot, wooden staff	5
Average Item	simple weapon	10
High Quality Item	martial weapon	15
Complex Item / Masterwork	exotic weapon	20
Common Item	-	+0
Unusual Item	-	+5
Rare/Restricted Item	-	+10
<ul style="list-style-type: none"> • Simple items have no moving parts, and are constructed from a single raw material (i.e., solid clay, iron, wood, etc.). • Average items may have moving parts, or are constructed of two or more solid raw materials (i.e. iron and leather, bone and sinew, etc.). • High quality items are constructed of higher quality raw materials (e.g. steel instead of iron) or materials that are difficult or dangerous to work with (e.g. chemicals). • Complex items have moving parts and are constructed of two or more kinds of raw materials. • Common items can be found nearly anywhere in the campaign world. • Unusual items can be found only in specific shops or locales. • Rare items can rarely be found in any shop, or are restricted by local laws, trade guilds, etc. 		

Special Checks and Exploits:

Alchemy: To make an item using Craft (alchemy), you must have alchemical equipment. If you are working in a city, you can buy what you need as part of the raw materials cost to make the item, but alchemical equipment is difficult or impossible to come by in some places. Purchasing and maintaining an alchemist's lab grants a $+2$ circumstance bonus on Craft (alchemy) checks

because you have the perfect tools for the job, but it does not affect the cost of any items made using the skill.

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

Fast Worker (exploit): A character can voluntarily increase the DC of crafting an item by any multiple of 5. This allows the character to create an item more quickly (since he or she will be multiplying this higher DC by his or her skill check result to determine progress). The character must decide the increase to the DC before making the check.

Repairing Items: You can repair an item by making checks against the same DC, but you receive a $+5$ bonus to your check. The cost of repairing an item is one-fifth of the item's price.

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

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

Take 20? No.

Special: A dwarf has a $+2$ racial bonus on Craft checks that are related to stone or metal, because dwarves are especially capable with stonework and metalwork.

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

Critical Failure: All of your raw materials are ruined, and all progress is lost. You must start anew.

DISABLE DEVICE (INT; Trained Only)

Check: You may use this skill to disable traps, open locks, and sabotage mechanical devices.

The Disable Device check is made secretly, so that you don't necessarily know whether you've succeeded. The DC depends on how tricky the device is. Disabling (or rigging or jamming) a fairly simple device has a DC of 10; more intricate and complex devices have higher DCs.

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

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

DEVICE	TIME	DISABLE DEVICE DC ¹	EXAMPLE
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device
¹ If you attempt to leave behind no trace of your tampering, add 5 to the DC.			

Open Locks: The DC for opening a lock varies from 20 to 40, depending on the quality of the lock, as given on the table below.

LOCK	DC
Very simple lock	20
Average lock	25
Good lock	30
Amazing lock	40

Special Checks and Exploits:

Disguise Tampering (exploit): If you take a -5 penalty to your check, you leave behind no trace of your tampering. Anyone who inspects your work must make a Perception check with a DC equal to your Disable Device check to realize that the object has been tampered with.

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

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

Take 20? You may Take 20 when opening a lock but not when disabling a device.

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

Attempting an Disable Device check without a set of thieves' tools imposes a -2 circumstance penalty on the check, even if a simple tool is employed. If you use masterwork thieves' tools, you gain a +2 circumstance bonus on the check.

Restriction: Rogues (and other characters with the trapfinding class feature) can disarm magic traps. A magic trap generally has a DC of 25 + the spell level of the magic used to create it.

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

Critical Failure: If the device is a trap, you cannot defend against it. You are considered flat-footed, and you automatically fail any saving throw the trap requires. If the device is a lock, you have fouled the lock. It will not open even with the key, and must be forced open. If you are attempting sabotage, the item not only continues to work, but evidence of your tampering is readily apparent.

DISGUISE (CHA)

Check: Your Disguise check result determines how good the disguise is, and it is opposed by others' Perception check results. If you don't draw any attention to yourself, others do not get to make Perception checks. If you come to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), it can be assumed that such observers are making Passive Perception checks.

You get only one Disguise check per use of the skill, even if several people are making Perception checks against it. The Disguise check is made secretly, so that you can't be sure how good the result is.

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

DISGUISE	DISGUISE CHECK MODIFIER
Minor details only	+5
Disguised as different gender ¹	-2
Disguised as different race ¹	-2
Disguised as different age category ¹	-22
1 These modifiers are cumulative; use any that apply.	
2 Per step of difference between your actual age category and your disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old, and venerable.	

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

FAMILIARITY	VIEWER'S PERCEPTION CHECK BONUS
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a Perception check to see through your disguise immediately upon meeting you and each hour thereafter. If you casually meet many different creatures, each for a short time, check once per day or hour, using an average Perception modifier for the group.

Special Checks and Exploits:

Face in the Crowd (exploit): If you take a -5 penalty to your check, you craft a disguise that is less likely than normal to attract attention. Only those who specifically single you out for inspection receive Perception checks to see through your disguise.

Quick Change (exploit): If you take a -5 penalty to your check, you can create a disguise as a full-round action. However, close inspection immediately sees through your quick change disguise; those within 10 feet of you do not need to make Perception checks to see through your disguise.

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

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

Take 20? No.

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

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

Note: Unless you are actively seeking out someone in disguise, noticing a disguise is a Passive Perception check.

Critical Failure: Your disguise is a complete failure— your moustache is falling off, or your fake nose has melted, and you are oblivious to the fact. All observers immediately spot the fact that you are disguised without the need for a Perception check.

ESCAPE ARTIST (DEX; Armor Check Penalty)

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

Ropes: Your Escape Artist check is opposed by the binder's ability check. The DC is 30 + the binder's ability score modifier (Dexterity or Intelligence).

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

Tight Space: The DC noted on the table is for getting through a space where your head fits but your shoulders don't. If the space is long you may need to make multiple checks. You can't get through a space that your head does not fit through.

Grappler: You can make an Escape Artist check in place of a combat maneuver roll to get out of a grapple or out of a pinned condition (so that you're only grappling). Your Escape Artist check is opposed by your enemy's combat maneuver roll.

RESTRAINT	ESCAPE ARTIST DC
Ropes	30 + binder's ability score mod
Net, <i>animate rope</i> spell, <i>command plants</i> spell, <i>control plants</i> spell, or <i>entangle</i> spell	20
Snare spell	23
Manacles	30
Tight space	30
Masterwork manacles	35
Grappler	Grappler's combat maneuver roll

Special Checks and Exploits:

Disguise Tampering (exploit): If you take a -5 penalty to your check, you leave behind no trace of your attempt to escape.

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

Try Again: Varies. You can make another check after a failed check if you're squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks, or even Take 20, as long as you're not being actively opposed.

Take 20? Yes.

Critical Failure: You are trapped. If you were trying to escape from bonds, you cannot escape and you cannot try again. If you were trying to move through a tight space, you are trapped halfway through and someone must free you. If you are grappling, your opponent immediately does his normal grappling damage to you.

HANDLE ANIMAL (CHA; Trained Only)

Check: You can train an animal to follow your commands. The DC depends on what you are trying to do.

Handle an Animal: This task involves commanding a trained animal to perform a simple, one-word task. If your check succeeds, the animal performs the task on its next action.

"Push" an Animal: To push an animal means to get it to perform a task that it doesn't know but is physically capable of performing or perform a task that is not natural for the animal. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If your check succeeds, the animal performs the task on its next action.

Train an Animal for Labor: You can train a domesticated animal so that it can perform general labor with two weeks of work and a successful DC 15 Handle Animal check. After training, an animal will obey the commands come, heel, perform, seek, stay, and work. If it has the scent ability, it will also track.

Train an Animal for Combat: You can train a domesticated animal so that it can be ordered to perform in combat with four weeks of work and a successful

DC 20 Handle Animal check. After training, an animal will obey the commands attack, come, defend, down, guard, heel, stay.

COMMAND	DESCRIPTION
Attack	The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able.
Come	The animal comes to you, even if it normally would not do so.
Defend	The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.
Down	The animal breaks off from combat or otherwise backs down. Otherwise, an animal continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.
Fetch	The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.
Guard	The animal stays in place and prevents others from approaching.
Heel	The animal follows you closely, even to places where it normally wouldn't go.
Perform	The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.
Seek	The animal moves into an area and looks around for anything that is obviously alive or animate.
Stay	The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.
Track	The animal tracks the scent presented to it. (This requires the animal to have the scent ability)
Work	The animal pulls or pushes a medium or heavy load.

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

TASK	HANDLE ANIMAL DC
Handle an animal	10 ¹
"Push" an animal	25 ¹
Train an animal for labor	15
Train an animal for combat	20
Rear a wild animal	15 + HD of animal
¹ Increase the DC by 5 if the animal is wounded or has taken any nonlethal or ability score damage.	

Action: Varies. Handling an animal is a move action, while pushing an animal is a full-round action. (A druid or ranger can handle a friendly animal as a free action or push it as a move action.)

For tasks with specific time frames noted above, you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the Handle Animal check. If the check fails, your attempt to rear or train the animal fails and you need not complete the rearing or training time. If the check succeeds, you must invest the remainder of the time to complete the rearing or training. If the time is interrupted or the task is not followed through to completion, the attempt to rear or train the animal automatically fails.


Try Again: Yes, except for rearing an animal.

Take 20? No.

Special: You can use this skill on a creature with an Intelligence score of 1 or 2 that is not an animal, but the DC of any such check increases by 5. A druid or ranger gains a +4 circumstance bonus on Handle Animal checks towards friendly animals and treats all friendly animals as trained.

Untrained: If you have no ranks in Handle Animal, you can use a Charisma check to handle and push domestic animals, but you can't teach, rear, or train animals.

Critical Failure: The animal immediately bucks, rears, flees, or attacks you unexpectedly, as appropriate for an animal of its type. You are considered flat-footed against its attack, if any. Its attitude is hostile.



The previous rules for training animals was cumbersome, time-consuming in combat, and required a lot of note-keeping on the part of the player and the DM. Handle Animal has been rewritten so the rules for training are greatly simplified and the player has much more control over what they can direct their pet to do.

Since we have removed the Animal Companion ability from the druid and ranger, we expanded the Handle Animal bonus they would have normally received on their animal companion to include any animal that is friendly toward them. This allows the druid and ranger to use their Wild Empathy ability to change the attitude of an animal to friendly, thus making it easier for them to command and train that animal.

HEAL (WIS)

Check: You may use this skill to save a dying ally, mend a wounded friend back to health, and to treat someone succumbing to the effects of poison or disease.

Heal requires a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands. The DC and effect depend on the task you attempt.

TASK	HEAL DC
First aid	15
Resuscitate	20 + patient's negative hit point total
Revive a dazed, stunned, crippled, or unconscious patient	15
Scavenge for supplies ¹	15
Treat ability damage	15
Treat disease	Disease's save DC
Treat poison	Poison's save DC

Special Checks and Exploits:

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

Resuscitate: You can use resuscitate to grant the healing benefits of a normal rest to a patient that is currently stable but in negative hit points and that cannot yet heal naturally. At the end of a normal rest period, make a Heal check. If you succeed, the patient gains a number of hit points equal to his half his normal hit point total. If he is a spellcaster, he does not regain any spell slots, nor can he spend action points to regain spells. If you fail, the patient does not regain any hit points. If you fail by 5 or more, the patient loses 1 hit point and begins dying again.

Since you must tend to the patient throughout the rest period, you do not gain the benefits of the rest yourself. You can only resuscitate one patient at a time. You cannot resuscitate yourself.

Revive Dazed, Stunned, Crippled, or Unconscious Character (DC 15): The character can remove the dazed, stunned, crippled, or unconscious condition from a character. This check is a standard action if you have a healer's kit containing smelling salts and the like. Without such supplies, this check requires 1 minute.

A successful check removes the dazed, stunned, crippled, or unconscious condition from an affected character. You cannot revive an unconscious character who is at -1 hit points or lower without first stabilizing the character and restoring them to 0 or more hit points.

Scavenge for Supplies: If you do not have access to simple healing supplies, you can scavenge for items such as strips of cloth, sticks and branches for makeshift splints, and needles and thread for stitching wounds. Each successful scavenge check allows you to make one other Heal check as if you had the necessary supplies.

Treat Ability Damage: If your Heal check is successful, the patient recovers ability score points (lost to ability damage) at twice the normal rate: 2 ability score points for a normal rest, or 4 ability score points for each full day of complete rest.

Treating ability damage counts as light activity for the healer. You can tend as many as six patients at a time. You cannot treat your own ability damage.

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

Treat Poison: To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you make a Heal check. The poisoned character uses your check result or his or her saving throw, whichever is higher.

Action: Providing first aid or treating poison is a standard action. Treating a diseased creature or reviving a creature takes 1 minute of work. Providing long-term care requires 8 hours of light activity. It takes a full-round action to scavenge for supplies in a 5-foot by 5-foot area or a volume of goods 5 feet on a side.

Try Again: Yes, for resuscitate, reviving dazed, stunned, crippled, or unconscious characters, and stabilizing dying characters. No, for all other uses of the skill.

Special: A character can Take 10 when making a Heal check, unless he is making a Heal check on himself. A character can Take 20 only when resuscitating or attempting to revive dazed, stunned, or unconscious characters.

Most uses of the Heal skill require a healer's kit. If the character does not have the appropriate supplies, she takes a -4 penalty on the check.

A character can use the Heal skill on herself only to administer first aid, treat disease, or treat poison. The character takes a -5 penalty on the check any time she treats herself, and cannot Take 10.

Try Again: Varies. Generally speaking, you can't try a Heal check again without proof of the original check's failure. You can always retry a check to provide first aid, assuming the target of the previous attempt is still alive.

Special: A healer's kit (or similar) gives you a +2 circumstance bonus on Heal checks.

Critical Failure: If you are trying to stabilize a dying character, resuscitate or revive a character, or provide long term care, the character does not stabilize, gain any hit points, or revive, and in addition, loses 1 hit point. If you are assisting a save vs. poison or disease, the patient's saving throw automatically fails.

INTIMIDATE (CHA)

Check: You can use this skill to force someone to give you information or do what you want out of fear.

The DM makes this check in secret so that you do not know the result of your check. You can change another's behavior with a successful check. Your Intimidate check is opposed by the target's modified level check (1d20 + character level or Hit Dice + target's Wisdom bonus [if any] + target's modifiers on saves against fear). If you beat your target's check result, you may treat the target as friendly, but only for the purpose of actions taken while it remains intimidated. (That is, the target retains its normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimidated. See the Persuasion skill, below, for additional details.) The effect lasts as long as the target remains in your presence, and for 1d6×10 minutes afterward. After this time, the target's default attitude toward you shifts to unfriendly (or, if normally unfriendly, to hostile).

Depending on the nature of your intimidation (such as threatening physical harm towards your target), if your target has a reason to believe you won't follow through on your threats, he may oppose your Intimidate check with a Sense Motive check instead of a modified level check.

If you fail the check by 5 or more, the target provides you with incorrect or useless information, or otherwise frustrates your efforts.

Special Checks and Exploits:

Demoralize Opponent: You can also use Intimidate to weaken an opponent's resolve in combat. To do so, make an Intimidate check opposed by the target's modified level check (see above). If you win, the target becomes shaken for 1 round. A shaken character takes a -2 penalty on attack rolls, ability checks, and saving throws. You can intimidate only an opponent within 30 feet that can see you.

Feint: You can use Intimidate to use the Feint action in combat (see the Combat chapter). Your check is modified by all applicable Intimidate modifiers. Your opponent adds his base attack bonus to his Sense Motive check to resist your feint.

Mass Intimidation (exploit): You may take a -2 penalty to your skill check for each opponent beyond the first you wish to intimidate. You make a single skill check, and the result stands against every opponent you wish to affect. Each of your opponents resists your Intimidate result with his own check.

Power Demoralize: Take a -5 penalty to your skill check when you attempt to demoralize an opponent. If you are successful, you inflict an additional -1 penalty as a result of being shaken due to intimidation (increasing his penalty from -2 to -3, for example). You can take multiple -5 penalties to increase your opponent's penalty if you are successful.

Action: Varies. Changing another's behavior requires 1 minute of interaction. Demoralizing an opponent and feinting in combat are standard actions.

Try Again: Varies. Retrying Intimidate checks is optional, but not recommended because retries usually do not work. Even if the initial check succeeds, the other character can be intimidated only so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile. You may retry freely on Intimidate checks made to feint in combat.

Take 20? No.

Special: You gain a +4 bonus on your Intimidate check for every size category that you are larger than your target. Conversely, you take a -4 penalty on your Intimidate check for every size category that you are smaller than your target.

A character immune to fear can't be intimidated, nor can nonintelligent creatures.

Critical Failure: The target's resolve against your intimidation is hardened. His attitude immediately shifts to hostile, and all future intimidation checks against this opponent suffer a -5 penalty.

JUMP (STR; Armor Check Penalty)

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

Your Jump check is modified by your speed. If your speed is 30 feet then no modifier based on speed applies to the check. If your speed is less than 30 feet, you take a -6 penalty for every 10 feet of speed less than 30 feet. If your speed is greater than 30 feet, you gain a +4 bonus for every 10 feet beyond 30 feet.

All Jump DCs given here assume that you get a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, the DC for the jump is doubled.

Distance moved by jumping is counted against your normal maximum movement in a round.

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

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

LONG JUMP DISTANCE	JUMP DC ¹
5 feet	5
10 feet	10
15 feet	15
20 feet	20
25 feet	25
30 feet	30
¹ Requires a 20-foot running start. Without a running start, double the DC.	

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

High Jump: A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. The DC is equal to 4 times the distance to be cleared.

If you jumped up to grab something, a successful check indicates that you reached the desired height. If you wish to pull yourself up, you can do so with a move action and a DC 15 Climb check. If you fail the Jump check, you do not reach the height, and you land on your feet in the same spot from which



you jumped. As with a long jump, the DC is doubled if you do not get a running start of at least 20 feet.

HIGH JUMP DISTANCE ¹	JUMP DC ²
1 foot	4
2 feet	8
3 feet	12
4 feet	16
5 feet	20
6 feet	24
7 feet	28
8 feet	32
1 Not including vertical reach; see below.	
2 Requires a 20-foot running start. Without a running start, double the DC.	

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is shown on the table below. (As a Medium creature, a typical human can reach 8 feet without jumping.) Quadrupedal creatures don't have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

CREATURE SIZE	VERTICAL REACH
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	½ ft.

Special Checks and Exploits:

Cunning Leap (exploit): Take a -5 penalty to your Jump check. If successful, you may leap over threatened squares in combat without provoking an attack of opportunity. You must begin and end your jump in squares that are not threatened, but you may jump over as many threatened squares as your Jump check allows.

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

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

If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did.

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

Take 20? No.

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

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

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

Critical Failure: You jump only a fraction of the distance you intended. If you were attempting to jump across a gap, you fall, suffering the normal effects for the fall. In addition, you land badly, and are crippled until you receive first aid.

KNOWLEDGE (INT; Trained Only)

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

Below are listed typical fields of study.

- Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts)
- Architecture and engineering (buildings, aqueducts, bridges, fortifications)
- Dungeoneering (aberrations, caverns, oozes, spelunking)
- Geography (lands, terrain, climate, people)
- History (royalty, wars, colonies, migrations, founding of cities)
- Local (legends, personalities, inhabitants, laws, customs, traditions, humanoids)
- Nature (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin)
- Nobility and royalty (lineages, heraldry, family trees, mottoes, personalities)
- Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)
- The planes (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes)

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions). For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

In many cases, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's HD. A successful check allows you to remember a bit of useful information about that monster.

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

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

Take 20? No.

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

LINGUISTICS (INT; Trained Only)

Check: You can understand unfamiliar languages, whether written or spoken. You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. You can also decipher codes, and create forgeries of written documents.

Unless you Take 10, the DM should make this check in secret, as there is a chance you will draw an incorrect conclusion from the speech or text. If the check succeeds, you understand the general content of a short conversation, or

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

a piece of writing about one page long (or the equivalent). If the check fails, you cannot comprehend the communication.

Layman's text uses simple, colloquial wording and grammar to convey informal concepts: "Krusk— meet me behind the temple at midnight."

Standard text uses more formal wording to convey more complex or formal concepts: "Be it known that all persons entering the city limits must surrender their weapons to the designated captain of the watch."

Technical text uses formal wording and jargon to convey complex concepts: "Optimum alchemical results will be realized if the chrysopoeian sediment is suspended in a homogenous aqueous solution."

Type of Content	Check DC
Layman's text, unfamiliar but living language	DC5
Layman's text, obscure or dead language	DC10
Standard text, unfamiliar but living language	DC15
Standard text, dead language	DC20
Intricate, exotic, or technical text, unfamiliar but living language	DC25
Intricate, exotic, or technical text, dead language	DC30
Document uses an unfamiliar alphabet or simple cipher (substitution, etc.)	+5
Document uses a complex cipher	+10
Comprehend spoken language	+10
Speak unfamiliar language	+15

Special Checks and Exploits:

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

The check is made secretly, so that you're not sure how good your forgery is. You don't make a check until someone examines the work. Your check is opposed by the check of the person who examines the document to check its authenticity. The examiner gains modifiers on his or her check if any of the conditions on the table below exist. The examiner may use Appraise, Linguistics, Profession, Sense Motive, or any applicable skill (as determined by the DM) for his opposed skill check.

Condition	Examiner's Check Modifier
Type of document unknown to reader	−2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	−2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	−2

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

Action: Analyzing the equivalent of a single page of script or text takes 1 minute (ten consecutive full-round actions). Forging a very short and simple document takes about 1 minute. A longer or more complex document takes 1d4 minutes per page. Speaking or comprehending languages takes as long as necessary; you should make at least one check per minute.

Try Again: Varies. You can try again on a spoken communication only if the speaker repeats himself. You can freely try again (and even Take 20) when trying to comprehend any written communication. You cannot retry an attempt at forgery—a retry is never possible after a particular reader detects a particular forgery. But the document created by the forger might still fool someone else. The result of a forgery check for a particular document must be used for every instance of a different reader examining the same document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, then the reader can't try using his own skill again, even if he's suspicious about the document.

Take 20? Varies.

Restriction: You must be able to read and write to use Linguistics to decipher written communication of any kind.

Untrained: You can make an untrained Linguistics check as long as the DC is 20 or less.

Critical Failure: If you are trying to comprehend spoken or written communication, you draw a false (and possibly calamitous) conclusion about the text. If you are trying to speak an unfamiliar language, you convey the opposite intention, or insult your audience. If you are forging a document, it is automatically detected as a forgery the first time it is presented for inspection.

PERCEPTION (WIS)

Check: Perception is used to notice a thief hidden in the shadows of an alleyway, to hear a snoring orc behind a locked door or a werewolf stalking you through a forest, or to get a feeling in your gut that a trap may be near.

The Perception skill is used primarily to detect characters or creatures who are hiding or moving silently. Typically, your Perception check is opposed by the Stealth check of the creature trying not to be noticed. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Perception check is necessary to notice it.

A Perception check result higher than 20 generally lets you become aware of an invisible creature near you, though you can't actually see it.

Perception is also used to detect someone in disguise, and to read lips when you can't hear or understand what someone is saying.

Perception checks may be called for to determine the distance at which an encounter begins. A penalty applies on such checks, depending on the distance between the two individuals or groups, and an additional penalty may apply if the character making the Perception check is distracted (not concentrating on being observant).

SITUATION	PERCEPTION DC
A battle	-10
People talking ¹	0
A person in armor walking at a slow pace (10 ft./round) trying not to make any noise.	5
An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise.	10
A 1st-level rogue using Stealth to move past the listener undetected.	15
People whispering ¹	15
A cat stalking	20
An owl gliding in for the kill	30
¹ If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.	

SIGHT CONDITIONS	DC MODIFIER
Per 10 feet of distance	+1
Spotter distracted	+5
SOUND CONDITIONS	DC MODIFIER
Ambient noise	+5
Loud ambient noise	+10
Extremely loud ambient noise	+15
Through a door	+5
Through a stone wall	+15
Per 10 feet of distance ¹	+1
Per 20 feet of distance over water ¹	+1
Per 30 feet of distance underwater ¹	+1
Listener distracted	+5
Listener asleep ²	+10
Land creature underwater ³	+10
¹ Pick one of these that most applies.	
² A successful check awakens the listener.	
³ Non aquatic creatures without a natural swim speed.	

Passive Perception: Unless you are actively focusing on your surroundings, Perception is a free action called Passive Perception. Your Passive Perception score is equal to 10 + your Perception modifier. A Passive Perception check is made in secret by the DM to determine if your character has noticed something nearby.

Some characters can make Passive Perception checks for other tasks. For example, characters with the trap sense ability can use Passive Perception to get a feeling that a trap may be nearby. In this case, the character does not learn the location or nature of the trap, only that it is probably in their best interest to proceed with caution. The Search must still be used to find the trap.

Special Checks and Exploits:

Read Lips: To understand what someone is saying by reading lips, you must be within 30 feet of the speaker, be able to see him or her speak, and understand the speaker's language. (This use of the skill is language-dependent.) The base DC is 15, but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read.

If your Perception check succeeds, you can understand the general content of a minute's worth of speaking, but you usually still miss certain details. If the check fails by 4 or less, you can't read the speaker's lips. If the check fails by 5 or

more, you draw some incorrect conclusion about the speech. The check is rolled secretly in this case, so that you don't know whether you succeeded or missed by 5.

Action: Varies. Every time you have a chance to notice something in a reactive manner you can make a Perception check without using an action. Trying to notice something you failed to notice previously is a move action. To read lips, you must concentrate for a full minute before making a Perception check, and you can't perform any other action (other than moving at up to half speed) during this minute.

Try Again: Yes. You can try to notice something that you failed to notice previously at no penalty. You can attempt to read lips once per minute.

Take 20? No.

Special: An elf, gnome, or halfling has a +2 racial bonus on Perception checks. A half-elf has a +1 racial bonus on Perception checks.

An elf (but not a half-elf) can make a Passive Perception check when simply passing within 10 feet of a secret or concealed door. A dwarf can make a Passive Perception check when simply passing within 10 feet of a trap or secret door built into or entirely made of stone. He gains a +2 racial bonus on the Passive Perception check from his stonemasonry ability.

A ranger gains a bonus when using this skill against a favored enemy.

Critical Failure: You misperceive something, with unfavorable, perhaps disastrous, results. You automatically lose any opposed check, unless the opposing roll is also a critical failure.

PERFORM (CHA)

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

Each of the nine categories of the Perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below.

- Act (comedy, drama, mime)
- Comedy (buffoonery, limericks, joke-telling)
- Dance (ballet, waltz, jig)
- Keyboard instruments (harpsichord, piano, pipe organ)
- Oratory (epic, ode, storytelling)
- Percussion instruments (bells, chimes, drums, gong)
- String instruments (fiddle, harp, lute, mandolin)
- Wind instruments (flute, pan pipes, recorder, shawm, trumpet)
- Sing (ballad, chant, melody)

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

PERFORMANCE	PERFORM DC
Routine performance. Trying to earn money by playing in public is essentially begging. You can earn 1d10 cp/day.	10
Enjoyable performance. In a prosperous city, you can earn 1d10 sp/day.	15
Great performance. In a prosperous city, you can earn 3d10 sp/day. In time, you may be invited to join a professional troupe and may develop a regional reputation.	20
Memorable performance. In a prosperous city, you can earn 1 d6 gp/day. In time, you may come to the attention of noble patrons and develop a national reputation.	25
Extraordinary performance. In a prosperous city, you can earn 3d6 gp/day. In time, you may draw attention from distant potential patrons, or even from extraplanar beings.	30


Action: Varies. Trying to earn money by playing in public requires anywhere from an evening's work to a full day's performance. The bard's special Perform-based abilities are described in that class's description.

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

Take 20? No.

Special: A bard must have a minimum number of ranks in a Perform skill to use his Bardic Music abilities. See Bardic Music in the bard class description.

A masterwork musical instrument gives you a +2 circumstance bonus on Perform checks that involve its use.



You may want to consider consolidating Perform into a single skill, rather than a collection of sub-skills. Talk it over with the players in your campaign, and see if they would prefer a “well-rounded” performer or if they prefer the roleplaying potential of a highly specialized performer.

PERSUASION (CHA)

Check: This skill is used to influence others, barter for goods, negotiate treaties, or lie through the skin of your teeth.

The type of check varies, according to use.

Diplomacy

You can propose a trade, agreement, or conflict resolution to another creature with your words; a successful check can then persuade them that accepting it is a good idea. Either side of the deal may involve physical goods, money, services, promises, or abstract concepts like “satisfaction.” The difficulty of the Persuasion check is based on three factors: who the target is, the relationship between the target and the character making the check, and the risk vs. reward factor of the deal proposed.

The Target: Your Persuasion check is opposed by the highest Sense Motive or Persuasion check of all creatures in a group you are trying to influence. All such creatures use the Aid Another rules for skill checks: Each creature should make his own check. The highest result counts, and increases by +2 for every other creature who meets at least DC10. By applying the highest modifiers in any group, a powerful king (for example) might gain benefit from a very wise advisor who listens in court and counsels him accordingly. For this purpose, a number of characters is only a “group” if they are committed to all following the same course of action. Either one NPC is in charge, or they agree to act by consensus. If each member is going to make up their mind on their own, they do not get the benefit of Aid Another, and you may roll separate checks against each.

• **The Relationship:** The DC modifier depends not only on the personal relationship between you and the target (if any), but also on the magnitude of their feelings for you.

DIPLOMACY		
RELATIONSHIP	EXAMPLE	DC
Intimate	A faithful lover or spouse.	-10
Friend	A long-time friend or family member	-7
Ally	A member of the same army, team, or church. (Helpful)	-5
Acquaintance (positive)	A business associate with whom you do regular (satisfactory) business. (Friendly)	-2
Just met	A town guard (Indifferent)	+0
Acquaintance (negative)	Someone you have met regularly with negative consequences. (Unfriendly)	+2
Enemy	A member of an opposing army, team, or church; a bandit. (Hostile)	+5
Personal Foe	An antagonist who knows and opposes you personally	+7
Nemesis	Someone who has sworn to you, personally, harm	+10

• **Risk/Reward Analysis:** The amount of personal benefit must always be weighed against the potential risks for any deal proposed. It is important to remember to consider this adjustment from the point of view of the NPC; what is highly valuable to one may not be equally valued by another. When dealing with multiple people at once, always consider the benefits to the person who is in clear command, if any hierarchy exists within the group.

RISK/REWARD	EXAMPLE	DC
Fantastic	Great reward, negligible risk; a best-case scenario.	-10
Favorable	Deal favors the target. The reward is good and the risk is tolerable.	-5
Even	No reward, no risk; or an even swap.	+0
Unfavorable	Deal does not favor the target. Either the reward is not great enough or the risk is intolerable.	+5
Horrible	There is no way the deal can favor the target; a worst-case scenario.	+10

Success or Failure of Diplomacy: If the Persuasion check beats the DC, the subject accepts the proposal, with no changes or with only minor (mostly idiosyncratic) changes. If the deal favored the target, his attitude improves by one category.

If the check fails by 5 or less, the subject does not accept the deal but may, at the DM's option, present a counter-offer that would push the deal up one place on the risk-vs.-reward list. For example, a counter-offer might make an Even deal Favorable for the subject. The character who initiated the Persuasion check can then simply accept the counter-offer, if they choose; no further check will be required.

If the check fails by more than 5, the diplomacy is over; the subject will entertain no further deals. If the check fails by more than 10, his attitude worsens by one category.

Complex negotiations may involve multiple checks, especially when determining the details of a treaty for example.

Bluff

Unlike diplomacy, where you put all of your cards on the table and persuade the target into accepting a long-term proposition, a bluff uses fast-talking, deception, and falsehood to trick the target into accepting your proposition—but only for a short time: just long enough to “get away with it.” Using Persuasion in this way uses all of the modifiers listed above for diplomacy, but it is instead opposed by the target's Sense Motive check.

A successful Persuasion check indicates that the target reacts to your bluff as you wish, but only for a short time (usually 1 round or less) or believes something that you want it to believe. Bluffing, however, is not a suggestion spell.

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

Special Checks and Exploits:

Combat Diplomacy (exploit): If you take a -10 penalty to your check, you may complete your diplomacy check as a full round action (instead of requiring 1 minute).

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

Credible Diversion (exploit): If you take a -5 penalty to your Persuasion check when using bluff to create a diversion to hide, you gain a +5 bonus on your subsequent Stealth check if your bluff is successful.

Delivering a Secret Message: The DM makes this check secretly, so that you do not know if your message is delivered successfully. You can use Persuasion to get a message across to another character without others understanding it. The DC is 15 for simple messages, or 20 for complex messages, especially

those that rely on getting across new information. Failure by 4 or less means you can't get the message across. Failure by 5 or more means that some false information has been implied or inferred. Anyone listening to the exchange can make a Sense Motive check opposed by the Persuasion check you made to transmit in order to intercept your message (see Sense Motive).

Durable Bluff (exploit): Take a -5 penalty to your skill check. If successful, your bluff has the desired effect (including feinting in combat) for 1 additional round or attack. You can accept a second -5 penalty to extend this effect by yet another 1 round or attack.

Feint: You can use Persuasion to use the Feint action in combat (see the Combat chapter). Your bluff is modified by all applicable Persuasion modifiers. Your opponent adds his base attack bonus to his Sense Motive check to resist your feint.

Action: Using Persuasion to perform diplomacy generally takes at least 1 full minute (10 consecutive full-round actions). In some situations, this time requirement may greatly increase.

A Persuasion check made to bluff always takes at least 1 round (and is at least a full-round action), but it can take much longer if you try something elaborate.

A Persuasion check made to feint in combat or create a diversion to hide is a standard action. A Persuasion check made to deliver a secret message doesn't take an action; it is part of normal communication.

Try Again: When using diplomacy, if you alter the parameters of the deal you are proposing, you may try to convince the subject that this new deal is even better than the last one. This is essentially how people haggle. As long as you never roll 10 or less than the DC on your Diplomacy check, you can continue to offer deals.

A failed bluff in social interaction makes the target too suspicious for you to try again in the same circumstances.

You may retry freely on Persuasion checks made to feint in combat. Retries are also allowed when you are trying to send a message, but you may attempt such a retry only once per round. Each retry carries the same chance of miscommunication.

Take 20? No.

Special: A half-elf has a +2 racial bonus on Persuasion checks.

A ranger gains a bonus when using this skill against a favored enemy.

Critical Failure: Your attempt fails spectacularly. You may even have insulted your target. The target's attitude immediately shifts down one step to the next worse category. If you are feinting in combat, your bluff provokes an attack of opportunity. If attempting to create a diversion to hide, your bluff gives your position away; any targets within line of sight who were not already aware of you are able to pinpoint your position. If delivering a secret message, the target interprets your meaning as the opposite of what you intended, or in the worst possible way.

PROFESSION (WIS; Trained Only)

Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks, each purchased as a separate skill. While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge.

Check: You can practice your trade and make a decent living, earning about half your Profession check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems.

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

Try Again: Varies. An attempt to use a Profession skill to earn an income cannot be retried. You are stuck with whatever weekly wage your check result brought you. Another check may be made after a week to determine a new income for the next period of time. An attempt to accomplish some specific task can usually be retried.

Take 20? No.

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

RIDE (DEX)

Check: You can ride another creature as a mount. Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem.

If you attempt to ride a creature that is ill suited as a mount, you take a -5 penalty on your Ride checks.

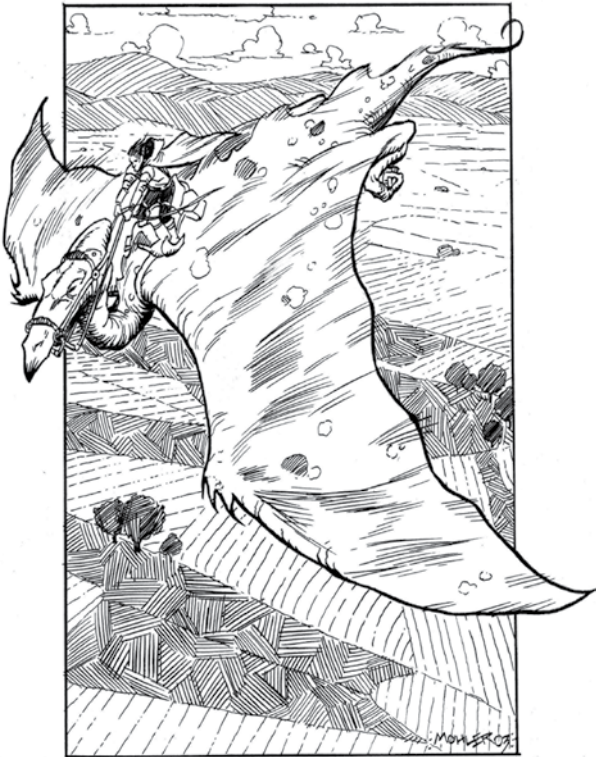
TASK	RIDE DC
Guide with knees	5
Stay in saddle	5
Fight with warhorse	10
Cover	15
Leap	15
Soft fall	15
Spur mount	15
Control mount in battle	20
Fast mount or dismount	20 ¹
1 Armor check penalty applies.	

The following tasks do require checks.

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

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

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



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

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

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

Spur Mount: You can spur your mount to greater speed with a move action. A successful Ride check increases the mount's speed by 10 feet for 1 round but deals 1 point of damage to the creature. You can use this ability every round, but each consecutive round of additional speed deals twice as much damage to the mount as the previous round (2 points, 4 points, 8 points, and so on).

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

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

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

Take 20? No.

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

If your mount has a military saddle you get a +2 circumstance bonus on Ride checks related to staying in the saddle.

The Ride skill is a prerequisite for the feats Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge, Trample.

Critical Failure: You fall from your mount. Both you and your mount must make a Reflex save (DC15) or become *crippled* from your cumbersome fall. A mount is crippled in the mode of movement you were attempting: a flying mount is crippled for flight, but can still walk, for example.

SEARCH (INT)

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

TASK	DC
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult nonmagical trap (requires trapfinding ability) ¹	21 or higher
Find a magic trap (requires trapfinding ability) ¹	25 + level of spell used to create trap
Notice a well-hidden secret door	30
Find a footprint	Varies ²
¹ Dwarves (even if they are not rogues) can use Search to find traps built into or out of stone.	
² A successful Search check can find a footprint or similar sign of a creature's passage, but it won't let you find or follow a trail. See the Survival skill for the appropriate DC.	

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

Take 20? Yes. If you Take 20, you can thoroughly search an "average" size room. Taking 20 requires two minutes.

Special: An elf has a +2 racial bonus on Search checks, and a half-elf has a +1 racial bonus. A dwarf has a +2 racial bonus on Search checks dealing with stone and stonework from his stonecunning ability.

The spells *explosive runes*, *fire trap*, *glyph of warding*, *symbol*, and *teleportation circle* create magic traps that a character with the trapfinding ability can find by making a successful Search check and then can attempt to disarm by using Disable Device. Identifying the location of a *snare* spell has a DC of 23. *Spike growth* and *spike stones* create magic traps that can be found using Search, but against which Disable Device checks do not succeed. See the individual spell descriptions for details.

Active abjuration spells within 10 feet of each other for 24 hours or more create barely visible energy fluctuations. These fluctuations give you a +4 bonus on Search checks to locate such abjuration spells.

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

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

Critical Failure: If you are searching for a trap, you trigger it. Otherwise, your blundering attempt obscures the object of your search, increasing the Search DC by +5 for any allies or subsequent searches.

SENSE MOTIVE (WIS)

Check: A successful check lets you avoid being bluffed (see the Persuasion skill). You can also use this skill to determine when "something is up" (that is, something odd is going on) or to assess someone's trustworthiness.

TASK	SENSE MOTIVE DC
Hunch	20
Sense enchantment	25 or 15
Discern secret message	Varies

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

Sense Enchantment: You can tell that someone's behavior is being influenced by an enchantment effect (by definition, a mind-affecting effect), even if that person isn't aware of it. The usual DC is 25, but if the target is dominated (see dominate person), the DC is only 15 because of the limited range of the target's activities.

Special Checks and Exploits:

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

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

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

Take 20? No.

Special: A ranger gains a bonus when using this skill against a favored enemy.

SLEIGHT OF HAND (DEX; Armor Check Penalty; Trained Only)

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

When you use this skill under close observation, your skill check is opposed by the observer's Perception check. The observer's success doesn't prevent you from performing the action, just from doing it unnoticed.

You can hide a small object (including a light weapon or an easily concealed ranged weapon, such as a dart, sling, or hand crossbow) on your body. Your Sleight of Hand check is opposed by the Perception check of anyone observing you or the Search check of anyone frisking you. In the latter case, the searcher gains a +4 bonus on the Search check, since it's generally easier to find such an object than to hide it. A dagger is easier to hide than most light weapons, and grants you a +2 bonus on your Sleight of Hand check to conceal it. An extraordinarily small object, such as a coin, shuriken, or ring, grants you a +4 bonus on your Sleight of Hand check to conceal it, and heavy or baggy clothing (such as a cloak) grants you a +2 bonus on the check. Drawing a hidden weapon is a standard action and doesn't provoke an attack of opportunity.

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

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

TASK	DC
Palm a coin-sized object, make a coin disappear	10
Lift a small object from a person	20

Action: Any Sleight of Hand check normally is a standard action. However, you may perform a Sleight of Hand check as a free action by taking a –20 penalty on the check.

Try Again: Yes, but after an initial failure, a second Sleight of Hand attempt against the same target (or while you are being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

Take 20? No.

Untrained: An untrained Sleight of Hand check is simply a Dexterity check. Without actual training, you can't succeed on any Sleight of Hand check with a DC higher than 10, except for hiding an object on your body.

SPELLCRAFT (INT; Trained Only)

Check: Use this skill to identify spells as they are cast or spells already in place, or to identify a magic item.

You can identify spells and magic effects. The DCs for Spellcraft checks relating to various tasks are summarized on the table.

Identify a Magic Item: If you are trained in Spellcraft, you can use it in conjunction with *detect magic* or *identify* to determine the properties of a magic item in your possession. The DC of this check is equal to 15 + the item's caster level. If successful, you determine the item's properties and command words. You cannot determine the powers of artifacts through the use of this skill. You must be the caster of *detect magic* or *identify* to use this skill in this way.

TASK	DC
When using <i>read magic</i> , identify a <i>glyph of warding</i> . No action required.	13
Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) No action required. No retry.	15 + spell level
Ready a spell from a borrowed spellbook (wizard only). One try per day. No extra time required.	15 + spell level
When casting <i>detect magic</i> , determine the school of magic involved in the aura of a single item or creature you can see. (If the aura is not a spell effect, the DC is 15 + one-half caster level.) No action required.	15 + spell level
When using <i>read magic</i> , identify a <i>symbol</i> . No action required.	19
Identify a spell that's already in place and in effect. You must be able to see or detect the effects of the spell. No action required. No retry.	20 + spell level
Identify materials created or shaped by magic, such as noting that an iron wall is the result of a <i>wall of iron</i> spell. No action required. No retry.	20 + spell level
Decipher a written spell (such as a scroll) without using <i>read magic</i> . One try per day. Requires a full-round action.	20 + spell level
After rolling a saving throw against a spell targeted on you, determine what that spell was. No action required. No retry.	25 + spell level
Identify a magic item. Requires 1 minute. No retry.	15 + item caster level
Draw a diagram to allow <i>dimensional anchor</i> to be cast on a magic circle spell. Requires 10 minutes. No retry. This check is made secretly so you do not know the result.	20
Understand a strange or unique magical effect, such as the effects of a magic stream. Time required varies. No retry.	30 or higher

Action: Varies, as noted above.

Try Again: See above.

Take 20? No.

Special: If you are a specialist wizard, you get a +2 bonus on Spellcraft checks when dealing with a spell or effect from your specialty school. You take a –5 penalty when dealing with a spell or effect from a prohibited school (and some tasks, such as learning a prohibited spell, are just impossible).

We removed the "learn a spell from a spellbook or scroll" task since it no longer applies. All characters "know" all spells on a given spell list.

STEALTH (DEX; Armor Check Penalty)

Check: Your Stealth check is opposed by the Perception check of anyone who might see or hear you. You can use Stealth while moving at up to ½ your normal speed at no penalty.

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

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

If people are observing you, even casually, you can't hide. You can run around a corner or behind cover so that you're out of sight and then hide, but the others then know at least where you went.

If your observers are momentarily distracted (such as by a Persuasion check; see below), though, you can attempt to hide. While the others turn their attention from you, you can attempt a Stealth check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank you have in Stealth.) This check, however, is made at a –10 penalty because you have to move fast.

SURFACE	CHECK MODIFIER
Noisy (scree, shallow or deep bog, undergrowth, dense rubble)	–2
Very noisy (dense undergrowth, deep snow)	–5

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

If your Stealth check is successful with respect to another creature, that creature is flat-footed against you and treats you as invisible.

Special Checks and Exploits:

Creating a Diversion to Hide: You can use Persuasion to help you hide. A successful Persuasion check can give you the momentary diversion you need to attempt a Stealth check while people are aware of you.

Fast Movement (exploit): Take a –5 penalty to move at your full speed. Take a –20 penalty to use Stealth while attacking, running or charging.

Sniping (exploit): If you've already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately use Stealth again. You take a –20 penalty on your Stealth check to conceal yourself after the shot.

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

Take 20? No.

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

Critical Failure: You automatically lose any opposed check, unless the opposing roll is also a critical failure.

SURVIVAL (WIS)

Check: Survival allows you and your allies to survive in the wilderness and to follow the tracks made by other creatures.

You can keep yourself and others safe and fed in the wild. The table below gives the DCs for various tasks that require Survival checks.

TASK	SURVIVAL DC
Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.	10
Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15.	15
Avoid natural hazards, such as quicksand.	15
Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.	15
Intuit direction when faced with a branching choice.	20
Determine location	15
Follow tracks (see below).	Varies

Determine Location: A character can use Survival to determine her position on earth 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.

Intuit Direction: When faced with multiple choices, such as at a branch in a tunnel, a character can make a Survival 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 her mistake.

A character cannot use this function of Survival to find a path to a site if the character has no idea where the site is located. The DM may choose to make the check for the character in secret, so she doesn't know from the result whether the character is following the right or wrong path.

Navigation: Make a Survival check when a character is trying to find 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 her way through a dense forest or a labyrinth of underground storm drains.

SURVIVAL: NAVIGATION	
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

For movement over a great distance, make a Survival check. The DC depends on the length of the trip. If the character succeeds, she moves via the best reasonable course toward her goal. If the character fails, she still reaches the goal, but it takes the character twice as long (the character loses time backtracking and correcting her path). If the character fails by more than 5, she travels the expected time, but only gets halfway to her destination, at which point the character becomes lost.

A character may make a second check (DC 20) to regain her path. If the character succeeds, she continues on to her destination; the total time for the trip is twice the normal time. If the character fails, she loses half a day before the character can try again. The character keeps trying until she succeeds, losing half a day for each failure.



We rolled the usage of the Track feat directly into the Survival skill to increase the usefulness of Survival as well as to remove the "cost" of spending a feat to gain the ability to track. The need to find and follow tracks during a campaign is rarely a game-changer and in fact, it is usually a method for the DM to keep the story moving. In that case, the DM wants the PC's to find (and follow) those tracks!



Track

To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

CONDITION	DC MODIFIER
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked ¹ :	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility ² :	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5
1 For a group of mixed sizes, apply only the modifier for the largest size category.	
2 Apply only the largest modifier from this category.	

You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given on the table below:

SURFACE	DC
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20

- **Very Soft Ground:** Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.
- **Soft Ground:** Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.
- **Firm Ground:** Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.
- **Hard Ground:** Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles). Several modifiers may apply to the Survival check, as given on the table below.

Special Checks and Exploits:

Fast Movement (exploit): Take a -5 penalty to move at your full speed while using Survival to track. Take a -20 penalty to follow tracks while running at up to double your movement rate, and an additional -5 penalty for each additional multiplier (x3, x4, or x5 if you have the Run feat).

Action: Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and it may take even longer.

Try Again: Varies. **Try Again:** Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table above, you make a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Take 20? Varies. A character can Take 10 or Take 20 when making a navigation check. A character can Take 20 only when determining her location, not when traveling.

Special: If you are trained in Survival, you can automatically determine where true north lies in relation to yourself.

A ranger gains a bonus when using this skill against a favored enemy.

Critical Failure: If you are attempting to move through the wild or forage, you make no progress, find no food, and become lost. If you are attempting to avoid the effects of severe weather, you fail, and suffer twice the normal effects. If you are attempting to intuit direction, determine your location, or navigate, you become lost. If you are attempting to follow tracks, not only do you lose the trail, you foul the existing trail.

SWIM (STR; ARMOR CHECK PENALTY)

Check: A successful Swim check lets you move at half your speed along the surface of the water as a move action. If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you go underwater.

The DC for the Swim check depends on the water, as given on the table below.

WATER	SWIM DC
Calm water	10
Rough water	15
Stormy water	20

You are considered flat-footed while swimming, and thus you lose your Dexterity bonus to AC (if any). A creature with a natural Swim speed never loses its Dexterity bonus and is never considered flat-footed while climbing.

Hazard Check: If you take damage while swimming, or encounter a hazard that would cause you to be distracted or endangered, you must make another Swim check against the same DC to remain swimming. If you fail, you go underwater.

Each hour that you swim, you must make a DC 20 Swim check or take 1d6 points of nonlethal damage from fatigue.

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

SPECIAL CHECK OR EXPLOIT	CHECK MODIFIER
Avoid Hazard (exploit)	-5
Cautious Swim	-5
Rapid Swim – normal speed (exploit)	-5
Rapid Swim – run or charge (exploit)	-10

Special Checks and Exploits:

Avoid Hazard (exploit): If you take a -5 penalty to your check while swimming, you do not have to make additional Swim checks if you take damage or encounter a hazard. If you fail, you go underwater. This exploit lasts until you make another Swim check to move.

Cautious Swim (exploit): If you do not have a natural swim speed, you lose your Dexterity bonus to AC while using Swim. You can keep your Dexterity bonus to AC by taking a -5 penalty to your check. This exploit lasts until you make another Swim check to move.

Evasive Movement: You can make a Swim skill check while moving to improve your AC against any attacks of opportunity your movement may provoke. Make a skill check (using all applicable modifiers) to move. If your movement provokes an attack of opportunity, you may use your movement skill check result in place of your Armor Class (whichever is higher). If your skill check fails to beat the DC of the terrain, you fall prone.

Rapid Swim (exploit): You can try to move through water more quickly than normal. If you take a -5 penalty to your check, you can move at full speed (instead of half speed) as a move action. If you want to run or charge as part of your movement, apply a -10 penalty to your check. If you fail your check while attempting to increase your movement, you go underwater.

Action: A successful Swim check allows you to swim one-half your speed as a move action.

Take 20? No.

Special: Swim checks are subject to double the normal armor check penalty and encumbrance penalty.

A creature with a swim speed moves at its given speed with a move action. It retains its Dexterity bonus to Armor Class, can take 5-foot steps, and can run and charge. A creature with a swim speed has a +8 racial bonus on all Swim checks, but it always can choose to Take 10 even if rushed or threatened while swimming.

USE MAGIC DEVICE (CHA; Trained Only)

Check: Use this skill to activate magic items or read scrolls.

You can use this skill to read a spell or to activate a magic item. Use Magic Device lets you use a magic item as if you had the spell ability or class features of another class, as if you were a different race, or as if you were of a different alignment.

You make a Use Magic Device check each time you activate a device such as a wand. If you are using the check to emulate an alignment or some other quality in an ongoing manner, you need to make the relevant Use Magic Device check once per hour.

TASK	DC
Activate blindly	25
Decipher a written spell	25 + spell level
Use a scroll	20 + caster level
Use a wand	20
Emulate a class feature	20
Emulate an ability score	See text
Emulate a race	25
Emulate an alignment	30

You must consciously choose which requirement to emulate. That is, you must know what you are trying to emulate when you make a Use Magic Device check for that purpose. The DCs for various tasks involving Use Magic Device checks are summarized on the table below.

Activate Blindly: Some magic items are activated by special words, thoughts, or actions. You can activate such an item as if you were using the activation word, thought, or action, even when you're not and even if you don't know it. You do have to perform some equivalent activity in order to make the check. That is, you must speak, wave the item around, or otherwise attempt to get it to

activate. You get a special +2 bonus on your Use Magic Device check if you've activated the item in question at least once before. If you fail by 9 or less, you can't activate the device. If you fail by 10 or more, you suffer a mishap. A mishap means that magical energy gets released but it doesn't do what you wanted it to do. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy is released, dealing 2d6 points of damage to you. This mishap is in addition to the chance for a mishap that you normally run when you cast a spell from a scroll that you could not otherwise cast yourself.

Decipher a Written Spell: This usage works just like deciphering a written spell with the Spellcraft skill, except that the DC is 5 points higher. Deciphering a written spell requires 1 minute of concentration.

Emulate an Ability Score: To cast a spell from a scroll, you need a high score in the appropriate ability (Intelligence for wizard spells, Wisdom for divine spells, or Charisma for sorcerer or bard spells). Your effective ability score (appropriate to the class you're emulating when you try to cast the spell from the scroll) is your Use Magic Device check result minus 15. If you already have a high enough score in the appropriate ability, you don't need to make this check.

Emulate an Alignment: Some magic items have positive or negative effects based on the user's alignment. Use Magic Device lets you use these items as if you were of an alignment of your choice. You can emulate only one alignment at a time.

Emulate a Class Feature: Sometimes you need to use a class feature to activate a magic item. In this case, your effective level in the emulated class equals your Use Magic Device check result minus 20. This skill does not let you actually use the class feature of another class. It just lets you activate items as if you had that class feature. If the class whose feature you are emulating has an alignment requirement, you must meet it, either honestly or by emulating an appropriate alignment with a separate Use Magic Device check (see above).

Emulate a Race: Some magic items work only for members of certain races, or work better for members of those races. You can use such an item as if you were a race of your choice. You can emulate only one race at a time.

Use a Scroll: If you are casting a spell from a scroll, you have to decipher it first. Normally, to cast a spell from a scroll, you must have the scroll's spell on your class spell list. Use Magic Device allows you to use a scroll as if you had a particular spell on your class spell list. The DC is equal to 20 + the caster level of the spell you are trying to cast from the scroll. In addition, casting a spell from a scroll requires a minimum score (10 + spell level) in the appropriate ability. If you don't have a sufficient score in that ability, you must emulate the ability score with a separate Use Magic Device check (see above).

This use of the skill also applies to other spell completion magic items.

Use a Wand: Normally, to use a wand, you must have the wand's spell on your class spell list. This use of the skill allows you to use a wand as if you had a particular spell on your class spell list. This use of the skill also applies to other spell trigger magic items, such as staves.

Action: None. The Use Magic Device check is made as part of the action (if any) required to activate the magic item.

Try Again: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, then you can't try to activate that item again for 24 hours.

Take 20? No.

Special: You cannot Take 10 with this skill.

You can't aid another on Use Magic Device checks. Only the user of the item may attempt such a check.

Critical Failure: You suffer a mishap, and the item in question is rendered useless until repaired.

Feats

Prerequisites

Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite.

A character can't use a feat if he or she has lost a prerequisite.

Types of Feats

Some feats are general, meaning that no special rules govern them as a group. Others are item creation feats, which allow spellcasters to create magic items of all sorts. A metamagic feat lets a spellcaster prepare and cast a spell with greater effect, albeit as if the spell were a higher spell level than it actually is.

Item Creation Feats

An item creation feat lets a spellcaster create a magic item of a certain type. Regardless of the type of items they involve, the various item creation feats all have certain features in common.



The only item creation feats recommended for Trailblazer are Brew Potion, Craft Wand, and Scribe Scroll. Obviously, these feats allow the creation of expendable/charged items only. Aside from being finite resources, they also have a "built-in" limiter: they require an action to activate, as opposed to "always-on" stat and numeric boosters.

The proliferation of the "Big Six" is only exacerbated by allowing the PCs to create exactly what they want. Requiring the players to "use what they find" allows the DM to control this inflation of power. As noted previously in our discussion of The Spine, the Big Six simply aren't required for PCs to "keep up," especially with Action Points in the game.

While we recommend that you try playing without item creation feats for a while, if this is too significant of a change for your game, simply add them back in.

XP Cost: Experience that the spellcaster would normally keep is expended when making a magic item. The XP cost equals 1/25 of the cost of the item in gold pieces. A character cannot spend so much XP on an item that he or she loses a level. However, upon gaining enough XP to attain a new level, he or she can immediately expend XP on creating an item rather than keeping the XP to advance a level.

Raw Materials Cost: The cost of creating a magic item equals one-half the sale cost of the item.

Using an item creation feat also requires access to a laboratory or magical workshop, special tools, and so on. A character generally has access to what he or she needs unless unusual circumstances apply.

Time: The time to create a magic item depends on the feat and the cost of the item. The minimum time is one day.

Item Cost: Brew Potion, Craft Wand, and Scribe Scroll create items that directly reproduce spell effects, and the power of these items depends on their caster level—that is, a spell from such an item has the power it would have if cast by a spellcaster of that level. The price of these items (and thus the XP cost and the cost of the raw materials) also depends on the caster level. The caster level must be high enough that the spellcaster creating the item can cast the spell at that level. To find the final price in each case, multiply the caster level by the spell level, then multiply the result by a constant, as shown below:

- Scrolls: Base price = spell level x caster level x 25 gp.
- Potions: Base price = spell level x caster level x 50 gp.
- Wands: Base price = spell level x caster level x 750 gp.

A 0-level spell is considered to have a spell level of 1/2 for the purpose of this calculation.

Extra Costs: Any potion, scroll, or wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. For potions and scrolls, the creator must expend the material component or pay the XP cost when creating the item. For a wand, the creator must expend fifty copies of the material component or pay fifty times the XP cost.

Some magic items similarly incur extra costs in material components or XP, as noted in their descriptions.

Metamagic Feats

As a spellcaster's knowledge of magic grows, she can learn to cast spells in ways slightly different from the ways in which the spells were originally designed or learned.

Effects of Metamagic Feats on a Spell: In all ways, a metamagic spell operates at its original spell level. Saving throw modifications are not changed unless stated otherwise in the feat description. The modifications made by these feats only apply to spells cast directly by the feat user. A spellcaster can't use a metamagic feat to alter a spell being cast from a wand, scroll, or other device.

Metamagic feats that eliminate components of a spell don't eliminate the attack of opportunity provoked by casting a spell while threatened. However, casting a spell modified by Quicken Spell does not provoke an attack of opportunity.

Metamagic feats cannot be used with all spells. See the specific feat descriptions for the spells that a particular feat can't modify.

Multiple Metamagic Feats on a Spell: A spellcaster can apply multiple metamagic feats to a single spell. You can't apply the same metamagic feat more than once to a single spell.

Magic Items and Metamagic Spells: With the right item creation feat, you can store a metamagic version of a spell in a scroll, potion, or wand. In this case, the spell's level is increased as shown on the table below. Level limits for potions and wands apply to the spell's higher spell level (after the application of the metamagic feat). A character doesn't need the metamagic feat to activate an item storing a metamagic version of a spell.

Counterspelling Metamagic Spells: Whether or not a spell has been enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell.



Consider letting players respect their feats from time to time. The goal is to make sure everyone at the table is having fun, and one of the keys for player enjoyment is being able to play the characters they want. If a player isn't happy with a previous choice or just finds they aren't using a particular feat that much, allow them to swap it for a new one. If you want a little more control, a good rule of thumb is to allow players to swap a feat every four levels, at the same time that they raise an ability score. Let the newly modified ability score apply towards the requirements of the newly vacant feat slot.

Feat Descriptions

Here is the format for feat descriptions.

FEAT NAME [TYPE OF FEAT]

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or a class level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description. In general, having a feat twice is the same as having it once.

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

Special: Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

The following feats have been changed:

Combat Reflexes
Deflect Arrows
Diehard
Dodge
Greater Two-Weapon Fighting
Greater Weapon Focus
Greater Weapon Specialization
Improved Critical
Improved Shield Bash
Improved Turning
Improved Two-Weapon Fighting
Martial Weapon Proficiency
Rapid Reload
Spell Mastery
Toughness
Tower Shield Proficiency
Two-Weapon Fighting
Weapon Focus
Weapon Specialization
Widen Spell



Any feat that previously required choosing a single weapon (Improved Critical, Weapon Focus, Weapon Specialization, etc.) has been changed so that a weapon type (bludgeoning, piercing, slashing, or ranged) is chosen instead. This change significantly expands the versatility of these feats and grants players more opportunities to "use what they find", especially if their ability to create or buy the magic items they want is limited.

ARMOR PROFICIENCY (HEAVY) [GENERAL]

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

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Fighters, paladins, and clerics automatically have Armor Proficiency (heavy) as a bonus feat. They need not select it.

ARMOR PROFICIENCY (LIGHT) [GENERAL]

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Acrobatics, Climb, Escape Artist, Jump, Sleight of Hand, Stealth and Swim checks.

Normal: A character who is wearing armor with which she is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving, including Ride.

Special: All characters except wizards, sorcerers, and monks automatically have Armor Proficiency (light) as a bonus feat. They need not select it.

ARMOR PROFICIENCY (MEDIUM) [GENERAL]

Prerequisite: Armor Proficiency (light).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Fighters, barbarians, paladins, clerics, druids, and bards automatically have Armor Proficiency (medium) as a bonus feat. They need not select it.

AUGMENT SUMMONING [GENERAL]

Prerequisite: Spell Focus (conjunction).

Benefit: Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

BLIND-FIGHT [GENERAL]

Benefit: In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half.

Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

Special: The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

BLINDSIGHT, 5-FT.RADIUS [GENERAL]

Prerequisites: Base attack bonus +4, Blind-Fight, Wisdom 19.

Benefit: Using senses such as acute hearing and sensitivity to vibrations, you detect the location of opponents who are no more than 5 feet away from you. Invisibility and darkness are irrelevant, though you cannot discern incorporeal beings.

BREW POTION [ITEM CREATION]

Prerequisite: Caster level 3rd.

Benefit: You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes one day. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base price of a potion is its spell level x its caster level x 50 gp. To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing one half this base price.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.

CLEAVE [GENERAL]

Prerequisites: Str 13, Power Attack.

Benefit: If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

COMBAT CASTING [GENERAL]

Benefit: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.

COMBAT EXPERTISE [GENERAL]

Prerequisite: Int 13.

Benefit: When you use the attack action or the full attack action in melee, you can take a penalty of as much as -5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your Armor Class. This number may not exceed your base attack bonus. The changes to attack rolls and Armor Class last until your next action.

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



COMBAT REFLEXES [GENERAL]

Benefit: A character with Combat Reflexes adds his Dexterity modifier to his base attack bonus for the purposes of determining how many Combat Reactions he may make per turn.

With this feat, you may also make Combat Reactions while flat-footed.

Normal: A character may make one Combat Reaction per round at BAB +1 and one additional Combat Reaction per round every +5 BAB thereafter. A character may not make a Combat Reaction while flat-footed.

CRAFT WAND [ITEM CREATION]

Prerequisite: Caster level 5th.

Benefit: You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes one day for each 1,000 gp in its base price. The base price of a wand is its caster level x the spell level x 750 gp. To craft a wand, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base price, you must expend fifty copies of the material component or pay fifty times the XP cost.

DEADLY PRECISION [GENERAL]

You empty your mind of all distracting emotion, becoming an instrument of deadly precision.

Prerequisite: Dex 15, base attack bonus +5.

Benefit: You have deadly accuracy with your sneak attacks. You can reroll any result of 1 on your sneak attack's extra damage dice. You must keep the result of the reroll, even if it is another 1.

DEFLECT ARROWS [GENERAL]

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons and ranged attacks generated by spell effects can't be deflected.

Special: A monk who selects this feat may deflect one additional ranged weapon attack per round for every 5 monk levels she has attained.

DIEHARD [GENERAL]

Prerequisite: Endurance.

Benefit: When reduced to negative hit points, you automatically become stable. You don't have to make a stabilization check to see if you lose 1 hit point each round.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, such as casting a quickened spell) you take 1 point of damage after completing the act. After completing your action, you must make a new stabilization check. If you fail, you fall unconscious, begin dying, and do not automatically become stable.

Normal: A character without this feat who is reduced to negative hit points is unconscious and dying.

DIVINE MIGHT [DIVINE]

Prerequisites: Str 13, turn or rebuke undead ability, Power Attack.

Benefit: As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for 1 full round.

DIVINE VENGEANCE [DIVINE]

Prerequisites: Ability to turn undead, Extra Turning.

Benefit: As a free action, spend one of your turn undead attempts to add 2d6 points of sacred energy damage to all your successful melee attacks against undead until the end of your next action. This is a supernatural ability.

DISGUISE SPELL [METAMAGIC]

Prerequisites: Bardic music, Perform 12 ranks.

Benefit: You have mastered the art of casting spells unobtrusively, mingling verbal and somatic components into its music and performances so that others rarely catch you in the act of casting a spell. Like a silent, stilled spell, a disguised spell can't be identified through Spellcraft. Your performance is obvious to everyone in the vicinity, but the fact that you are casting a spell isn't. Unless the spell visibly emanates from you or observers have some other means of determining its source, they don't know where the effect came from.

A disguised spell uses up a spell slot one level higher than the spell's actual level.

DODGE [GENERAL]

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to Armor Class.

A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

EMPOWER SPELL [METAMAGIC]

Benefit: All variable, numeric effects of an empowered spell are increased by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables.

An empowered spell uses up a spell slot two levels higher than the spell's actual level.

ENDURANCE [GENERAL]

Benefit: You gain a +4 bonus on the following checks and saves:

- Swim checks made to resist nonlethal damage
- Constitution checks made to continue running
- Constitution checks made to avoid nonlethal damage from a forced march
- Constitution checks made to hold your breath
- Constitution checks made to avoid nonlethal damage from starvation or thirst
- Fortitude saves made to avoid nonlethal damage from hot or cold environments
- Fortitude saves made to resist damage from suffocation

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

Normal: A character without this feat who sleeps in medium or heavier armor is automatically fatigued the next day.

Special: A ranger automatically gains Endurance as a bonus feat at 3rd level. He need not select it.

ENLARGE SPELL [METAMAGIC]

Benefit: You can alter a spell with a range of close, medium, or long to double its range. Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, are unaffected by this feat.

An enlarged spell uses up a spell slot one level higher than the spell's actual level.

ENERGY SUBSTITUTION [METAMAGIC]

Prerequisites: Any other metamagic feat, Knowledge (arcana) 5 ranks.

Benefit: You choose one type of energy: acid, cold, electricity, fire, or sonic. When employing a spell with the acid, cold, electricity, fire, or sonic designator, you can modify the spell to use your chosen type of energy instead. The altered spell works normally in all respects except the type of damage dealt.

The altered spell uses a spell slot of the spell's normal level.

Special: You can gain this feat multiple times. Each time the feat applies to a different type of energy.

ESCHEW MATERIALS [GENERAL]

Benefit: You can cast any spell that has a material component costing 1 gp or less without needing that component. (The casting of the spell still provokes attacks of opportunity as normal.) If the spell requires a material component that costs more than 1 gp, you must have the material component at hand to cast the spell, just as normal.

EXOTIC WEAPON PROFICIENCY [GENERAL]

Choose an exotic weapon. You understand how to use that exotic weapon in combat.

Prerequisite: Base attack bonus +1 (plus Str 13 for bastard sword or dwarven waraxe).

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon with which he or she is not proficient takes a –4 penalty on attack rolls.

Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon. Proficiency with the bastard sword or the dwarven waraxe has an additional prerequisite of Str 13.

EXTEND SPELL [METAMAGIC]

Benefit: An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat.

An extended spell uses up a spell slot one level higher than the spell's actual level.

EXTRA MUSIC [GENERAL]

Prerequisite: Bardic music.

Benefit: You can use your bardic music four extra times per day.

Normal: Bards without the Extra Music feat can use bardic music once per day per level.

Special: You can gain this feat multiple times, adding another four uses of bardic music each time.

EXTRA READY SPELL [GENERAL]

Prerequisite: Base magic bonus +1.

Benefit: You can ready one extra spell per rest. This extra spell can be chosen from any spell level you can cast.

EXTRA SPELL SLOT [GENERAL]

Prerequisite: Base magic bonus +1.

Benefit: You gain one extra spell slot per rest at the highest spell level you can cast.

EXTRA TURNING [GENERAL]

Prerequisite: Ability to turn or rebuke creatures.

Benefit: Each time you take this feat, you can use your ability to turn or rebuke creatures four more times per day than normal.

If you have the ability to turn or rebuke more than one kind of creature each of your turning or rebuking abilities gains four additional uses per day.

Normal: Without this feat, a character can typically turn or rebuke undead (or other creatures) a number of times per day equal to 3 + his or her Charisma modifier.

Special: You can gain Extra Turning multiple times. Its effects stack. Each time you take the feat, you can use each of your turning or rebuking abilities four additional times per day.

EYES IN THE BACK OF YOUR HEAD [GENERAL]

Prerequisites: Base attack bonus +3, Wis 19.

Benefit: Attackers do not gain the usual +2 attack bonus when flanking you. This feat grants no effect whenever you are attacked without benefit of your Dexterity modifier to AC, such as when you are flat-footed or when you are the target of a rogue's sneak attack.

FAR SHOT [GENERAL]

Prerequisite: Point Blank Shot.

Benefit: When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1.5). When you use a thrown weapon, its range increment is doubled.

FLEET OF FOOT [GENERAL]

Prerequisites: Dex 15, Run.

Benefit: When running or charging, you can make a single direction change of 90 degrees or less. You can't use this feat while wearing medium or heavy armor, or when carrying a medium or heavy load. If you are charging, you must move in a straight line for 10 feet after the turn to maintain the charge.

Normal: Without this feat, you can run or charge only in a straight line.

GREAT CLEAVE [GENERAL]

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

Benefit: This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

GREAT FORTITUDE [GENERAL]

Benefit: You get a +2 bonus on all Fortitude saving throws.

GREATER MANYSHOT [GENERAL]

You are skilled at firing many arrows at once, even at different opponents.

Prerequisites: Dex 17, Manyshot, Point Blank Shot, Rapid Shot, base attack bonus +6.

Benefit: When you use the Manyshot feat, you can fire each arrow at a different target instead of firing all of them at the same target. You make a separate attack roll for each arrow, regardless of whether you fire them at separate targets or the same target. Your precision-based damage applies to each arrow fired, and, if you score a critical hit with more than one of the arrows, each critical hit deals critical damage.

GREATER SPELL FOCUS [GENERAL]

Choose a school of magic to which you already have applied the Spell Focus feat.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic to which you already have applied the Spell Focus feat.

GREATER SPELL PENETRATION [GENERAL]

Prerequisite: Spell Penetration.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

GREATER TWO-WEAPON FIGHTING [GENERAL]

Prerequisites: Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Benefit: Your penalty for fighting with two weapons is reduced by another 1 to -3/-3. If your offhand weapon is light, these penalties are reduced by another 2 each, to -1/-1. (See the table under Two Weapon Fighting for details.)

GREATER WEAPON FOCUS [GENERAL]

Choose one weapon type for which you have already selected Weapon Focus.

Prerequisites: Weapon Focus with selected weapon type, fighter level 8th.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon type. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus (see below).

Special: You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon type.

A fighter must have Greater Weapon Focus with a given weapon type to gain the Greater Weapon Specialization feat for that weapon type.

GREATER WEAPON SPECIALIZATION [GENERAL]

Choose one weapon type for which you have already selected Weapon Specialization.

Prerequisites: Greater Weapon Focus with selected weapon type, Weapon Focus with selected weapon type, Weapon Specialization with selected weapon type, fighter level 12th.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon type. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization (see below).

Special: You can gain Greater Weapon Specialization multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon type.

HEIGHTEN SPELL [METAMAGIC]

Benefit: A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Heighten Spell increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a lesser globe of invulnerability) are calculated according to the heightened level.

The heightened spell is as difficult to prepare and cast as a spell of its effective level.

HOLD THE LINE [GENERAL]

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

IMPROVED BULL RUSH [GENERAL]

Prerequisites: Str 13, Power Attack.

Benefit: When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the combat maneuver roll you make to push back the defender.

IMPROVED COUNTERSPELL [GENERAL]

Benefit: When counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell.

Normal: Without this feat, you may counter a spell only with the same spell, with a spell specifically designated as countering the target spell, or dispel magic.

IMPROVED CRITICAL [GENERAL]

Choose one weapon type (bludgeoning, piercing, slashing, or ranged).

Prerequisite: Base attack bonus +8.

Benefit: When using the weapon type you selected, your threat range is doubled.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new weapon type.

This effect doesn't stack with any magical effect that expands the threat range of a weapon.

IMPROVED DISARM [GENERAL]

Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on combat maneuver rolls you make to disarm your opponent.

Normal: See the normal disarm rules.

IMPROVED FEINT [GENERAL]

Prerequisites: Int 13, Combat Expertise.

Benefit: You can feint in combat as a move action.

Normal: Feinting in combat is a standard action.

IMPROVED GRAPPLE [GENERAL]

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when you attempt the grapple special attack. You also gain a +4 bonus on all grapple combat maneuvers, regardless of whether you started the grapple.

Normal: Without this feat, you provoke an attack of opportunity when you attempt to grapple an opponent.

IMPROVED INITIATIVE [GENERAL]

Benefit: You get a +4 bonus on initiative checks.

IMPROVED INTIMIDATE [GENERAL]

Prerequisites: Intimidate 5 ranks.

Benefit: You can demoralize an opponent as a move action.

Normal: Demoralizing an opponent is a standard action.



There seemed to be some design space to add Improved Intimidate, which follows parallel structure to Improved Feint.

IMPROVED OVERRUN [GENERAL]

Prerequisites: Str 13, Power Attack.

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your combat maneuver roll check to knock down your opponent.

Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

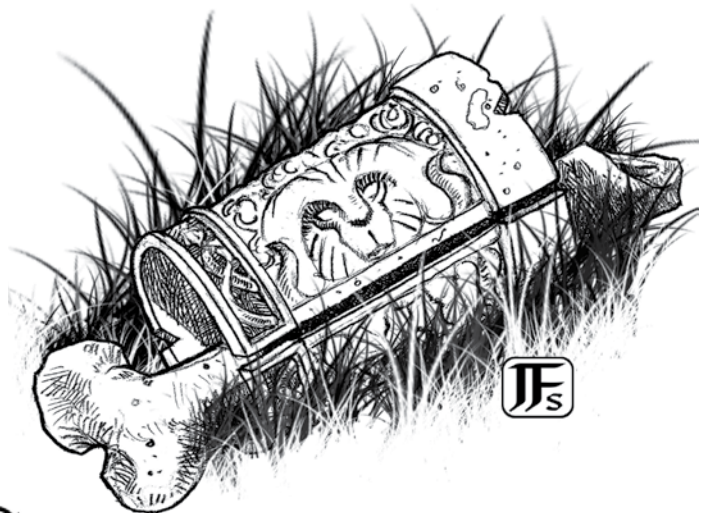
IMPROVED PRECISE SHOT [GENERAL]

Prerequisites: Dex 19, Point Blank Shot, Precise Shot, base attack bonus +11.

Benefit: Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

Normal: See the normal rules on the effects of cover and concealment. Without this feat, a character who shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.



IMPROVED SHIELD BASH [GENERAL]

While wielding a shield, you can make one shield bash attack each round in addition to your normal weapon attacks.

Prerequisite: Shield Proficiency.

Benefit: You can make one shield bash attack per round in addition to your normal attacks. With a heavy shield, you receive a -4 penalty to all your attacks that round. This penalty is reduced to -2 with a buckler or light shield. You cannot make a shield bash attack with a tower shield.

When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Normal: Without this feat, a character who performs a shield bash must do so in place of his normal attacks and loses the shield's shield bonus to AC until his or her next turn.



Creating a sword-and-board character was always difficult due to the Dexterity prerequisites of the Two-Weapon Fighting feats. A fighter has the bonus feats to spend, but might not have high enough Dexterity. Because of this, we expanded the functionality of Improved Shield Bash to include a mechanic similar to that of two-weapon fighting.

We have also changed bucklers so that they can be used to make bash attacks.

IMPROVED SUNDER [GENERAL]

Prerequisites: Str 13, Power Attack.

Benefit: When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity.

You also gain a +4 bonus on your combat maneuver roll made to attack an object held or carried by another character.

Normal: Without this feat, you provoke an attack of opportunity when you strike at an object held or carried by another character.

IMPROVED TRIP [GENERAL]

Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your combat maneuver roll to trip your opponent.

If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

Normal: Without this feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

IMPROVED TURNING [GENERAL]

Prerequisite: Ability to turn or rebuke creatures.

Benefit: Add +2 to the DC of your turn and rebuke ability.

IMPROVED TWO-WEAPON FIGHTING [GENERAL]

Prerequisites: Dex 17, Two-Weapon Fighting, base attack bonus +6.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon when you make a full attack, you may make a second (iterative) attack with your off-hand weapon in addition to the iterative attack you gain with your primary weapon.

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

IMPROVED UNARMED STRIKE [GENERAL]

Benefit: You are considered to be armed even when unarmed—that is, you do not provoke attacks of opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you.

In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

IRON WILL [GENERAL]

Benefit: You get a +2 bonus on all Will saving throws.

JACK OF ALL TRADES [GENERAL]

Prerequisite: You must be at least 6th level.

Benefit: You can use any skill untrained, even those that normally require training.

LIGHTNING REFLEXES [GENERAL]

Benefit: You get a +2 bonus on all Reflex saving throws.

MANYSHOT [GENERAL]

Prerequisites: Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6

Benefit: As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a -4 penalty) to determine success and deal damage normally (but see Special).

For every five points of base attack bonus you have above +6, you may add one additional arrow to this attack, to a maximum of four arrows at a base attack bonus of +16. However, each arrow after the second adds a cumulative -2 penalty on the attack roll (for a total penalty of -6 for three arrows and -8 for four).

Damage reduction and other resistances apply separately against each arrow fired.

Special: Regardless of the number of arrows you fire, you apply precision-based damage only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

MARTIAL WEAPON PROFICIENCY [GENERAL]

Benefit: You gain proficiency with all martial weapons, and make attack rolls with martial weapons normally.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: Barbarians, fighters, paladins, and rangers are proficient with all martial weapons. They need not select this feat.

A cleric who chooses the War domain automatically gains proficiency with his deity's favored weapon, if the weapon is a martial one.



It is possible to be proficient with only a specific martial weapon or subset of weapons. However, if you have the feat Martial Weapon Proficiency, you gain proficiency with **all** martial weapons.

MAXIMIZE SPELL [METAMAGIC]

Benefit: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

A maximized spell uses up a spell slot three levels higher than the spell's actual level.

MOBILITY [GENERAL]

Prerequisites: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

MOUNTED ARCHERY [GENERAL]

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: The penalty you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

MOUNTED COMBAT [GENERAL]

Prerequisite: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll. (Essentially, the Ride check result becomes the mount's Armor Class if it's higher than the mount's regular AC.)

OPEN-MINDED [GENERAL]

You are naturally able to reroute your memory, mind, and skill expertise.

Benefit: You immediately gain an extra 5 skill points. You spend these skill points as normal. You cannot exceed the normal maximum ranks for your level in any skill.

Special: You can gain this feat multiple times. Each time, you immediately gain another 5 skill points.

PERSISTENT SPELL [METAMAGIC]

Prerequisite: Extend Spell.

Benefit: A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or a fixed range. Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You need not concentrate on spells such as *detect magic* or *detect thoughts* to be aware of the mere presence or absence of the things detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity.

A persistent spell uses up a spell slot six levels higher than the spell's actual level.

PLANT CONTROL [GENERAL]

Prerequisites: Plant Defiance, ability to cast speak with plants.

Benefit: You can rebuke or command plant creatures as an evil cleric rebukes undead. To command a plant, you must be able to speak with it via a speak with plants effect, though it may do so mentally if desired. This ability is usable a total number of times per day equal to 3 + your Charisma modifier. You use your caster level to determine the level at which you rebuke plants.

PLANT DEFIANCE [GENERAL]

Prerequisite: Ability to cast detect animals or plants.

Benefit: You can turn (but not destroy) plant creatures as a good cleric turns undead. When determining the result of a turning attempt, treat all destruction results as normal turning. Treat immobile plant creatures as creatures unable to flee. This ability is usable a total number of times per day equal to 3 + your Charisma modifier. You use your caster level to determine the level at which you turns plants.

POINT BLANK SHOT [GENERAL]

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

POWER ATTACK [GENERAL]

Prerequisite: Str 13.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next turn.

Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.)

POWER CRITICAL [GENERAL]

Prerequisites: Weapon focus (weapon type), base attack bonus +4

Benefit: When using the weapon type you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon type or the same weapon type. If you take it with the same weapon, the effects of the feats stack.

PRECISE SHOT [GENERAL]

Prerequisite: Point Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

QUICK DRAW [GENERAL]

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

QUICKEN SPELL [METAMAGIC]

Benefit: Casting a quickened spell is a free action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than 1 full round action cannot be quickened. Casting a quickened spell doesn't provoke an attack of opportunity.

A quickened spell uses up a spell slot four levels higher than the spell's actual level.

RAPID RELOAD [GENERAL]

You can reload crossbows quicker than normal.

Prerequisite: Proficiency with a crossbow.

Benefit: The time required for you to reload a crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity.

This feat allows you to fire a hand crossbow or light crossbow as many times in a full attack action as you could attack if you were using a bow.

Normal: A character without this feat needs a move action to reload a hand or light crossbow, or a full-round action to reload a heavy crossbow.

RAPID SHOT [GENERAL]

Prerequisites: Dex 13, Point Blank Shot.

Benefit: You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a –2 penalty. You must use the full attack action to use this feat.

REACH SPELL [METAMAGIC]

Benefit: You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient.

A reach spell uses up a spell slot two levels higher than the spell's actual level.

REPEAT SPELL [METAMAGIC]

Prerequisites: Any other metamagic feat.

Benefit: A repeated spell is automatically cast again at the beginning of your next round of actions. No matter where you are, the secondary spell originates from the same location and affects the same area as the primary spell. If the repeated spell designates a target, the secondary spell retargets the same target if the target is within 30 feet of its original position; otherwise the secondary spell fails to go off. Repeat Spell cannot be used on spells with a range of touch.

A repeated spell uses up a spell slot three levels higher than the spell's actual level.

RIDE-BY ATTACK [GENERAL]

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

RUN [GENERAL]

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Jump skill description),

you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to AC.

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

SACRED SPELL [METAMAGIC]

Benefit: Half of the damage dealt by a sacred spell results directly from divine power and is therefore not subject to being reduced by protection from elements or similar magic. The other half of the damage dealt by the spell is as normal. Only divine spells can be cast as sacred spells.

A sacred spell uses up a spell slot two levels higher than the spell's actual level.

SCRIBE SCROLL [ITEM CREATION]

Prerequisite: Caster level 1st.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level x its caster level x 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

SHIELD PROFICIENCY [GENERAL]

Benefit: You can use a shield and take only the standard penalties.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride checks.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers automatically have Shield Proficiency as a bonus feat. They need not select it.

SHOT ON THE RUN [GENERAL]

Prerequisites: Dex 13, Dodge, Mobility, Point Blank Shot, base attack bonus +4.

Benefit: When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

SIDESTEP CHARGE [GENERAL]

You are skilled at dodging past charging opponents and taking advantage when they miss.

Prerequisite: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against charge attacks. If a charging opponent fails to make a successful attack against you, he provokes an attack of opportunity from you. This feat does not grant you more attacks of opportunity than you are normally allowed in a round. If you are flat-footed or otherwise denied your Dexterity bonus to Armor Class, you do not gain the benefit of this feat.

SILENT SPELL [METAMAGIC]

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected.

A silent spell uses up a spell slot one level higher than the spell's actual level.

Special: Bard spells cannot be enhanced by this metamagic feat.

SIMPLE WEAPON PROFICIENCY [GENERAL]

Benefit: You make attack rolls with simple weapons normally.

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

Special: All characters except for druids, monks, rogues, and wizards are automatically proficient with all simple weapons. They need not select this feat.

SKILL FOCUS [GENERAL]

Choose a single skill or two skills.

Benefit: If you choose a single skill, you get a +3 bonus on all checks involving that skill. If you choose two skills, you gain a +2 bonus on all checks involving either of those skills.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill or skills.

SNATCH ARROWS [GENERAL]

Prerequisites: Dex 15, Deflect Arrows, Improved Unarmed Strike.

Benefit: When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use.

You must have at least one hand free (holding nothing) to use this feat.

SPELL FOCUS [GENERAL]

Choose a school of magic.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

SPELL MASTERY [SPECIAL]

Prerequisite: Wizard level 1st.

Benefit: Each time you take this feat, choose a number of spells equal to your Intelligence modifier that you already know. From that point on, you can ready these spells without referring to a spellbook.

Normal: Without this feat, you must use a spellbook to ready all your spells, except *read magic*.

SPELL PENETRATION [GENERAL]

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

SPIRITED CHARGE [GENERAL]

Prerequisites: Ride 1 rank, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

SPRING ATTACK [GENERAL]

Prerequisites: Dex 13, Dodge, Mobility, base attack bonus +4.

Benefit: When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack, though it might provoke attacks of opportunity from other creatures, if appropriate. You can't use this feat if you are wearing heavy armor.

You must move at least 5 feet both before and after you make your attack in order to utilize the benefits of Spring Attack.

STILL SPELL [METAMAGIC]

Benefit: A stilled spell can be cast with no somatic components. Spells without somatic components are not affected.

A stilled spell uses up a spell slot one level higher than the spell's actual level.

STUNNING FIST [GENERAL]

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + ½ your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next action). A stunned character can't act, loses any Dexterity bonus to AC, and takes a –2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, and incorporeal creatures cannot be stunned.

Special: A monk who selects this feat may attempt a stunning attack a number of times per day equal to her monk level, plus one more time per day for every four levels she has in classes other than monk.

SUBDUAL SUBSTITUTION [METAMAGIC]

Prerequisites: Any other metamagic feat, Knowledge (arcana) 5 ranks.

Benefit: When employing a spell with the acid, cold, electricity, fire, or sonic designator, you can modify the spell to deal subdual damage instead of the indicated type of energy damage. The altered spell works normally in all respects except the type of damage dealt.

The altered spell uses a spell slot of the spell's normal level.

SUPERIOR EXPERTISE [GENERAL]

Prerequisites: Int 13, Combat Expertise, base attack bonus +6.

Benefit: When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack and add to your AC can be any number that does not exceed your base attack bonus.

This feat eliminates the +5 maximum for the Combat Expertise feat.

SUPERIOR TWO-WEAPON FIGHTING [GENERAL]

Prerequisites: Dex 21, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +16.

Benefit: Your penalty for fighting with two weapons is reduced by another 1 to –2/–2. If your offhand weapon is light, these penalties are reduced by another 2 each, to +0/+0. (See the table under Two Weapon Fighting for details.)

SWIFT SPELL [METAMAGIC]

Benefit: A swift spell can be cast as a swift action. You may only apply this metamagic feat to a spell that has a variable duration (1 round/level, 1 minute/level, 10 minutes/level, etc.) and a casting time of 1 standard action or less. The spell functions as normal but its duration is reduced to 1 round. A spell cast as a swift action does not provoke attacks of opportunity.

A swift spell uses a slot of the spell's normal level.

TOUGHNESS [GENERAL]

Benefit: You gain +3 hit points at 1st level and +1 hit points each additional level.



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

TOWER SHIELD PROFICIENCY [GENERAL]

Prerequisites: Shield Proficiency.

Benefit: You can use a tower shield and suffer only the standard penalties.

Normal: A character who is using a shield with which he or she is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: Fighters and paladins automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

TRAMPLE [GENERAL]

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

TWO-WEAPON DEFENSE [GENERAL]

Prerequisites: Dex 15, Two-Weapon Fighting.

Benefit: When wielding a double weapon or two weapons (not including natural weapons, or unarmed strikes), you gain a +1 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

TWO-WEAPON FIGHTING [GENERAL]

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons (not including shields) are reduced. The penalty for your primary and off hand is lessened by 4 each.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon when you make a full attack. When fighting in this way you suffer a –8 penalty with your regular attack or attacks with your primary hand and a –8 penalty to the attack with your off hand. If your off-hand weapon is light the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

WEAPON FINESSE [GENERAL]

Prerequisite: Base attack bonus +1.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are always considered light weapons.

WEAPON FOCUS [GENERAL]

Choose one weapon type (bludgeoning, piercing, slashing, or ranged).

Prerequisites: Base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using weapons of the selected type.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

WEAPON KATA [GENERAL]

Choose one specific Simple or Martial weapon, or one Exotic Weapon with which you are already proficient.

Prerequisites: Monk level 2nd.

Benefit: You gain proficiency with one additional Simple or Martial weapon, and add this weapon to your list of "monk weapons." When using this weapon, you remain centered. You cannot use this feat to gain proficiency with an exotic weapon, but if you are already proficient with an exotic weapon you may take this feat to add that weapon to your list of permitted monk weapons.

Special: You may not take this feat more than once. You may have only one weapon kata.

WEAPON SPECIALIZATION [GENERAL]

Choose one weapon type for which you have already selected the Weapon Focus feat. You deal extra damage when using weapons of this type.

Prerequisites: Weapon Focus with selected weapon type, fighter level 4th.

Benefit: You gain a +2 bonus on all damage rolls you make using weapons of the selected type.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon type.

WHIRLWIND ATTACK [GENERAL]

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.

Benefit: When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

WIDEN SPELL [METAMAGIC]

Benefit: You can alter a burst, emanation, line, or spread shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. Spells that do not have an area of one of these four sorts are not affected by this feat.

A widened spell uses up a spell slot two levels higher than the spell's actual level.

TABLE 5-1: TWO WEAPON FIGHTING

BAB	ITERATIVE ATTACKS	NORMAL PENALTIES (NO FEAT)		TWO-WEAPON FIGHTING		IMPROVED TWO-WEAPON FIGHTING		GREATER TWO-WEAPON FIGHTING		SUPERIOR TWO-WEAPON FIGHTING	
		PRIMARY	OFF HAND	PRIMARY	OFF HAND	PRIMARY	OFF HAND	PRIMARY	OFF HAND	PRIMARY	OFF HAND
BAB +0-5	+0	-8	-8	-4	-4	n/a	n/a	n/a	n/a	n/a	n/a
BAB +6-10	-2/-2	-10/-10	-10	-6/-6	-6	-6/-6	-6/-6	n/a	n/a	n/a	n/a
BAB +11-15	-1/-1	-9/-9	-9	-5/-5	-5	-5/-5	-5/-5	-4/-4	-4/-4	n/a	n/a
BAB +16+	+0/+0	-8/-8	-8	-4/-4	-4	-4/-4	-4/-4	-3/-3	-3/-3	-2/-2	-2/-2

If your off-hand weapon is light, reduce the penalties shown by another 2 for all attacks.





Equipment

All characters begin play with one outfit and 200 gp.

Pick any one of the following clothing outfits: artisan's outfit, entertainer's outfit, explorer's outfit, monk's outfit, peasant's outfit, scholar's outfit, or traveler's outfit.

Most of the information provided in this section will be familiar to veterans of the 3e rules. Significant changes are found in the Armor section—we have increased the speed of medium armor to 30 feet, for example—and in the final section on creating custom melee weapons for your campaign.

Wealth and Money

Coins

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp.

The standard coin weighs about a third of an ounce (fifty to the pound).

COINS				
	EXCHANGE VALUE			
	CP	SP	GP	PP
Copper piece (cp)	1	1/10	1/100	1/1,000
Silver piece (sp)	10	1	1/10	1/100
Gold piece (gp)	100	10	1	1/10
Platinum piece (pp)	1,000	100	10	1

Wealth Other Than Coins

In general, a character can sell something for half its listed price.

Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

Merchants commonly exchange trade goods without using currency. As a means of comparison, some trade goods are detailed below.

TRADE GOODS	
COST	ITEM
1 cp	One pound of wheat
2 cp	One pound of flour, or one chicken
1 sp	One pound of iron
5 sp	One pound of tobacco or copper
1 gp	One pound of cinnamon, or one goat
2 gp	One pound of ginger or pepper, or one sheep
3 gp	One pig
4 gp	One square yard of linen
5 gp	One pound of salt or silver
10 gp	One square yard of silk, or one cow
15 gp	One pound of saffron or cloves, or one ox
50 gp	One pound of gold
500 gp	One pound of platinum

Weapons

Weapon Categories

Weapons are grouped into several interlocking sets of categories. These categories pertain to what training is needed to become proficient in a weapon's use (simple, martial, or exotic), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), its relative encumbrance (light, one-handed, or two-handed), and its size (Small, Medium, or Large).

Simple, Martial, and Exotic Weapons

Anybody but a druid, monk, rogue, or wizard is proficient with all simple weapons. Barbarians, fighters, paladins, and rangers are proficient with all simple and all martial weapons. Characters of other classes are proficient with an assortment of mainly simple weapons and possibly also some martial or even exotic weapons. A character who uses a weapon with which he or she is not proficient takes a –4 penalty on attack rolls.

Note that it is possible to be proficient in a single weapon without being proficient in an entire category of weapons. A character who takes the Simple Weapon Proficiency or Martial Weapon Proficiency feats gains proficiency with the entire category of weapons. Exotic Weapon Proficiency applies only to a single weapon at a time.

Melee and Ranged Weapons

Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

Reach Weapons

Glaives, guisarmes, lances, longswords, ranseurs, spiked chains, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him or her. Most reach double the wielder's natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

Double Weapons

Dire flails, dwarven urgroshes, gnome hooked hammers, orc double axes, quarterstaves, and two-bladed swords are double weapons. A character can fight with both ends of a double weapon as if fighting with two weapons, but he or she incurs all the normal attack penalties associated with two-weapon combat, just as though the character were wielding a one-handed weapon and a light weapon. The character can also choose to use a double weapon two handed, attacking with only one end of it. A creature wielding a double weapon in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Thrown Weapons

Daggers, clubs, shortspears, spears, darts, javelins, throwing axes, light hammers, tridents, shuriken, and nets are thrown weapons. The wielder applies his or her Strength modifier to damage dealt by thrown weapons (except for splash weapons). It is possible to throw a weapon that isn't designed to be thrown (that is, a melee weapon that doesn't have a numeric entry in the Range Increment column on the tables below), but a character who does so takes a –4 penalty on the attack roll. Throwing a light or one-handed weapon is a standard action, while throwing a two-handed weapon is a full-round action. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20 and deals double damage on a critical hit. Such a weapon has a range increment of 10 feet.

Projectile Weapons

Light crossbows, slings, heavy crossbows, shortbows, composite shortbows, longbows, composite longbows, hand crossbows, and repeating crossbows are projectile weapons. Most projectile weapons require two hands to use (see specific weapon descriptions). A character gets no Strength bonus on damage rolls with a projectile weapon unless it's a specially built composite shortbow, specially built composite longbow, or sling. If the character has a penalty for low Strength, apply it to damage rolls when he or she uses a bow or a sling.

Ammunition: Projectile weapons use ammunition: arrows (for bows), bolts (for crossbows), or sling bullets (for slings). When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading. Generally speaking, ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost.

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them (see Masterwork Weapons), and what happens to them after they are thrown.

Light, One-Handed, and Two-Handed Melee Weapons

This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a one-handed weapon, or a two-handed weapon.

Light: A light weapon is easier to use in one's off hand than a one-handed weapon is, and it can be used while grappling. A light weapon is used in one hand. Add the wielder's Strength bonus (if any) to damage rolls for melee attacks with a light weapon if it's used in the primary hand, or one-half the wielder's Strength bonus if it's used in the off hand. Using two hands to wield a light weapon gives no advantage on damage; the Strength bonus applies as though the weapon were held in the wielder's primary hand only.

An unarmed strike is always considered a light weapon.

One-Handed: A one-handed weapon can be used in either the primary hand or the off hand. Add the wielder's Strength bonus to damage rolls for melee attacks with a one-handed weapon if it's used in the primary hand, or ½ his or her Strength bonus if it's used in the off hand. If a one-handed weapon is wielded with two hands during melee combat, add 1-½ times the character's Strength bonus to damage rolls.

Two-Handed: Two hands are required to use a two-handed melee weapon effectively. Apply 1-½ times the character's Strength bonus to damage rolls for melee attacks with such a weapon.

Weapon Size

Every weapon has a size category. This designation indicates the size of the creature for which the weapon was designed.

A weapon's size category isn't the same as its size as an object. Instead, a weapon's size category is keyed to the size of the intended wielder. In general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller than the wielder, and a two-handed weapon is an object of the same size category as the wielder.

Inappropriately Sized Weapons: A creature can't make optimum use of a weapon that isn't properly sized for it. A cumulative -2 penalty applies on attack rolls for each size category of difference between the size of its intended wielder and the size of its actual wielder. If the creature isn't proficient with the weapon a -4 nonproficiency penalty also applies.

The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed, or two-handed weapon for a particular wielder) is altered by one step for each size category of difference between the wielder's size and the size of the creature for which the weapon was designed. If a weapon's designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can't wield the weapon at all.

Improvised Weapons

Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered to be nonproficient with it and takes a -4 penalty on attack rolls made with that object. To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon scores a threat on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet.

Weapon Qualities

Here is the format for weapon entries (given as column headings on the tables to follow):

Cost: This value is the weapon's cost in gold pieces (gp) or silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon. This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

Damage: The Damage columns give the damage dealt by the weapon on a successful hit. The column labeled "Dmg (S)" is for Small weapons. The column labeled "Dmg (M)" is for Medium weapons. If two damage ranges are given then the weapon is a double weapon. Use the second damage figure given for the double weapon's extra attack. The table below gives weapon damage values for weapons of those sizes.

TINY AND LARGE WEAPON DAMAGE		
MEDIUM WEAPON DAMAGE	TINY WEAPON DAMAGE	LARGE WEAPON DAMAGE
1d2	—	1d3
1d3	1	1d4
1d4	1d2	1d6
1d6	1d3	1d8
1d8	1d4	2d6
1d10	1d6	2d8
1d12	1d8	3d6
2d4	1d4	2d6
2d6	1d8	3d6
2d8	1d10	3d8
2d10	2d6	4d8

Critical: The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, roll the damage two, three, or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll), and add all the results together.

- x2: The weapon deals double damage on a critical hit.
- x3: The weapon deals triple damage on a critical hit.
- x3/x4: One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.
- x4: The weapon deals quadruple damage on a critical hit.
- 19–20: The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20).
- 18–20: The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just 20).

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Weight: This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons and double it for Large weapons.

Type: Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Special: Some weapons have special features. See the weapon descriptions for details.

Weapon Descriptions

Weapons are found on Tables 7A (Simple), 7B (Martial) and 7C (Exotic). Weapons that have special options for the wielder ("you") are described below. Splash weapons are described under Special Substances and Items.

Arrows: An arrow used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier x2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Axe, Orc Double: An orc double axe is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding an orc double axe in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Bolas: You can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a set of bolas.

Bolts: A crossbow bolt used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (crit x2). Bolts come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Bullets, Sling: Bullets come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Chain, Spiked: A spiked chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

You can make trip attacks with the chain. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.

When using a spiked chain, you get a +2 bonus on combat maneuver rolls made to disarm an opponent.

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a spiked chain sized for you, even though it isn't a light weapon for you.



We recommend removing the spiked chain entirely. It's usually fun for exactly one person at the table.

Crossbow, Hand: You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity. Firing a crossbow does not provoke attacks of opportunity.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

Crossbow, Heavy: You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity. Firing a crossbow does not provoke attacks of opportunity.

Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a –4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one-handed firing.

Crossbow, Light: You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity. Firing a crossbow does not provoke attacks of opportunity.

Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a –2 penalty on attack rolls. You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-handed firing.

Crossbow, Repeating: The repeating crossbow (whether heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity. Firing a crossbow does not provoke attacks of opportunity.

You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

Dagger: You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body (see the Sleight of Hand skill).

Flail, Dire: A dire flail is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a dire flail in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

When using a dire flail, you get a +2 bonus on combat maneuver rolls made to disarm an enemy.

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the dire flail to avoid being tripped.

Flail or Heavy Flail: With a flail, you get a +2 bonus on combat maneuver rolls made to disarm an enemy.

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

Gauntlet: This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets.

Gauntlet, Spiked: Your opponent cannot use a disarm action to disarm you of spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

Glaive: A glaive has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Guisarme: A guisarme has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

You can also use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the guisarme to avoid being tripped.

Halberd: If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character.

You can use a halberd to make trip attacks. If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.

Hammer, Gnome Hooked: A gnome hooked hammer is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (crit x3). Its hook is a piercing weapon that deals 1d4 points of damage (crit x4). You can use either head as the primary weapon. The other head is the offhand weapon. A creature wielding a gnome hooked hammer in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

You can use a gnome hooked hammer to make trip attacks. If you are tripped during your own trip attempt, you can drop the gnome hooked hammer to avoid being tripped.

Gnomes treat gnome hooked hammers as martial weapons.

Javelin: Since it is not designed for melee, you are treated as nonproficient with it and take a –4 penalty on attack rolls if you use a javelin as a melee weapon.

Kama: The kama is a special monk weapon. This designation gives a monk wielding a kama special options.

You can use a kama to make trip attacks. If you are tripped during your own trip attempt, you can drop the kama to avoid being tripped.

Lance: A lance deals double damage when used from the back of a charging mount. It has reach, so you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

While mounted, you can wield a lance with one hand.

Longbow: You need at least two hands to use a bow, regardless of its size. A longbow is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite longbow (see below) but not a regular longbow.

Longbow, Composite: You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a –2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost.

For purposes of weapon proficiency and similar feats, a composite longbow is treated as if it were a longbow.

Longspear: A longspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready

TABLE 7A: SIMPLE WEAPONS

	COST	DMG (S)	DMG (M)	CRITICAL	RANGE INCREMENT	WEIGHT ¹	TYPE ²
UNARMED ATTACKS							
Gauntlet	2 gp	1d2	1d3	x2	—	1 lb.	Bludgeoning
Unarmed strike	—	1d2 ³	1d3 ³	x2	—	—	Bludgeoning
LIGHT MELEE WEAPONS							
Dagger	2 gp	1d3	1d4	19–20/x2	10 ft.	1 lb.	Piercing or slashing
Dagger, punching	2 gp	1d3	1d4	x3	—	1 lb.	Piercing
Gauntlet, spiked	5 gp	1d3	1d4	x2	—	1 lb.	Piercing
Mace, light	5 gp	1d4	1d6	x2	—	4 lb.	Bludgeoning
Sickle	6 gp	1d4	1d6	x2	—	2 lb.	Slashing
ONE-HANDED MELEE WEAPONS							
Club	—	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning
Mace, heavy	12 gp	1d6	1d8	x2	—	8 lb.	Bludgeoning
Morningstar	8 gp	1d6	1d8	x2	—	6 lb.	Bludgeoning and piercing
Shortspear	1 gp	1d4	1d6	x2	20 ft.	3 lb.	Piercing
TWO-HANDED MELEE WEAPONS							
Longspear ⁴	5 gp	1d6	1d8	x3	—	9 lb.	Piercing
Quarterstaff ⁵	—	1d4/1d4	1d6/1d6	x2	—	4 lb.	Bludgeoning
Spear	2 gp	1d6	1d8	x3	20 ft.	6 lb.	Piercing
RANGED WEAPONS							
Crossbow, heavy	50 gp	1d8	1d10	19–20/x2	120 ft.	8 lb.	Piercing
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, light	35 gp	1d6	1d8	19–20/x2	80 ft.	4 lb.	Piercing
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Dart	5 sp	1d3	1d4	x2	20 ft.	½ lb.	Piercing
Javelin	1 gp	1d4	1d6	x2	30 ft.	2 lb.	Piercing
Sling	—	1d3	1d4	x2	50 ft.	0 lb.	Bludgeoning
Bullets, sling (10)	1 sp	—	—	—	—	5 lb.	—
1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.							
2 When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."							
3 The weapon deals nonlethal damage rather than lethal damage.							
4 Reach weapon.							
5 Double weapon.							

action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15 concentration check or be unable to cast the spell.

An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action).

A net is useful only against creatures within one size category of you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a –4 penalty on attack rolls with it. It takes 2 rounds for

a proficient user to fold a net and twice that long for a nonproficient one to do so.

Nunchaku: The nunchaku is a special monk weapon. This designation gives a monk wielding a nunchaku special options. With a nunchaku, you get a +2 bonus on combat maneuver rolls made to disarm an enemy.

Quarterstaff: A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a quarterstaff in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

You can use a quarterstaff to make trip attacks. If you are tripped during your own trip attempt, you can drop the quarterstaff to avoid being tripped.

The quarterstaff is a special monk weapon. This designation gives a monk wielding a quarterstaff special options.

Ranseur: A ranseur has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

With a ranseur, you get a +2 bonus on combat maneuver rolls made to disarm an opponent.

Rapier: You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon for you. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.

Sai: With a sai, you get a +4 bonus on combat maneuver rolls made to disarm an enemy.

The sai is a special monk weapon. This designation gives a monk wielding a sai special options.

Scythe: A scythe can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

Shield, Heavy, Light, or Buckler: You can bash with a shield instead of using it for defense. See Armor for details.

Shortbow: You need at least two hands to use a bow, regardless of its size. You can use a shortbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite shortbow (see below) but not a regular shortbow.

Shortbow, Composite: You need at least two hands to use a bow, regardless of its size. You can use a composite shortbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is lower than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite shortbow requires a Strength modifier of +0 or higher to use with proficiency. A composite shortbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 75 gp to its cost.

TABLE 7B: MARTIAL WEAPONS

	COST	Dmg (S)	Dmg (M)	CRITICAL	RANGE INCREMENT	WEIGHT ¹	TYPE ²
LIGHT MELEE WEAPONS							
Axe, throwing	8 gp	1d4	1d6	x2	10 ft.	2 lb.	Slashing
Hammer, light	1 gp	1d3	1d4	x2	20 ft.	2 lb.	Bludgeoning
Handaxe	6 gp	1d4	1d6	x3	—	3 lb.	Slashing
Kukri	8 gp	1d3	1d4	18–20/x2	—	2 lb.	Slashing
Pick, light	4 gp	1d3	1d4	x4	—	3 lb.	Piercing
Sap	1 gp	1d4 ³	1d6 ³	x2	—	2 lb.	Bludgeoning
Shield, buckler	special	1d2	1d3	x2	—	special	Bludgeoning
Shield, light	special	1d2	1d3	x2	—	special	Bludgeoning
Spiked armor	special	1d4	1d6	x2	—	special	Piercing
Spiked, shield light	special	1d3	1d4	x2	—	special	Piercing
Sword short	10 gp	1d4	1d6	19–20/x2	—	2 lb.	Piercing
ONE-HANDED MELEE WEAPONS							
Battleaxe	10 gp	1d6	1d8	x3	—	6 lb.	Slashing
Flail	8 gp	1d6	1d8	x2	—	5 lb.	Bludgeoning
Longsword	15 gp	1d6	1d8	19–20/x2	—	4 lb.	Slashing
Pick, heavy	8 gp	1d4	1d6	x4	—	6 lb.	Piercing
Rapier	20 gp	1d4	1d6	18–20/x2	—	2 lb.	Piercing
Scimitar	15 gp	1d4	1d6	18–20/x2	—	4 lb.	Slashing
Shield, heavy	special	1d3	1d4	x2	—	special	Bludgeoning
Spiked shield, heavy	special	1d4	1d6	x2	—	special	Piercing
Trident	15 gp	1d6	1d8	x2	10 ft.	4 lb.	Piercing
Warhammer	12 gp	1d6	1d8	x3	—	5 lb.	Bludgeoning
TWO-HANDED MELEE WEAPONS							
Falchion	75 gp	1d6	2d4	18–20/x2	—	8 lb.	Slashing
Glaive ⁴	8 gp	1d8	1d10	x3	—	10 lb.	Slashing
Greataxe	20 gp	1d10	1d12	x3	—	12 lb.	Slashing
Greatclub	5 gp	1d8	1d10	x2	—	8 lb.	Bludgeoning
Flail, heavy	15 gp	1d8	1d10	19–20/x2	—	10 lb.	Bludgeoning
Greatsword	50 gp	1d10	2d6	19–20/x2	—	8 lb.	Slashing
Guisarme ⁴	9 gp	1d6	2d4	x3	—	12 lb.	Slashing
Halberd	10 gp	1d8	1d10	x3	—	12 lb.	Piercing or slashing
Lance ⁴	10 gp	1d6	1d8	x3	—	10 lb.	Piercing
Ranseur ⁴	10 gp	1d6	2d4	x3	—	12 lb.	Piercing
Scythe	18 gp	1d6	2d4	x4	—	10 lb.	Piercing or slashing
RANGED WEAPONS							
Longbow	75 gp	1d6	1d8	x3	100 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Longbow, composite	100 gp	1d6	1d8	x3	110 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow	30 gp	1d4	1d6	x3	60 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow, composite	75 gp	1d4	1d6	x3	70 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

² When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."

³ The weapon deals nonlethal damage rather than lethal damage.

⁴ Reach weapon.

⁵ Double weapon.



For purposes of weapon proficiency and similar feats, a composite shortbow is treated as if it were a shortbow.

Shortspear: A shortspear is small enough to wield one-handed. It may also be thrown.

Shuriken: A shuriken is a special monk weapon. This designation gives a monk wielding shuriken special options. A shuriken can't be used as a melee weapon.

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them and what happens to them after they are thrown.

Siangham: The siangham is a special monk weapon. This designation gives a monk wielding a siangham special options.

Sickle: A sickle can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.

Sling: Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you and you take a –1 penalty on attack rolls.

Spear: A spear can be thrown. If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

Spiked Armor: You can outfit your armor with spikes, which can deal damage in a grapple or as a separate attack. See Armor for details.

Spiked Shield, Heavy or Light: You can bash with a spiked shield instead of using it for defense. See Armor for details.

Strike, Unarmed: A Medium character deals 1d3 points of nonlethal damage with an unarmed strike. A Small character deals 1d2 points of nonlethal damage. A monk or any character with the Improved Unarmed Strike feat can deal lethal or nonlethal damage with unarmed strikes, at her option. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls.

An unarmed strike is always considered a light weapon. Therefore, you can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an unarmed strike.

Sword, Bastard: A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon.

Sword, Two-Bladed: A two-bladed sword is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a two-bladed sword in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

TABLE 7C: EXOTIC WEAPONS

	COST	DMG (S)	DMG (M)	CRITICAL	RANGE INCREMENT	WEIGHT ¹	TYPE ²
LIGHT MELEE WEAPONS							
Kama	2 gp	1d4	1d6	x2	—	2 lb.	Slashing
Nunchaku	2 gp	1d4	1d6	x2	—	2 lb.	Bludgeoning
Sai	1 gp	1d3	1d4	x2	10 ft.	1 lb.	Bludgeoning
Siangham	3 gp	1d4	1d6	x2	—	1 lb.	Piercing
ONE-HANDED MELEE WEAPONS							
Sword, bastard	35 gp	1d8	1d10	19–20/x2	—	6 lb.	Slashing
Waraxe, dwarven	30 gp	1d8	1d10	x3	—	8 lb.	Slashing
Whip ⁴	1 gp	1d23	1d33	x2	—	2 lb.	Slashing
TWO-HANDED MELEE WEAPONS							
Axe, orc double ⁵	60 gp	1d6/1d6	1d8/1d8	x3	—	15 lb.	Slashing
Chain, spiked ⁴	25 gp	1d6	2d4	x2	—	10 lb.	Piercing
Flail, dire ⁵	90 gp	1d6/1d6	1d8/1d8	x2	—	10 lb.	Bludgeoning
Hammer, gnome hooked ⁵	20 gp	1d6/1d4	1d8/1d6	x3/x4	—	6 lb.	Bludgeoning and piercing
Sword, two-bladed ⁵	100 gp	1d6/1d6	1d8/1d8	19–20/x2	—	10 lb.	Slashing
Urgrosh, dwarven ⁵	50 gp	1d6/1d4	1d8/1d6	x3	—	12 lb.	Slashing or piercing
RANGED WEAPONS							
Bolas	5 gp	1d33	1d43	x2	10 ft.	2 lb.	Bludgeoning
Crossbow, hand	100 gp	1d3	1d4	19–20/x2	30 ft.	2 lb.	Piercing
Bolts (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, repeating heavy	400 gp	1d8	1d10	19–20/x2	120 ft.	12 lb.	Piercing
Bolts (5)	1 gp	—	—	—	—	1 lb.	—
Crossbow, repeating light	250 gp	1d6	1d8	19–20/x2	80 ft.	6 lb.	Piercing
Bolts (5)	1 gp	—	—	—	—	1 lb.	—
Net	20 gp	—	—	—	10 ft.	6 lb.	—
Shuriken (5)	1 gp	1	1d2	x2	10 ft.	½ lb.	Piercing

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

² When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."

³ The weapon deals nonlethal damage rather than lethal damage.

⁴ Reach weapon.

⁵ Double weapon.

Trident: This weapon can be thrown. If you use a ready action to set a trident against a charge, you deal double damage on a successful hit against a charging character.

Urgrosh, Dwarven: A dwarven urgrosh is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a piercing weapon that deals 1d6 points of damage. You can use either head as the primary weapon. The other is the off-hand weapon. A creature wielding a dwarven urgrosh in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

If you use a ready action to set an urgrosh against a charge, you deal double damage if you score a hit against a charging character. If you use an urgrosh against a charging character, the spear head is the part of the weapon that deals damage.

Dwarves treat dwarven urgroshes as martial weapons.

Waraxe, Dwarven: A dwarven waraxe is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a dwarven waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. A dwarf treats a dwarven waraxe as a martial weapon even when using it in one hand.

Whip: A whip deals nonlethal damage. It deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.

You can make trip attacks with a whip. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.

When using a whip, you get a +2 bonus on combat maneuver rolls made to disarm an opponent.

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon for you.

Masterwork Weapons

A masterwork weapon is a finely crafted version of a normal weapon. Wielding it provides a +1 enhancement bonus on attack rolls.

You can't add the masterwork quality to a weapon after it is created; it must be crafted as a masterwork weapon (see the Craft skill). The masterwork quality adds 300 gp to the cost of a normal weapon (or 6 gp to the cost of a single unit of ammunition). Adding the masterwork quality to a double weapon costs twice the normal increase (+600 gp).

Masterwork ammunition is damaged (effectively destroyed) when used. The enhancement bonus of masterwork ammunition does not stack with any enhancement bonus of the projectile weapon firing it.

All magic weapons are automatically considered to be of masterwork quality. The enhancement bonus granted by the masterwork quality doesn't stack with the enhancement bonus provided by the weapon's magic.

Even though some types of armor and shields can be used as weapons, you can't create a masterwork version of such an item that confers an enhancement bonus on attack rolls. Instead, masterwork armor and shields have lessened armor check penalties.

TABLE 7-2: ARMOR

ARMOR	COST	ARMOR BONUS	MAX DEX BONUS	ARMOR CHECK PENALTY	ARCANE	SPEED (30 FT.)	SPEED (20 FT.)	WT. ¹
LIGHT ARMOR								
Padded	5 gp	+1	8	0	5%	30 ft.	20 ft.	10 lb.
Leather	10 gp	+2	6	0	10%	30 ft.	20 ft.	15 lb.
Studded leather	25 gp	+3	5	-1	15%	30 ft.	20 ft.	20 lb.
Chain shirt	100 gp	+4	4	-2	20%	30 ft.	20 ft.	25 lb.
MEDIUM ARMOR								
Hide	15 gp	+3	4	-3	20%	30 ft.	20 ft.	25 lb.
Scale mail	50 gp	+4	3	-4	25%	30 ft.	20 ft.	30 lb.
Chainmail	150 gp	+5	2	-5	30%	30 ft.	20 ft.	40 lb.
Breastplate	200 gp	+5	3	-4	25%	30 ft.	20 ft.	30 lb.
HEAVY ARMOR								
Splint mail	200 gp	+6	0	-7	40%	20 ft. ²	15 ft. ²	45 lb.
Banded mail	250 gp	+6	1	-6	35%	20 ft. ²	15 ft. ²	35 lb.
Half-plate	600 gp	+7	0	-7	40%	20 ft. ²	15 ft. ²	50 lb.
Full plate	1,500 gp	+8	1	-6	35%	20 ft. ²	15 ft. ²	50 lb.
SHIELDS								
Buckler	15 gp	+1	—	-1	5%	—	—	5 lb.
Shield, light wooden	3 gp	+1	—	-1	5%	—	—	5 lb.
Shield, light steel	9 gp	+1	—	-1	5%	—	—	6 lb.
Shield, heavy wooden	7 gp	+2	—	-2	15%	—	—	10 lb.
Shield, heavy steel	20 gp	+2	—	-2	15%	—	—	15 lb.
Shield, tower	30 gp	+4 ³	+2	-10	50%	—	—	45 lb.
EXTRAS								
Armor spikes	+50 gp	—	—	—	—	—	—	+10 lb.
Gauntlet, locked	8 gp	—	—	Special	Special ⁴	—	—	+5 lb.
Shield spikes	+10 gp	—	—	—	—	—	—	+5 lb.

¹ Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

² When running in heavy armor, you move only triple your speed, not quadruple.

³ A tower shield can instead grant you cover. See the description.

⁴ Hand not free to cast spells.

Armor

To wear heavier armor effectively, a character can select the Armor Proficiency feats, but most classes are automatically proficient with the armors that work best for them.

Armor and shields can take damage from some types of attacks.

Here is the format for armor entries (given as column headings on Table 7-2).

Cost: The cost of the armor for Small or Medium humanoid creatures. See Armor for Unusual Creatures, below, for armor prices for other creatures.

Armor/Shield Bonus: Each armor grants an armor bonus to AC, while shields grant a shield bonus to AC. The armor bonus from a suit of armor doesn't stack with other effects or items that grant an armor bonus. Similarly, the shield bonus from a shield doesn't stack with other effects that grant a shield bonus.

Maximum Dex Bonus: This number is the maximum Dexterity bonus to AC that this type of armor allows. Heavier armors limit mobility, reducing the wearer's ability to dodge blows. This restriction doesn't affect any other Dexterity-related abilities.

Even if a character's Dexterity bonus to AC drops to 0 because of armor, this situation does not count as losing a Dexterity bonus to AC.

Your character's encumbrance (the amount of gear he or she carries) may also restrict the maximum Dexterity bonus that can be applied to his or her Armor Class.

Shields: Shields do not affect a character's maximum Dexterity bonus.

Armor Check Penalty: Any armor heavier than leather hurts a character's ability to use some skills. An armor check penalty number is the penalty that applies to Acrobatics, Climb, Escape Artist, Jump, Sleight of Hand, and Stealth checks by a character wearing a certain kind of armor. Double the normal armor check penalty is applied to Swim checks. A character's encumbrance (the amount of gear carried, including armor) may also apply an armor check penalty.

Shields: If a character is wearing armor and using a shield, both armor check penalties apply.

Nonproficient with Armor Worn: A character who wears armor and/or uses a shield with which he or she is not proficient takes the armor's (and/or shield's) armor check penalty on attack rolls and on all Strength-based and Dexterity-based ability and skill checks. The penalty for nonproficiency with armor stacks with the penalty for nonproficiency with shields.

Arcane Spell Failure: Armor interferes with the gestures that a spellcaster must make to cast an arcane spell that has a somatic component. Arcane spellcasters face the possibility of arcane spell failure if they're wearing armor. Bards can wear light armor without incurring any arcane spell failure chance for their bard spells.

Casting an Arcane Spell in Armor: A character who casts an arcane spell while wearing armor must usually make an arcane spell failure roll. The number in the Arcane Spell Failure Chance column on Table 7-2 is the chance that the spell fails and is ruined. If the spell lacks a somatic component, however, it can be cast with no chance of arcane spell failure.

Shields: If a character is wearing armor and using a shield, add the two numbers together to get a single arcane spell failure chance.

Speed: Some armor slows the wearer down. The number shown on the table is the character's speed while wearing the armor. Humans, elves, half-elves, and half-orcs have an unencumbered speed of 30 feet. They use the first column. Dwarves, gnomes, and halflings have an unencumbered speed of 20 feet. They use the second column. Remember, however, that a dwarf's land speed remains 20 feet even in medium or heavy armor or when carrying a medium or heavy load.

Shields: Shields do not affect a character's speed.



Medium armor no longer reduces your speed, though it still carries the same drawbacks with respect to armor check penalties, arcane spell failure, and certain class features (e.g. evasion).

Weight: This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much.

Armor Descriptions

Any special benefits or accessories to the types of armor found on Table 7-2 are described below.

Armor Spikes: You can have spikes added to your armor, which allow you to deal extra piercing damage (see Table 7B) on a successful grapple attack. The spikes count as a martial weapon. If you are not proficient with them, you take a -4 penalty on grapple checks when you try to use them. You can also make a regular melee attack (or off-hand attack) with the spikes, and they count as a light weapon in this case. (You can't also make an attack with armor spikes if you have already made an attack with another off-hand weapon, and vice versa.)

An enhancement bonus to a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

Banded Mail: The suit includes gauntlets.

Breastplate: It comes with a helmet and greaves.

Buckler: This small metal shield is worn strapped to your forearm. You can use a bow or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a -1 penalty on attack rolls while doing so. This penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons. In any case, if you use a weapon in your off hand, you don't get the buckler's AC bonus for the rest of the round.

Shield Bash Attacks: You can bash an opponent with a buckler. See Table 7B for the damage dealt by a shield bash. Used this way, a buckler is a light, martial bludgeoning weapon. If you use your buckler as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a buckler does not improve the effectiveness of a shield bash made with it, but the buckler can be made into a magic weapon in its own right.



You can now shield bash with a buckler.

Chain Shirt: A chain shirt comes with a steel cap.

Chainmail: The suit includes gauntlets.

Full Plate: The suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4x100) gold pieces.

Gauntlet, Locked: This armored gauntlet has small chains and braces that allow the wearer to attach a weapon to the gauntlet so that it cannot be dropped easily. It provides a +10 bonus on any roll made to keep from being disarmed in combat. Removing a weapon from a locked gauntlet or



attaching a weapon to a locked gauntlet is a full-round action that provokes attacks of opportunity. The price given is for a single locked gauntlet. The weight given applies only if you're wearing a breastplate, light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet you already have as part of the armor.

While the gauntlet is locked, you can't use the hand wearing it for casting spells or employing skills. (You can still cast spells with somatic components, provided that your other hand is free.)

Like a normal gauntlet, a locked gauntlet lets you deal lethal damage rather than nonlethal damage with an unarmed strike.

Half-Plate: The suit includes gauntlets.

Scale Mail: The suit includes gauntlets.

Shield, Heavy, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you can't use your shield hand for anything else.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Shield Bash Attacks: You can bash an opponent with a heavy shield. See Table 7B for the damage dealt by a shield bash. Used this way, a heavy shield is a one-handed, martial bludgeoning weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

Shield, Light, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A light shield's weight lets you carry other items in that hand, although you cannot use weapons with it.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Shield Bash Attacks: You can bash an opponent with a light shield. See Table 7B for the damage dealt by a shield bash. Used this way, a light shield is a light, martial bludgeoning weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

The two-weapon fighting rules no longer apply when using a shield to make off-hand bash attacks. See the Improved Shield Bash feat for more information.

Shield, Tower: This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your AC. However, you can instead use it as total cover, though you must give up your attacks to do so. The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding. You cannot bash with a tower shield, nor can you use your shield hand for anything else.

When employing a tower shield in combat, you take a –2 penalty on attack rolls because of the shield's encumbrance.

Shield Spikes: When added to your shield, these spikes turn it into a martial piercing weapon that increases the damage dealt by a shield bash as if the shield were designed for a creature one size category larger than you. You can't put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack (see above). An enhancement bonus on a spiked shield does not improve the effectiveness of a shield bash made with it, but a spiked shield can be made into a magic weapon in its own right.

Splint Mail: The suit includes gauntlets.

Masterwork Armor

Just as with weapons, you can purchase or craft masterwork versions of armor or shields. Such a well-made item functions like the normal version, except that its armor check penalty is lessened by 1.

A masterwork suit of armor or shield costs an extra 150 gp over and above the normal cost for that type of armor or shield.

The masterwork quality of a suit of armor or shield never provides a bonus on attack or damage rolls, even if the armor or shield is used as a weapon.

All magic armors and shields are automatically considered to be of masterwork quality.

You can't add the masterwork quality to armor or a shield after it is created; it must be crafted as a masterwork item.

Sleeping in Armor

A character who sleeps in medium or heavy armor is automatically fatigued the next day. He or she takes a –2 penalty on Strength and Dexterity and can't charge or run. Sleeping in light armor does not cause fatigue.

Armor for Unusual Creatures

Armor and shields for unusually big creatures, unusually little creatures, and nonhumanoid creatures have different costs and weights from those given on Table 7-2.

Refer to the appropriate line on the table below and apply the multipliers to cost and weight for the armor type in question.

Size	Humanoid		Nonhumanoid	
	Cost	Weight	Cost	Weight
Tiny or smaller ¹	x1/2	x1/10	x1	x1/10
Small	x1	x1/2	x2	x1/2
Medium	x1	x1	x2	x1
Large	x2	x2	x4	x2
Huge	x4	x5	x8	x5
Gargantuan	x8	x8	x16	x8
Colossal	x16	x12	x32	x12

¹ Divide armor bonus by 2.

Getting Into and Out of Armor

The time required to don armor depends on its type; see Table: Donning Armor.

Don: This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Readyng (strapping on) a shield is only a move action.

Don Hastily: This column tells how long it takes to put the armor on in a hurry. The armor check penalty and armor bonus for hastily donned armor are each 1 point worse than normal.

Remove: This column tells how long it takes to get the armor off. Loosing a shield (removing it from the arm and dropping it) is only a move action.

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Padded, leather, hide, studded leather, or chain shirt	1 minute	5 rounds	1 minute ¹
Breastplate, scale mail, chainmail, banded mail, or splint mail	4 minutes ¹	1 minute	1 minute ¹
Half-plate or full plate	4 minutes ²	4 minutes ¹	1d4+1 minutes ¹
¹ If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.			
² The wearer must have help to don this armor. Without help, it can be donned only hastily.			

Customizing Melee Weapons

An analysis of all of the melee weapons in the game shows them to be fairly evenly balanced against each other (with just a couple of exceptions—the dagger is pretty darn good for a simple weapon).

But all weapons share certain characteristics: base damage, critical multiplier and threat range, they may be light or two-handed, or they may allow you to perform certain maneuvers like trip, disarm, set vs. charge, and so forth.

Within all that variance among weapons, they nevertheless remain balanced against each other primarily by the feats required to use them: Exotic weapons are slightly better than martial weapons, which in turn are slightly better than simple weapons.

TABLE 7-3: CUSTOM MELEE WEAPONS

LIGHT	ONE-HANDED	TWO-HANDED	THREAT	CRIT	MANEUVERS	TOTAL BUILD
d3	d4	d6	20	x2	-	0
d3	d4	d6	20	x3	-	2
d3	d4	d6	20	x2	two	2
d4	d6	d8	20	x2	-	2
d3	d4	d6	19-20	x2	-	2
d3	d4	d6	20	x4	-	Simple
d3	d4	d6	20	x3	two	Simple
d4	d6	d8	20	x3	-	Simple
d4	d6	d8	20	x2	two	Simple
d6	d8	d10	20	x2	-	Simple
d3	d4	d6	19-20	x3	-	Simple
d3	d4	d6	19-20	x2	two	Simple
d4	d6	d8	19-20	x2	-	Simple
d3	d4	d6	18-20	x2	-	Simple
d3	d4	d6	20	x4	two	Martial
d4	d6	d8	20	x4	-	Martial
d4	d6	d8	20	x3	two	Martial
d6	d8	d12	20	x3	-	Martial
d6	d8	d12	20	x2	two	Martial
d3	d4	d6	19-20	x4	-	Martial
d3	d4	d6	19-20	x3	two	Martial
d4	d6	d8	19-20	x3	-	Martial
d4	d6	d8	19-20	x2	two	Martial
d6	d8	d12	19-20	x2	-	Martial
d3	d4	d6	18-20	x3	-	Martial
d3	d4	d6	18-20	x2	two	Martial
d4	d6	d8	18-20	x2	-	Martial

Explanation of Table

Start with the right-most column, "Total Build."

Increasing the damage die, threat range, critical multiplier, and special maneuvers of a weapon costs 'build points.'

A weapon with a build cost of 4 points is a Simple Weapon. A weapon with a build cost of 6 points is a Martial weapon. Exotic weapons (requiring a special feat to use to full effect) weigh in at 7 points. Anything under 4 build points has room to improve and anything over 7 points is too good.

Next, look at the first three columns, which shows the weapon damage based on the size of the weapon: light, one-handed, and two-handed weapons. These damage values are based on a Medium sized creature/weapon.

The base damage for a one-handed weapon starts at 1d4. This costs 0 points. Increasing the damage die to d6, then d8, costs 2 points per increase. Martial weapons can substitute 2d4 for 1d8 or 2d6 for 1d12.

The base threat range is 20. This costs 0 points. Increasing the threat range to 19-20, then to 18-20, costs 2 points per increase.

The base critical multiplier is x2. This costs 0 points. Each increase (x3, x4) costs 2 points per increase.

Maneuvers are usually bought in pairs (hence the cost of 2 per two maneuver):

- **Disarm:** With this weapon, you get a +2 bonus on combat maneuver rolls made to disarm an enemy.
- **Light:** You may choose this option only for a one-handed weapon. The weapon is now considered light for you. You may use the weapon in your off-hand without penalty, and you may use the Weapon Finesse feat with the weapon.
- **Mounted:** The weapon deals double damage when used from the back of a charging mount. If the weapon is two-handed, you may use it one-handed while mounted.
- **Set:** You may choose this option with a one- or two-handed weapon (but not a light weapon). If you use a ready action to set your weapon against a charge, you deal double damage on a successful hit against a charging opponent.
- **Thrown:** You may throw the weapon. It gains a range increment of 10. If the weapon does piercing damage, it gains a range increment of 20.
- **Trip:** You can use the weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.
- **Reach:** You may choose this option only for a two-handed weapon. You gain reach with the weapon. (Typically, this doubles your natural reach.) If the weapon already has reach, this maneuver allows you to attack adjacent foes.

To build an Exotic weapon, find the entry on the table that is closest to what you have in mind. Then, you may add one maneuver, or you can increase the damage die. Exotic weapons increase the listed damage by one additional die size using the following progression: d3/d4/d6/d8/d10/d12.

Filtering Out "Non-Existent" Weapons:

Although all of the weapons on the table are balanced against their build costs, you can filter out certain results as weapons that "should not exist." These cells are greyed out, because no similar weapon exists in the game: All one-handed weapons in the game have a base damage of at least 1d6, and all two-handed weapon have a base damage of at least 1d8. If the row is greyed out, it typically means that too many build points were spent raising the threat or crit range, leaving the damage too low for most weapons.

You can create new weapons to taste from any row with a white background.

ombat

How Combat Works

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

1. Each combatant starts out flat-footed. Once a combatant acts, he or she is no longer flat-footed.
2. Determine 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 of combat 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 one action (either a standard action or a move action) during the surprise round. Combatants who were unaware do not 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 of combat.
4. Combatants act in initiative order (highest to lowest).
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 statistics that determine success in combat, and then details how to use.

Attack Roll

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus. (Other modifiers may also apply to this roll.) If your result equals or beats the target's Armor Class, you hit and deal damage.

Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on an attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

Attack Bonus

Your attack bonus with a melee weapon is:

Base attack bonus + Strength modifier + size modifier

With a ranged weapon, your attack bonus is:

Base attack bonus + Dexterity modifier + size modifier + range penalty

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

Damage

When your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal. Effects that modify weapon damage apply to unarmed strikes and the natural physical attack forms of creatures.

Damage reduces a target's current hit points.

Minimum Damage: If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage.

Strength Bonus: When you hit with a melee or thrown weapon, including a sling, add your Strength modifier to the damage result. A Strength penalty, but not a bonus, applies on attacks made with a bow that is not a composite bow.

Off-Hand Weapon: When you deal damage with a weapon in your off hand, you add only ½ your Strength bonus.

Wielding a Weapon Two-Handed: When you deal damage with a weapon that you are wielding two-handed, you add 1-½ times your Strength bonus. However, you don't get this higher Strength bonus when using a light weapon with two hands.

Multiplying Damage: Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results. Note: When you multiply damage more than once, each multiplier works off the original, unmultiplied damage.

Exception: Extra damage dice over and above a weapon's normal damage are never multiplied.

Armor Class

Your Armor Class (AC) represents how hard it is for opponents to land a solid, damaging blow on you. It's the attack roll result that an opponent needs to achieve to hit you. Your AC is equal to the following:

10 + armor bonus + shield bonus + Dexterity modifier + size modifier

Note that armor limits your Dexterity bonus, so if you're wearing armor, you might not be able to apply your whole Dexterity bonus to your AC.

Sometimes you can't use your Dexterity bonus (if you have one). If you can't react to a blow, you can't use your Dexterity bonus to AC. (If you don't have a Dexterity bonus, nothing happens.)

Other Modifiers: Many other factors modify your AC.

- **Enhancement Bonuses:** Enhancement effects make your armor better.
- **Deflection Bonus:** Magical deflection effects ward off attacks and improve your AC.
- **Natural Armor:** Natural armor improves your AC.
- **Dodge Bonuses:** Some other AC bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies you your Dexterity bonus also denies you dodge bonuses. (Wearing armor, however, does not limit these bonuses the way it limits a Dexterity bonus to AC.) Unlike most sorts of bonuses, dodge bonuses stack with each other.
- **Touch Attacks:** Some attacks disregard armor, including shields and natural armor. In these cases, the attacker makes a touch attack roll (either ranged or melee). When you are the target of a touch attack, your AC doesn't include any armor bonus, shield bonus, or natural armor bonus. All other modifiers, such as your size modifier, Dexterity modifier, and deflection bonus (if any) apply normally.

Hit Points

When your hit point total reaches 0, you're *disabled*. When it reaches −1, you're *dying*. If you fail three stabilization checks, you're dead (see Injury and Death).

Speed

Your speed tells you how far you can move in a round and still do something, such as attack or cast a spell. Your speed depends mostly on your race and what armor you're wearing.

Dwarves, gnomes, and halflings have a speed of 20 feet (4 squares), or 15 feet (3 squares) when wearing medium or heavy armor (except for dwarves, who move 20 feet in any armor).

Humans, elves, half-elves, and half-orcs have a speed of 30 feet (6 squares), or 20 feet (4 squares) in medium or heavy armor.

If you use two move actions in a round (sometimes called a "double move" action), you can move up to double your speed. If you spend the entire round to run all out, you can move up to quadruple your speed (or triple if you are in heavy armor).

Saving Throws

Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your class, level, and an ability score. Your saving throw modifier is:

Base save bonus + ability modifier

Saving Throw Types: The three different kinds of saving throws are Fortitude, Reflex, and Will:

Fortitude: These saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your Constitution modifier to your Fortitude saving throws.

Reflex: These saves test your ability to dodge area attacks. Apply your Dexterity modifier to your Reflex saving throws.

Will: These saves reflect your resistance to mental influence as well as many magical effects. Apply your Wisdom modifier to your Will saving throws.

Saving Throw Difficulty Class: The DC for a save is determined by the attack itself.

Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure (and may cause damage to exposed items; see *Items Surviving after a Saving Throw*). A natural 20 (the d20 comes up 20) is always a success.

Initiative

Initiative Checks: At the start of a battle, each combatant makes an initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll. Characters act in order, counting down from highest result to lowest. In every round that follows, 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 act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

Flat-Footed: At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are flat-footed. You can't use your Dexterity bonus to AC (if any) while flat-footed. Barbarians and rogues have the uncanny dodge extraordinary ability, which allows them to avoid losing their Dexterity bonus to AC due to being flat-footed. A flat-footed character can't make attacks of opportunity.

Inaction: Even if you can't take actions, you retain your initiative score for the duration of the encounter.

Surprise

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Determining Awareness: Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

Determining awareness may call for Perception checks or other checks.

The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants 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 a standard action during the surprise round. You can also take free actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Unaware Combatants: Combatants who are unaware at the start of battle don't get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet, so they lose any Dexterity bonus to AC.

Combat Reactions

Combat reactions allow you to take certain actions when it is not your turn. You gain your first Combat Reaction at BAB +1. For each additional 5 BAB (6th, 11th, and 16th) you may make an additional Combat Reaction each turn.

Any condition that prevents you from making an attack of opportunity prevents you from using a Combat Reaction.

Aid Attack

You may assist another character's attack on his turn. If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can aid your friend as a Combat Reaction. When your friend makes his attack, announce your intention to use your Combat Reaction to Aid Attack. Your friend gains a +2 bonus on his attack roll. Multiple characters can aid the same friend, and the bonuses stack.

Aid Defense

You may assist another character's defense. If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can aid your friend as a Combat Reaction. On the opponent's turn, when he makes his melee attack roll against your friend, announce your intention to use your Combat Reaction to Aid Defense. Your friend gains a +2 bonus to his AC against that attack. Multiple characters can aid the same friend, and the bonuses stack.



Two significant changes to Aid Attack/Defense. First, it no longer requires you to spend an action on your own turn—you can use it to help your friends when it is not your turn. Second, you no longer have to make the superficial attack vs. AC10. Simply announce that you want to use your Combat Reaction to Aid your ally, and he gets a +2 bonus.

These options should see a lot more use under these rules, with the significant benefit that your PCs will have an extra +2 bonus when they need it

Dodge

You may attempt to dodge a single melee or ranged attack. On the opponent's turn, when he makes his attack roll against you, announce your intention to use your Combat Reaction to Dodge. Against that single attack, you gain a dodge bonus to your AC equal to ½ your BAB.

Parry

If you are engaged in melee, you may use your Combat Reaction to parry your opponent's melee attack. On the opponent's turn, when he makes his attack roll against you, announce your intention to use your Combat Reaction to Parry. Against that single attack, you gain DR against that attack equal to ½ your BAB. If you are parrying with a buckler or shield, add the shield's AC bonus

(including any enhancement bonus) to the amount of DR. If you have DR from another source, the DR from parry stacks with your highest applicable DR.

Attack of Opportunity

As a Combat Reaction, you may make a single melee attack at your normal attack bonus towards an enemy that provokes an attack of opportunity in your threatened area. See the Attack of Opportunity section for information on your threatened area and provoking an attack of opportunity.

Attacks of Opportunity

Sometimes a combatant in a melee lets her guard down. In this case, combatants near her can take advantage of her lapse in defense to attack her for free. These free attacks are called attacks of opportunity.



Determining whether attacks of opportunity are provoked during a character's movement can slow down combat. New players don't know what causes them, and even veteran players can find themselves counting and recounting their movement in order to avoid triggering any attacks of opportunity.

One of the primary sources of frustration due to attacks of opportunity occurs when a player attempts to close and engage the enemy. Moving into a group of enemies is highly likely to provoke an attack of opportunity. Even if the enemies don't pose much of a threat to the engaging character, players usually go to great lengths to avoid provoking an attack of opportunity. This may result in the player taking a roundabout approach to the enemy or simply delaying their action.

In all cases, these situations cause the one thing we are trying to avoid: discouraging, delaying, or slowing down combat.

Since combat is such a central, frequent, and highly enjoyable aspect of the game, don't put obstacles in the way of your players.

Threatened Area

You threaten all squares into which you can make a melee attack, even when it is not your action. This is known as your threatened area. Generally, that means everything in all squares adjacent to your space (including diagonally). An enemy that takes certain actions while in your threatened area provokes an attack of opportunity from you. If you're unarmed, you don't normally threaten any squares and thus can't make attacks of opportunity.

Reach Weapons

Most creatures of Medium or smaller size have a reach of only 5 feet. This means that they can make melee attacks only against creatures up to 5 feet (1 square) away. However, Small and Medium creatures wielding reach weapons threaten more squares than a typical creature. In addition, most creatures larger than Medium have a natural reach of 10 feet or more.

Provoking an Attack of Opportunity

Two kinds of actions can provoke attacks of opportunity: moving *out of* a threatened area, and performing certain distracting actions within a threatened area.

Moving: Starting your turn in a threatened area and then moving completely out of that area usually provokes an attack of opportunity from the threatening opponent. To clarify, moving into or within an opponent's threatened area does not provoke an attack of opportunity. Only when you disengage from an enemy and move completely out of their threatened area do you provoke an attack of opportunity.

There are two common methods of avoiding an attack of opportunity: the 5-foot step and the withdraw action.

Performing a Distracting Action: Some actions, when performed in a threatened area, provoke attacks of opportunity as you divert your attention from the battle. Table: Actions in Combat notes many of the actions

that provoke attacks of opportunity. Remember that even actions that normally provoke attacks of opportunity may have exceptions to this rule.

Making an Attack of Opportunity: An attack of opportunity is a single melee attack, and you must use a combat reaction to take one. You don't have to make an attack of opportunity if you don't want to.

You make an attack of opportunity at your full normal attack bonus -- even if you've already attacked in the round.

An attack of opportunity "interrupts" the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then continue with the next character's turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character's turn).

Actions in Combat

The Combat Round

Each round represents 6 seconds in the game world. A round presents an opportunity for each character involved in a combat situation to take an action.

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 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 one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

Action Types

An action's type essentially tells you how long the action takes to perform (within the framework of the 6-second combat round) and how movement is treated. There are four types of actions: standard actions, move actions, full-round actions, and free actions.

In a normal round, you can perform a standard action and a move action, or you can perform a full-round action. You can also perform one or more free actions. You can always take a move action in place of a standard action.

In some situations (such as in a surprise round), you may be limited to taking only a single move action or standard action.

Standard Action: A standard action allows you to do something, most commonly make an attack or cast a spell. See Table: Actions in Combat for other standard actions.

Move Action: A move action allows you to move your speed or perform an action that takes a similar amount of time. See Table: Actions in Combat.

You can take a move action in place of a standard action. If you move no actual distance in a round (commonly because you have swapped your move for one or more equivalent actions), you can take one 5-foot step either before, during, or after the action.

Full-Round Action: A full-round action consumes all your effort during a round. The only movement you can take during a full-round action is a 5-foot step before, during, or after the action. You can also perform free actions (see below).

Some full-round actions do not allow you to take a 5-foot step.

Some full-round actions can be taken as standard actions, but only in situations when you are limited to performing only a standard action during your round. The descriptions of specific actions, below, detail which actions allow this option.

TABLE 8-1: ACTIONS IN COMBAT

STANDARD ACTION	ATTACK OF OPPORTUNITY ¹	MOVE ACTIONS	ATTACK OF OPPORTUNITY ¹
Attack (melee)	No	Move	Maybe
Attack (ranged)	Yes (but not crossbows)	Control a frightened mount	No
Attack (unarmed)	Yes	Crawl (half-speed)	Maybe
Activate a magic item other than a potion or oil	No	Direct or redirect an active spell	No
Cast a spell (1 standard action casting time)	Yes	Draw a weapon ⁴	No
Concentrate to maintain an active spell	No	Drink a potion or apply an oil	No
Dismiss a spell	No	Load a hand crossbow or light crossbow	Yes
Draw a hidden weapon (see Sleight of Hand skill)	No	Open or close a door	No
Escape a grapple	No	Mount a horse or dismount	No
Feint	No	Move a heavy object	Yes
Light a torch with a tindertwig	Yes	Pick up an item	No
Lower spell resistance	No	Sheathe a weapon	No
Make a dying friend stable (see Heal skill)	Yes	Stand up from prone	No
Prepare to throw splash weapon	Yes	Ready or loose a shield ⁴	No
Read a scroll	Yes	Retrieve a stored item	Yes
Ready (triggers a standard action)	No	FREE ACTIONS	ATTACK OF OPPORTUNITY ¹
Perform a combat maneuver (disarm, trip, etc.)	Varies ³	Cast a quickened spell	No
Total defense	No	Cease concentration on a spell	No
Turn or rebuke undead	No	Drop an item	No
Use extraordinary ability	No	Drop to the floor	No
Use skill that takes 1 action	Usually	Prepare spell components to cast a spell ⁶	No
Use spell-like ability	Yes	Speak	No
Use supernatural ability	No	NO ACTION	ATTACK OF OPPORTUNITY ¹
FULL-ROUND ACTION	ATTACK OF OPPORTUNITY ¹	Delay	No
Full attack	No	5-foot step	No
Charge ⁵	No	ACTION TYPE VARIES	ATTACK OF OPPORTUNITY ¹
Deliver coup de grace	Yes	Aid Another	Varies ²
Escape from a net	Yes	Use feat ⁷	Varies
Extinguish flames	No		
Light a torch	Yes		
Load a heavy or repeating crossbow	Yes		
Lock or unlock weapon in locked gauntlet	Yes		
Run	Yes		
Use skill that takes 1 round	Usually		
Use touch spell on up to six friends	Yes		
Withdraw ⁵	No		

¹ Regardless of the action, if you move out of a threatened area, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

² If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.

³ If the object is being held, carried, or worn by a creature, yes. If not, no.

⁴ If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

⁵ May be taken as a standard action if you are limited to taking only a single action in a round.

⁶ Unless the component is an extremely large or awkward item.

⁷ The description of a feat defines its effect.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform only a single swift action per turn.

Immediate Action: An immediate action is very similar to a swift action, but can be performed at any time — even if it's not your turn.

Free Action: Free actions consume a very small amount of time and effort. You can perform one or more free actions while taking another action normally. However, there are reasonable limits on what you can really do for free.

Not an Action: Some activities are so minor that they are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else.

Restricted Activity: In some situations, you may be unable to take a full round's worth of actions. In such cases, you are restricted to taking only a single standard action or a single move action (plus free actions as normal). You can't take a full-round action (though you can start or complete a full-round action by using a standard action; see below).

For action types not listed, when in doubt, the guiding principle should be this: If the action you are performing doesn't require both hands, or require you to divert your attention from your opponent, or require you to interfere with your opponent, it should not provoke an attack of opportunity.

STANDARD ACTIONS

Attack

Making an attack is a standard action.

Melee Attacks: With a normal melee weapon, you can strike any opponent within 5 feet. (Opponents within 5 feet are considered adjacent to you.) Some melee weapons have reach, as indicated in their descriptions. With a typical reach weapon, you can strike opponents 10 feet away, but you can't strike adjacent foes (those within 5 feet).

Unarmed Attacks: Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon, except for the following:

Attacks of Opportunity: Attacking unarmed provokes an attack of opportunity from the character you attack, provided she is armed. The attack of opportunity comes before your 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.

An unarmed character can't take attacks of opportunity (but see "Armed" Unarmed Attacks, below).

"Armed" Unarmed Attacks: Sometimes a character's or creature's unarmed attack counts as an armed attack. A monk, a character with the Improved Unarmed Strike feat, a spellcaster delivering a touch attack spell, and a creature with natural physical weapons all count as being armed. Note that being armed counts for both offense and defense (the character can make attacks of opportunity).

Unarmed Strike Damage: An unarmed strike from a Medium character deals 1d3 points of damage (plus your Strength modifier, as normal). A Small character's unarmed strike deals 1d2 points of damage, while a Large character's unarmed strike deals 1d4 points of damage. All damage from unarmed strikes is nonlethal damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).

Dealing Lethal Damage: You can specify that your unarmed strike will deal lethal damage before you make your attack roll, but you take a –4 penalty on your attack roll. If you have the Improved Unarmed Strike feat, you can deal lethal damage with an unarmed strike without taking a penalty on the attack roll.

Ranged Attacks: With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments. Some ranged weapons have shorter maximum ranges, as specified in their descriptions.

Attack Rolls: An attack roll represents your attempts to strike your opponent.

Your attack roll is 1d20 + your attack bonus with the weapon you're using. If the result is at least as high as the target's AC, you hit and deal damage.

Automatic Misses and Hits: 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 a threat—a possible critical hit.

Damage Rolls: If the attack roll result equals or exceeds the target's AC, the attack hits and you deal damage. Roll the appropriate damage for your weapon. Damage is deducted from the target's current hit points.

Multiple Attacks: A character who can make more than one attack per round must use the full attack action (see Full-Round Actions, below) in order to get more than one attack.

Shooting or Throwing into a Melee: If you shoot or throw a ranged weapon at a target engaged in melee with a friendly character, you take a –4 penalty on your attack roll. Two characters are engaged in melee if they are enemies of each other and either threatens the other. (An unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked.)

If your target (or the part of your target you're aiming at, if it's a big target) is at least 10 feet away from the nearest friendly character, you can avoid the –4 penalty, even if the creature you're aiming at is engaged in melee with a friendly character.

Precise Shot: If you have the Precise Shot feat you don't take this penalty.

Note: Fighting Defensively is now found in the Combat Exploits section.

Critical Hits: When you make an attack roll and get a natural 20 (the d20 shows 20), you hit regardless of your target's Armor Class, and you have scored a threat. The hit might be a critical hit (or "crit"). To find out if it's a critical hit, you immediately make a critical roll — another attack roll with all the same modifiers as the attack roll you just made. If the critical roll also results in a hit against the target's AC, your original hit is a critical hit. (The critical roll just needs to hit to give you a crit. It doesn't need to come up 20 again.) If the critical roll is a miss, then your hit is just a regular hit.

A critical hit means that you roll your damage more than once, with all your usual bonuses, and add the rolls together. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20, and the multiplier is x2.

Exception: Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.



No creature is inherently immune to critical hits as a function of its type. The DM may choose to allow or disallow *fortification* items.

Increased Threat Range: Sometimes your threat range is greater than 20. That is, you can score a threat on a lower number. In such cases, a roll of lower than 20 is not an automatic hit. Any attack roll that doesn't result in a hit is not a threat.

Increased Critical Multiplier: Some weapons deal better than double damage on a critical hit.

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.

Cast a Spell

Most spells require 1 standard action to cast. You can cast such a spell either before or after you take a move action.

Note: You retain your Dexterity bonus to AC while casting.

Spell Components: To cast a spell with a verbal (V) component, your character must speak in a firm voice. If you're gagged or in the area of a silence spell, you can't cast such a spell. A spellcaster who has been deafened has

a 20% chance to spoil any spell he tries to cast if that spell has a verbal component.

To cast a spell with a somatic (S) component, you must gesture freely with at least one hand. You can't cast a spell of this type while bound, grappling, or with both your hands full or occupied.

To cast a spell with a material (M), focus (F), or divine focus (DF) component, you have to have the proper materials, as described by the spell. Unless these materials are elaborate preparing these materials is a free action. For material components and focuses whose costs are not listed, you can assume that you have them if you have your spell component pouch.

Some spells have an experience point (XP) component and entail an experience point cost to you. No spell can restore the lost XP. You cannot spend so much XP that you lose a level, so you cannot cast the spell unless you have enough XP to spare. However, you may, on gaining enough XP to achieve a new level, immediately spend the XP on casting the spell rather than keeping it to advance a level. The XP are expended when you cast the spell, whether or not the casting succeeds.

Concentration: You must concentrate to cast a spell. If you can't concentrate you can't cast a spell. If you start casting a spell but something interferes with your concentration you must make a concentration check or lose the spell. A concentration check is a special caster level check. The check's DC depends on what is threatening your concentration. If you fail, the spell fizzles with no effect. It counts against your daily limit of spells even though you did not cast it successfully.

Concentrating to Maintain a Spell: Some spells require continued concentration to keep them going. Concentrating to maintain a spell is a standard action that doesn't provoke an attack of opportunity. Anything that could break your concentration when casting a spell can keep you from concentrating to maintain a spell. If your concentration breaks, the spell ends.

Casting Time: Most spells have a casting time of 1 standard action. A spell cast in this manner immediately takes effect.

Attacks of Opportunity: Generally, if you cast a spell, you provoke attacks of opportunity from threatening enemies. If you take damage from an attack of opportunity, you must make a concentration check (DC 5 + points of damage taken + 2x spell level) or lose the spell. Spells that require only a free action to cast don't provoke attacks of opportunity.

Casting on the Defensive: Casting a spell while on the defensive does not provoke an attack of opportunity. It does, however, require a concentration check (DC 10 + 2x spell level) to pull off. Failure means you lose the spell.

Touch Spells in Combat: Many spells have a range of touch. To use these spells, you cast the spell and then touch the subject, either in the same round or any time later. In the same round that you cast the spell, you may also touch (or attempt to touch) the target. You may take your move before casting the spell, after touching the target, or between casting the spell and touching the target. You can automatically touch one friend or use the spell on yourself, but to touch an opponent, you must succeed on an attack roll.

Touch Attacks: Touching an opponent with a touch spell is considered to be an armed attack and therefore does not provoke attacks of opportunity. However, the act of casting a spell does provoke an attack of opportunity. Touch attacks come in two types: melee touch attacks and ranged touch attacks. You can score critical hits with either type of attack. Your opponent's AC against a touch attack does not include any armor bonus, shield bonus, or natural armor bonus. His size modifier, Dexterity modifier, and deflection bonus (if any) all apply normally.

Holding the Charge: If you don't discharge the spell in the round when you cast the spell, you can hold the discharge of the spell (hold the charge) indefinitely. You can continue to make touch attacks round after round. You can touch one friend as a standard action or up to six friends as a full-round action. If you touch anything or anyone while holding a charge, even unintentionally, the spell discharges. If you cast another spell, the touch spell dissipates. Alternatively, you may make a normal unarmed attack (or an attack with a natural weapon) while holding a charge. In this case, you aren't considered armed and you provoke attacks of opportunity as normal

for the attack. (If your unarmed attack or natural weapon attack doesn't provoke attacks of opportunity, neither does this attack.) If the attack hits, you deal normal damage for your unarmed attack or natural weapon and the spell discharges. If the attack misses, you are still holding the charge.

Dismiss a Spell: Dismissing an active spell is a standard action that doesn't provoke attacks of opportunity. Activate Magic Item Many magic items don't need to be activated. However, certain magic items need to be activated, especially potions, scrolls, wands, rods, and staffs. Activating a magic item is a standard action (unless the item description indicates otherwise).

Spell Completion Items: Activating a spell completion item is the equivalent of casting a spell. It requires concentration and provokes attacks of opportunity. You lose the spell if your concentration is broken, and you can attempt to activate the item while on the defensive, as with casting a spell.

Spell Trigger, Command Word, or Use-Activated Items: Activating any of these kinds of items does not require concentration and does not provoke attacks of opportunity. Use Special Ability Using a special ability is usually a standard action, but whether it is a standard action, a full-round action, or not an action at all is defined by the ability.

Spell-Like Abilities: Using a spell-like ability works like casting a spell in that it requires concentration and provokes attacks of opportunity. Spell-like abilities can be disrupted. If your concentration is broken, the attempt to use the ability fails, but the attempt counts as if you had used the ability. The casting time of a spell-like ability is 1 standard action, unless the ability description notes otherwise.

Using a Spell-Like Ability on the Defensive: You may attempt to use a spell-like ability on the defensive, just as with casting a spell. If the concentration check (DC 10 + 2x spell level) fails, you can't use the ability, but the attempt counts as if you had used the ability.

Supernatural Abilities: Using a supernatural ability is usually a standard action (unless defined otherwise by the ability's description). Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

Extraordinary Abilities: Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

Total Defense

You can defend yourself as a standard action. You get a +4 dodge bonus to your AC for 1 round. Your AC improves at the start of this action. You can't combine total defense with the fighting defensively combat exploit or with the benefit of the Combat Expertise feat (since both of those require you to declare an attack or full attack). You cannot use the Aid Attack, Aid Defense, or Attack of Opportunity Combat Reactions while using total defense.

Start/Complete Full-Round Action

The "start full-round action" standard action lets you start undertaking a full-round action, which you can complete in the following round by using another standard action. You can't use this action to start or complete a full attack, charge, run, or withdraw.

MOVE ACTIONS

With the exception of specific movement-related skills, most move actions don't require a check.

Move

The simplest move action is moving your speed. If you take this kind of move action during your turn, you can't also take a 5-foot step.

Many nonstandard modes of movement are covered under this category, including climbing and swimming.

Crawling: You can crawl at half-speed as a move action.

Draw or Sheathe a Weapon

Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach, such as wands. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.

If you have a base attack bonus of +1 or higher, you may draw a weapon as a free action combined with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

Drawing ammunition for use with a ranged weapon (such as arrows, bolts, sling bullets, or shuriken) is a free action.

Ready or Loose a Shield

Strapping a shield to your arm to gain its shield bonus to your AC, or unstrapping and dropping a shield so you can use your shield hand for another purpose, requires a move action. If you have a base attack bonus of +1 or higher, you can ready or loose a shield as a free action combined with a regular move.

Dropping a carried (but not worn) shield is a free action.

Manipulate an Item

In most cases, moving or manipulating an item is a move action. This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door. Examples of this kind of action, along with whether they incur an attack of opportunity, are given in Table: Actions in Combat.

Direct or Redirect a Spell

Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell requires a move action and does not provoke attacks of opportunity or require concentration.

Stand Up

Standing up from a prone position requires a move action. It does NOT provoke an attack of opportunity.



Since player actions are the most precious commodity in combat, having to spend an action to stand up is penalty enough. Adding an attack of opportunity to the player's action is overkill.

Mount/Dismount a Steed

Mounting or dismounting from a steed requires a move action.

Fast Mount or Dismount: You can mount or dismount as a free action with a DC 20 Ride check (your armor check penalty, if any, applies to this check). If you fail the check, mounting or dismounting is a move action instead. (You can't attempt a fast mount or fast dismount unless you can perform the mount or dismount as a move action in the current round.)

FULL-ROUND ACTIONS

A full-round action requires an entire round to complete. Thus, it can't be coupled with a standard or a move action, though if it does not involve moving any distance, you can take a 5-foot step.

Full Attack

If you get more than one attack per round because your base attack bonus is high enough, because you fight with two weapons or a double weapon or for some special reason you must use a full-round action to get your additional attacks. You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones.

The only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between your attacks.

If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.

Deciding between an Attack or a Full Attack: After your first attack, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out. Your first attack still suffers the iterative attack penalty, however. If you've already taken a 5-foot step, you can't use your move action to move any distance, but you could still use a different kind of move action.

Cleave: The extra attack granted by the Cleave feat or Great Cleave feat can be taken whenever they apply. This is an exception to the normal limit to the number of attacks you can take when not using a full attack action.

Cast a Spell

A spell that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed.

A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell as a full-round action). These actions must be consecutive and uninterrupted, or the spell automatically fails.

When you begin a spell that takes 1 round or longer to cast, you must continue the invocations, gestures, and concentration from one round to just before your turn in the next round (at least). If you lose concentration after starting the spell and before it is complete, you lose the spell.

You only provoke attacks of opportunity when you begin casting a spell, even though you might continue casting for at least one full round. While casting a spell, you don't threaten any squares around you.

This action is otherwise identical to the cast a spell action described under Standard Actions.

Use Special Ability

Using a special ability is usually a standard action, but some may be full-round actions, as defined by the ability.

Withdraw

Withdrawing from melee combat is a full-round action. When you withdraw, you can move up to double your speed. When withdrawing, you can move out of the threatened areas of enemies without drawing attacks of opportunity. However, you must move in a straight line and you must move away from all enemies to the best of your ability.

Invisible enemies still get attacks of opportunity against you, and you can't withdraw from combat if you're blinded. You can't take a 5-foot step during the same round in which you withdraw.

If, during the process of withdrawing, you move out of a threatened square (other than the one you started in), enemies get attacks of opportunity as normal.

You may not withdraw using a form of movement for which you don't have a listed speed.

Restricted Withdraw: If you are limited to taking only a standard action each round you can withdraw as a standard action. In this case, you may move up to your speed (rather than up to double your speed).

Run

You can run as a full-round action. (If you do, you do not also get a 5-foot step.) When you run, you can move up to four times your speed in a straight line (or three times your speed if you're in heavy armor). You lose any Dexterity bonus to AC unless you have the Run feat.

You can run for a number of rounds equal to your Constitution score, but after that you must make a DC 10 Constitution check to continue running. You must check again each round in which you continue to run, and the DC of this check

increases by 1 for each check you have made. When you fail this check, you must stop running. A character who has run to his limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move no faster than a normal move action.

You can't run across difficult terrain or if you can't see where you're going.

A run represents a speed of about 12 miles per hour for a human.

Move 5 Feet through Difficult Terrain

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (a single square). In such a case, you may spend a full-round action to move 5 feet (1 square) in any direction, even diagonally.

FREE ACTIONS

Free actions don't take any time at all, though there may be limits to the number of free actions you can perform in a turn. Free actions rarely incur attacks of opportunity. Some common free actions are described below.

Drop an Item

Dropping an item in your space or into an adjacent square is a free action.

Drop Prone

Dropping to a prone position in your space is a free action.

Speak

In general, speaking is a free action that you can perform even when it isn't your turn. Speaking more than few sentences is generally beyond the limit of a free action.

Cease Concentration on Spell

You can stop concentrating on an active spell as a free action.

Cast a Swift/Quickened Spell

You can cast a swift or quickened spell (see Feats) or any spell whose casting time is designated as a free action as a free action. Only one such spell can be cast in any round, and such spells don't count toward your normal limit of one spell per round. Casting a spell with a casting time of a free action doesn't incur an attack of opportunity.

MISCELLANEOUS ACTIONS

Take 5-Foot Step

You can move 5 feet in any round when you don't perform any other kind of movement. Taking this 5-foot step never provokes an attack of opportunity. You can't take more than one 5-foot step in a round, and you can't take a 5-foot step in the same round when you move any distance.

You can take a 5-foot step before, during, or after other actions in the round.

Any creature with a speed of 5 feet or less can't take a 5-foot step, since moving even 5 feet requires a move action for such a slow creature.

You may not take a 5-foot step using a form of movement for which you do not have a listed speed.



If you move no more than 5 feet in a round, regardless of the circumstances, you do not provoke an attack of opportunity. This is an easy rule for players to remember: Five feet, no problem. Previously, you would provoke an attack of opportunity when moving 5 feet if your movement was slowed (such as moving through difficult terrain) or if you were crawling.

Use Feat

Certain feats let you take special actions in combat. Other feats do not require actions themselves, but they give you a bonus when attempting something you can already do. Some feats are not meant to be used within the framework of combat. The individual feat descriptions tell you what you need to know about them.

Use Skill

Most skill uses are standard actions, but some might be move actions, full-round actions, free actions, or something else entirely. The individual skill descriptions tell you what sorts of actions are required to perform skills.

Movement, Position, and Distance

Miniatures are on the 30mm scale—a miniature figure of a six-foot-tall human is approximately 30mm tall. A square on the battle grid is 1 inch across, representing a 5-foot by 5-foot area.

Tactical Movement

How Far Can Your Character Move?

Your speed is determined by your race and your armor (see Table: Tactical Speed). Your speed while unarmored is your base land speed.

Encumbrance: A character encumbered by carrying a large amount of gear, treasure, or fallen comrades may move slower than normal.

Reduced Speed: Perilous surfaces reduce your speed when you attempt to move on them and may cause you to fall.

Slowed Movement: Difficult terrain, obstacles, or poor visibility can slow movement.

Movement in Combat: Generally, you can move your speed in a round and still do something (take a move action and a standard action). If you do nothing but move (that is, if you use both of your actions in a round to move your speed), you can move double your speed. If you spend the entire round running, you can move quadruple your speed. If you do something that requires a full round you can only take a 5-foot step.

Bonuses to Speed: A barbarian has a +10 foot bonus to his speed (unless he's wearing heavy armor). Experienced monks also have higher speed (unless they're wearing armor of any sort). In addition, many spells and magic items can affect a character's speed. Always apply any modifiers to a character's speed before adjusting the character's speed based on armor or encumbrance, and remember that multiple bonuses of the same type to a character's speed don't stack.

RACE	NO ARMOR OR LIGHT ARMOR	MEDIUM ARMOR	HEAVY ARMOR
Human, elf, half-elf, half-orc	30 ft. (6 squares)	30 ft. (6 squares)	20 ft. (4 squares)
Dwarf	20 ft. (4 squares)	20 ft. (4 squares)	20 ft. (4 squares)
Halfling, gnome	20 ft. (4 squares)	20 ft. (4 squares)	15 ft. (3 squares)

Measuring Distance

Diagonals: When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on.

You can't move diagonally past a corner (even by taking a 5-foot step). You can move diagonally past a creature, even an opponent. You can also move diagonally past other impassable obstacles, such as pits.

Closest Creature: When it's important to determine the closest square or creature to a location, if two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.

Moving through a Square

Friendly: You can move through a square occupied by a friendly character.

When you move through a square occupied by a friendly character, that character doesn't provide you with cover.

Opponent: You can't move through a square occupied by an opponent, unless the opponent is helpless. You can move through a square occupied by a helpless opponent without penalty. (Some creatures, particularly very large ones, may present an obstacle even when helpless. In such cases, each square you move through counts as 2 squares.)

Ending Your Movement: You can't end your movement in the same square as another creature unless it is helpless.

Overrun: During your movement or as part of a charge, you can attempt to move through a square occupied by an opponent.

Acrobatics: A character can attempt to move through a square occupied by an opponent with an Acrobatics check (see the Acrobatics skill).

Very Small Creature: A Fine, Diminutive, or Tiny creature can move into or through an occupied square.

Square Occupied by Creature Three Sizes Larger or Smaller: Any creature can move through a square occupied by a creature three size categories larger than it is.

A big creature can move through a square occupied by a creature three size categories smaller than it is.

Designated Exceptions: Some creatures break the above rules. A creature that completely fills the squares it occupies cannot be moved past, even with the Acrobatics skill or similar special abilities.

Surfaces, Terrain, and Obstacles

Perilous Surfaces

Perilous surfaces are dangerous to move across and may cause you to fall prone. An Acrobatics skill check is required to move at half-speed on a perilous surface without falling, although you may increase your movement (including running or charging) by increasing the difficulty of the check.

Examples of perilous surfaces include narrow ledges, ice, and steep inclines.

Difficult Terrain

Difficult terrain slows movement. Each square of difficult terrain counts as 2 squares (or more) of movement. (Each diagonal move into a difficult terrain square counts as 3 squares.) You cannot reduce this movement penalty while moving through difficult terrain, nor can you run or charge.

If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow.

If more than one condition applies, multiply together all additional costs that apply. (This is a specific exception to the normal rule for doubling.)

Flying and incorporeal creatures are not slowed by difficult terrain.

Examples of difficult terrain include bogs and marshes, pools of water, and deep sand or snow.



Perilous surfaces require a skill check because there are negative consequences if you fail. Difficult terrain has no effect other than to slow you down.

Obstacles

Like difficult terrain, obstacles can slow movement. If an obstacle slows movement but doesn't completely block it each obstructed square or obstacle between squares counts as 2 squares of movement. You must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If you don't have sufficient movement to cross the barrier and move into

the square on the other side, you can't cross the barrier. Some obstacles may also require a skill check to cross, or allow you to negate the movement cost.

On the other hand, some obstacles block movement entirely. A character can't move through a blocking obstacle.

Flying and incorporeal creatures can avoid most obstacles.

Squeezing

In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space you take a -4 penalty on attack rolls and a -4 penalty to AC.

When a Large creature (which normally takes up four squares) squeezes into a space that's one square wide, the creature's miniature figure occupies two squares, centered on the line between the two squares. For a bigger creature, center the creature likewise in the area it squeezes into.

A creature can squeeze past an opponent while moving but it can't end its movement in an occupied square.

To squeeze through or into a space less than half your space's width, you must use the Escape Artist skill. You can't attack while using Escape Artist to squeeze through or into a narrow space, you take a -4 penalty to AC, and you lose any Dexterity bonus to AC.

Special Movement Rules

These rules cover special movement situations.

Accidentally Ending Movement in an Illegal Space: Sometimes a character ends its movement while moving through a space where it's not allowed to stop. When that happens, put your miniature in the last legal position you occupied, or the closest legal position, if there's a legal position that's closer.

Double Movement Cost: When your movement is slowed in some way, your movement usually costs double. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal move



through such terrain counts as 3 squares (just as two diagonal moves normally do).

If movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal) and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

Minimum Movement: Despite penalties to movement, you can take a full-round action to move 5 feet (1 square) in any direction, even diagonally. (This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited.) If you only move 5 feet in a round, you do not provoke an attack of opportunity, regardless of the circumstances.

Big and Little Creatures in Combat

Creatures smaller than Small or larger than Medium have special rules relating to position.

Tiny, Diminutive, and Fine Creatures: Very small creatures take up less than 1 square of space. This means that more than one such creature can fit into a single square. A Tiny creature typically occupies a space only 2-½ feet across, so four can fit into a single square. Twenty-five Diminutive creatures or 100 Fine creatures can fit into a single square. Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee. You can attack into your own square to attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them and therefore do not have a threatened area. You can away from them without provoking attacks of opportunity. They also can't flank an enemy.

Large, Huge, Gargantuan, and Colossal Creatures: Very large creatures take up more than 1 square.

Creatures that take up more than 1 square typically have a natural reach of 10 feet or more, meaning that they can reach targets even if they aren't in adjacent squares. Unlike a reach weapon, a creature with greater than normal natural reach (more than 5 feet) still threatens squares adjacent to it.

Large or larger creatures using reach weapons can strike up to double their natural reach but can't strike at their natural reach or less.

CREATURE SIZE AND SCALE		
CREATURE SIZE	SPACE ¹	NATURAL REACH ¹
Fine	½ ft.	0
Diminutive	1 ft.	0
Tiny	2-½ ft.	0
Small	5 ft.	5 ft.
Medium	5 ft.	5 ft.
Large (tall)	10 ft.	10 ft.
Large (long)	10 ft.	5 ft.
Huge (tall)	15 ft.	15 ft.
Huge (long)	15 ft.	10 ft.
Gargantuan (tall)	20 ft.	20 ft.
Gargantuan (long)	20 ft.	15 ft.
Colossal (tall)	30 ft.	30 ft.
Colossal (long)	30 ft.	20 ft.
¹ These values are typical for creatures of the indicated size. Some exceptions exist.		

Combat Modifiers

This section covers offensive and defensive modifiers provided by position or battlefield conditions, such as the relative positions of the attacker and defender, cover and concealment, helpless defenders, and so on.

Combat Exploits

Combat exploits are similar to skill exploits. To perform a combat exploit, you must state your intention at the beginning of your turn, before taking any action. You can use action points to help offset the penalties you accept for these combat exploits. Any bonuses and penalties gained from a combat exploit apply to all attacks made on your turn and last until your next turn.

Attack Exploits

Attack exploits impose a penalty to your attack roll in exchange for some subsequent benefit. You must actually make an attack on your turn to gain the benefits of an attack exploit.

Wild Swing: Accept a -2 penalty to your attack roll in exchange for a +1 bonus to your damage roll, or a -4 penalty in exchange for a +2 bonus to your damage roll. The Power Attack feat supersedes this exploit.

Fight Defensively: Accept a -2 penalty to your attack roll in exchange for a +1 bonus to your AC, or a -4 penalty in exchange for a +2 bonus to your AC. The Combat Expertise feat supersedes this exploit.

Cleaving Strike: Accept a -2 penalty to all your attack rolls in this round. If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round. The Cleave feat supersedes this exploit.

Defense Exploits

Defense exploits allow you to accept a penalty to your AC in exchange for some other combat benefit: superior offense at the expense of your defense. You must accept the exploit at the beginning of your turn and any penalties you suffer to your defense last until the start of your next turn.

Defensive Roll: Accept a -2 penalty to your AC in exchange for DR 1/-, or a -4 penalty to your AC in exchange for DR 2/-. You roll with the blows to reduce the damage you receive.

Reckless Strike: Accept a -2 penalty to your AC in exchange for a +1 bonus to attack or a +2 bonus to damage, or a -4 penalty in exchange for a +2 bonus to attack or a +4 bonus to damage.

Favorable and Unfavorable Conditions

Generally speaking, any situational modifier created by the attacker's position or tactics applies to the attack roll, while any situation modifier created by the defender's position or tactics applies to the defender's AC.



ATTACK ROLL MODIFIERS		
ATTACKER IS . . .	MELEE	RANGED
Dazzled	−1	−1
Entangled	−2 ¹	−2 ¹
Flanking defender	+2	—
Invisible	+2 ²	+2 ²
On higher ground	+1	+0
Prone	−4	−3
Shaken or frightened	−2	−2
Squeezing through a space	−4	−4
1 An entangled character also takes a −4 penalty to Dexterity, which may affect his attack roll.		
2 The defender loses any Dexterity bonus to AC. This bonus doesn't apply if the target is blinded.		
3 Most ranged weapons can't be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.		

ARMOR CLASS MODIFIERS		
DEFENDER IS . . .	MELEE	RANGED
Behind cover	+4	+4
Blinded	−2 ¹	−2 ¹
Concealed or invisible	— See Concealment —	
Cowering	−2 ¹	−2 ¹
Entangled	+0 ²	+0 ²
Flat-footed (such as surprised, balancing, climbing)	+0 ¹	+0 ¹
Grappling (but attacker is not)	+0 ¹	+0 ^{1,3}
Helpless (such as paralyzed, sleeping, or bound)	−4 ⁴	+0 ⁴
Kneeling or sitting	−2	+2
Pinned	−4 ⁴	+0 ⁴
Prone	−4	+4
Squeezing through a space	−4	−4
Stunned	−2 ¹	−2 ¹
1 The defender loses any Dexterity bonus to AC.		
2 An entangled character takes a −4 penalty to Dexterity.		
3 Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to AC.		
4 Treat the defender's Dexterity as 0 (−5 modifier). Rogues can sneak attack helpless or pinned defenders.		

Cover

To determine whether your target has cover from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that blocks line of effect, or provides cover, or through a square occupied by an enemy creature at least the same size as your target, the target has cover (+4 to AC).

Simply put, your allies and creatures smaller than your target never grant cover to your target.



It was frustrating to have your own allies provide cover to enemy targets, especially when firing a ranged weapon, through an ally, at an enemy in melee— a pretty common occurrence. The target would receive a +4 bonus to AC because of cover from the player's own ally and a −4 penalty for firing into melee. That's a cumulative −8 penalty! Considering that missile fire is one of the few advantages low-level PCs have going for them, this is a rule you can do without.

When making a melee attack against an adjacent target, your target has cover if any line from your square to the target's square goes through a wall (including a low wall). When making a melee attack against a target that isn't

adjacent to you (such as with a reach weapon), use the rules for determining cover from ranged attacks.

Low Obstacles and Cover: A low obstacle (such as a wall no higher than half your height) provides cover, but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he's closer to the obstacle than his target.

Cover and Attacks of Opportunity: You can't execute an attack of opportunity against an opponent with cover relative to you.

Cover and Reflex Saves: Cover grants you a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the cover from you. Note that spread effects can extend around corners and thus negate this cover bonus.

Cover and Stealth Checks: You can use cover to make a Stealth check. Without cover, you usually need concealment (see below) to make a Stealth check.

Soft Cover: Your allies can provide you with cover against enemy ranged attacks, giving you a +4 bonus to AC, provided they are at least the same size as you. However, such soft cover provides no bonus on Reflex saves, nor does soft cover allow you to make a Stealth check.

Big Creatures and Cover: Any creature with a space larger than 5 feet (1 square) determines cover against melee attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, you can pick any of the squares it occupies to determine if it has cover against you.

Total Cover: If you don't have line of effect to your target he is considered to have total cover from you. You can't make an attack against a target that has total cover.

Varying Degrees of Cover: In some cases, cover may provide a greater bonus to AC and Reflex saves. In such situations the normal cover bonuses to AC and Reflex saves can be doubled (to +8 and +4, respectively). A creature with this improved cover effectively gains improved evasion against any attack to which the Reflex save bonus applies. Furthermore, improved cover provides a +10 bonus on Stealth checks.

Concealment

To determine whether your target has concealment from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that provides concealment, the target has concealment.

When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment. When making a melee attack against a target that isn't adjacent to you use the rules for determining concealment from ranged attacks.

In addition, some magical effects provide concealment against all attacks, regardless of whether any intervening concealment exists.

Concealment Miss Chance: Concealment gives the subject of a successful attack a 20% 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. Multiple concealment conditions do not stack.

Concealment and Stealth Checks: You can use concealment to make a Stealth check. Without concealment, you usually need cover to make a Stealth check.

Total Concealment: If you have line of effect to a target but not line of sight he is considered to have total concealment from you. You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment).

You can't execute an attack of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.

Ignoring Concealment: Concealment isn't always effective. A shadowy area or darkness doesn't provide any concealment against an opponent with darkvision. Characters with low-light vision can see clearly for a greater distance with the same light source than other characters. Although invisibility provides total concealment, sighted opponents may still make Perception checks to notice the location of an invisible character. An invisible character gains a +20 bonus on Stealth checks if moving, or a +40 bonus on Stealth checks when not moving (even though opponents can't see you, they might be able to figure out where you are from other visual clues).

Varying Degrees of Concealment: Certain situations may provide more or less than typical concealment, and modify the miss chance accordingly.

Flanking

When making a melee attack, you get a +2 flanking bonus if your opponent is threatened by a character or creature friendly to you on the opponent's opposite border or opposite corner.

When in doubt about whether two friendly characters flank an opponent in the middle, trace an imaginary line between the two friendly characters' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.

If a flanker takes up more than 1 square, it gets the flanking bonus if any square it occupies counts for flanking.

Only a creature or character that threatens the defender can help an attacker get a flanking bonus.

Creatures with a reach of 0 feet can't flank an opponent.

Helpless Defenders

A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy.

Regular Attack: A helpless character takes a -4 penalty to AC against melee attacks, but no penalty to AC against ranged attacks. A helpless defender can't use any Dexterity bonus to AC. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to AC as if it were -5 (and a rogue can sneak attack him).

Coup de Grace: As a full-round action, you can use a melee weapon to deliver a *coup de grace* to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target. You automatically hit and score a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die.

Note that this 'instant death' effect supersedes the "Three Strikes" rule for death and dying (see Injury and Death). As such, any DM who makes a habit of delivering a *coup de grace* to downed PCs is a true rat bastard.

A rogue also gets her extra sneak attack damage against a helpless opponent when delivering a *coup de grace*.

Delivering a *coup de grace* provokes attacks of opportunity from threatening opponents.

You can deliver a *coup de grace* against a creature with total concealment, but doing this requires two consecutive full-round actions (one to "find" the creature once you've determined what square it's in, and one to deliver the *coup de grace*).

Special Attacks

Charge

Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. However, it carries tight restrictions on how you can move.

Movement During a Charge: You must move before your attack, not after.

You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated opponent. You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles). Here's what it means to have a clear path. First, you must move to the closest space from which you can attack the opponent. (If this space is occupied or otherwise blocked, you can't charge.) Second, if any line from your starting space to the ending space passes through a square that blocks movement, slows movement, or contains an enemy creature, you can't charge. (Helpless creatures and allies don't stop a charge.)

If you don't have line of sight to the opponent at the start of your turn, you can't charge that opponent.

You can't take a 5-foot step in the same round as a charge.

If you are able to take only a standard action or a move action on your turn, you can still charge, but you are only allowed to move up to your speed (instead of up to double your speed). You can't use this option unless you are restricted to taking only a standard action or move action on your turn.

Attacking on a Charge: After moving, you may make a single melee attack.

You get a +2 bonus on the attack roll, and take a -2 penalty to your AC until the start of your next turn.

A charging character gets a +2 bonus on his opposed attack roll made to bull rush an opponent.

Even if you have extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, you only get to make one attack during a charge.

Lances and Charge Attacks: A lance deals double damage if employed by a mounted character in a charge.

Weapons Readied against a Charge: Spears, tridents, and certain other piercing weapons deal double damage when readied (set) and used against a charging character.



The charge action was the only combat action in which your movement was blocked by an ally, so we removed that restriction. Our goal is to encourage PCs to enter combat, not prevent it or make it more difficult.

Feint

Feinting is a standard action. To feint, make an Acrobatics, Intimidate, or Persuasion check opposed by a Sense Motive check by your target. The target may add his base attack bonus to this Sense Motive check. If your feint check result equals or exceeds your target's Sense Motive check result, the next melee attack you make against the target does not allow him to use his Dexterity bonus to AC (if any). This attack must be made on or before your next turn.

When feinting in this way against a nonhumanoid you take a -4 penalty. Against a creature of animal Intelligence (1 or 2), you take a -8 penalty. Against a nonintelligent creature, it's impossible.

Feinting in combat does not provoke attacks of opportunity.

Feinting as a Move Action: With the Improved Feint feat, you can attempt a feint as a move action instead of as a standard action.

Mounted Combat

Horses in Combat: Warhorses and warponies can serve readily as combat steeds. Light horses, ponies, and heavy horses, however, are frightened by combat. If you don't dismount, you must make a DC 20 Ride check each round as a move action to control such a horse. If you succeed, you can perform a standard action after the move action. If you fail, the move action becomes a full round action and you can't do anything else until your next turn.

Your mount acts on your initiative count as you direct it. You move at its speed, but the mount uses its action to move.

A horse (not a pony) is a Large creature and thus takes up a space 10 feet (2 squares) across. For simplicity, assume that you share your mount's space during combat.

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

When you attack a creature smaller than your mount that is on foot, you get the +1 bonus on melee attacks for being on higher ground. If your mount moves more than 5 feet, you can only make a single melee attack. Essentially, you have to wait until the mount gets to your enemy before attacking, so you can't make a full attack. Even at your mount's full speed, you don't take any penalty on melee attacks while mounted.

If your mount charges, you also take the AC penalty associated with a charge. If you make an attack at the end of the charge, you receive the bonus gained from the charge. When charging on horseback, you deal double damage with a lance (see Charge).

You can use ranged weapons while your mount is taking a double move, but at a –4 penalty on the attack roll. You can use ranged weapons while your mount is running (quadruple speed), at a –8 penalty. In either case, you make the attack roll when your mount has completed half its movement. You can make a full attack with a ranged weapon while your mount is moving. Likewise, you can take move actions normally.

Casting Spells while Mounted: You can cast a spell normally if your mount moves up to a normal move (its speed) either before or after you cast. If you have your mount move both before and after you cast a spell, then you're casting the spell while the mount is moving, and you have to make a concentration check due to the vigorous motion (DC 10 + spell level) or lose the spell. If the mount is running (quadruple speed), you can cast a spell when your mount has moved up to twice its speed, but your concentration check is more difficult due to the violent motion (DC 15 + spell level).

If Your Mount Falls in Battle: If your mount falls, you have to succeed on a DC 15 Ride check to make a soft fall and take no damage. If the check fails, you take 1d6 points of damage.

If You Are Dropped: If you are knocked unconscious, you have a 50% chance to stay in the saddle (or 75% if you're in a military saddle). Otherwise you fall and take 1d6 points of damage. Without you to guide it, your mount avoids combat.

Throw a Splash Weapon

A splash weapon is a ranged weapon that breaks on impact, splashing or scattering its contents over its target and nearby creatures or objects. To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so you don't take the –4 nonproficiency penalty. A hit deals direct hit damage to the target, and splash damage to all creatures within 5 feet of the target.

You can instead target a specific grid intersection. Treat this as a ranged attack against AC 5. However, if you target a grid intersection, creatures in all adjacent squares are dealt the splash damage, and the direct hit damage is not dealt to any creature. You can't target a grid intersection occupied by a creature, such as a Large or larger creature; in this case, you're aiming at the creature.

If you miss the target (whether aiming at a creature or a grid intersection), roll 1d8. This determines the misdirection of the throw, with 1 being straight back at you and 2 through 8 counting clockwise around the grid intersection or target creature. Then, count a number of squares in the indicated direction equal to the range increment of the throw.

After you determine where the weapon landed, it deals splash damage to all creatures in adjacent squares.

Turn or Rebuke Undead

Good clerics and paladins and some neutral clerics can channel positive energy, which can halt, drive off (rout), or destroy undead. Evil clerics and some neutral clerics can channel negative energy, which can halt, rebuke, control, or bolster undead. Regardless of the effect, the general term for the activity is "turning."

Turning Ability

Turning undead is a supernatural ability that a character can perform as a standard action. It does not provoke attacks of opportunity. You must present your holy symbol to turn undead. Turning is considered an attack.

Times per Day: You may attempt to turn undead a number of times per day equal to 3 + your Charisma modifier. You can increase this number by taking the Extra Turning feat.

Range: Turning is a cone whose range is dependent on your cleric level (15' at 1st level, 30' at 9th level, and 60' at 17th level). All undead within the area of effect must make a save against turning (see below). You can't turn undead that have total cover relative to you. You don't need line of sight to a target, but you do need line of effect.

Turning Save: Undead within range must make a saving throw against your turning attempt. The DC is equal to 10 + ½ your cleric level + your Charisma modifier.

Intelligent undead make a Will save versus turning while non-intelligent undead use Fortitude.

Effect and Duration of Turning: On their next turn, turned undead flee (run directly away) from you by the best and fastest means available to them. They then cower for the remainder of the duration. If they cannot flee, they cower immediately. This effect lasts for 2d6 rounds. If you approach within 10 feet of them, however, they overcome being turned and act normally. (You can stand within 10 feet without breaking the turning effect—you just can't approach them.) You can attack them with ranged attacks (from at least 10 feet away), and others can attack them in any fashion, without breaking the turning effect.

Destroying Undead: If you have twice as many levels (or more) as the undead have Hit Dice, you destroy any that you would normally turn.

Evil Clerics and Undead

Evil clerics channel negative energy to rebuke or control undead rather than channeling positive energy to turn or destroy them. Undead that would be turned are rebuked instead, and those that would be destroyed are controlled.

Rebuked: A rebuked undead creature cowers as if in awe. The effect lasts 2d6 rounds.

Controlled Undead: A controlled undead creature is under the mental control of the evil cleric indefinitely and can be commanded. You may only have a number of undead under your control equal to four times your level in HD. Any spell or effect that allows you to gain control of undead count against this limit (see the *animate dead*, *command undead*, and *control undead* spells). If you exceed this number, the newly controlled creatures fall under your control, and any previously controlled undead become uncontrolled. (You choose which creatures are released.) You may voluntarily relinquish control on any controlled undead creature or creatures in order to control new ones.

Any threatening act by you or your apparent allies towards intelligent undead under your control breaks your control. Intelligent undead creatures remember that you controlled them.

Commanding Undead: The cleric must take a standard action to give mental commands to controlled undead. With a standard action, the cleric may issue a command to a number of undead creatures whose total Hit Dice do not exceed his level.

An evil cleric may give the following commands to non-intelligent undead creatures under his control: Defend, Guard, Heel, and Stay. See the Handle Animal skill for descriptions of these commands. Nonintelligent undead won't resist suicidal or obviously harmful orders.

Intelligent undead have no such restriction. Intelligent undead perceive your words and actions in the most favorable way (treat its attitude as friendly) and will follow your commands to the best of their ability (at the DM's discretion). An intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

Dispelling Turning: An evil cleric may channel negative energy to dispel a good cleric's turning effect. The evil cleric makes a turning check (1d20 + ½ cleric level + Charisma modifier) against the good cleric's turning DC (see above). If the turning check result is equal to or greater than the good cleric's turning DC, then the undead are no longer turned. The undead then revert to their normal behavior or previous state of command.

Bolstering Undead: An evil cleric may also bolster undead creatures against turning in advance. Affected undead gain a bonus to their turning saves equal to the evil cleric's Charisma modifier. The bolstering lasts 2d6 rounds. An evil undead cleric can bolster himself in this manner.

Neutral Clerics and Undead

A cleric of neutral alignment can either turn undead but not rebuke them, or rebuke undead but not turn them. Even if a cleric is neutral, channeling positive energy is a good act and channeling negative energy is evil.

Paladins and Undead

Beginning at 4th level, paladins can turn undead as if they were clerics of three levels lower than they actually are.

Turning Other Creatures

Some clerics have the ability to turn creatures other than undead. If the creature is intelligent, it uses its Will save against the turn attempt; if the creature is nonintelligent, it uses its Fortitude save.



Turn Undead needed significant redesign for a variety of reasons: it followed a completely unique set of rules unlike anything else in the game; the rules always had to be looked-up and read each time, and it required multiple rolls to resolve. Worst of all, because the central mechanic was based on an undead creature's Hit Dice, it was least effective against the creatures you expected (and hoped) it would be most effective against: mindless undead.

Turn Undead is now resolved with a single saving throw, and the DC is based on the cleric's level. No more tables to consult. The challenge, however, arose when determining which save the undead would use. An undead creature's good save is Will. Since skeletons and zombies can have a LOT of Hit Dice (and comparatively low CR), their Will saves can potentially be higher even than their intelligent undead masters! Because of this, non-intelligent undead save against turning with their seldom-used Fortitude save (a Poor save for them) instead of Will.

Instead of determining how many Hit Dice worth of creatures are affected with a turning damage roll, all undead within the cone's area are affected. To reflect a cleric's increasing power against undead, the size of the cone increases with cleric level.

If the cone seems large at high levels, consider the type of undead one is likely to encounter at those levels; yes, you can fit a lot of mummies under a 30' cone. But how often does a 9th level cleric encounter two dozen mummies? Such large numbers of undead—other than lesser minions—would be atypical for any DM using proper encounter guidelines.

The rules for controlling and commanding undead have also been expanded and clarified so it is easier to adjudicate how an evil cleric commands and interacts undead creatures under his control. Also, all spells and effects that allow a character to gain control of undead creatures now count towards the same "pool" of Hit Dice that any character can control at one time.

Two Weapon Fighting

If you wield a second weapon (but not a shield) in your off hand, you can get one extra attack per round with that weapon. You suffer a –8 penalty with your regular attack or attacks with your primary hand and a –8 penalty to the attack with your off hand when you fight this way. You can reduce these penalties in two ways:

- If your off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)
- The Two-Weapon Fighting feat lessens the primary hand penalty by 4, and the off-hand penalty by 4.

Table 5-1: *Two-Weapon Fighting* (see Feats) summarizes the interaction of all these factors.

Double Weapons: You can use a double weapon to make an extra attack with the off-hand end of the weapon as if you were fighting with two weapons. The penalties apply as if the off-hand end of the weapon were a light weapon.

Thrown Weapons: The same rules apply when you throw a weapon from each hand. Treat a dart or shuriken as a light weapon when used in this manner, and treat a bolas, javelin, net, or sling as a one-handed weapon.

Combat Maneuvers

Combat maneuvers are special attacks that you may perform in combat. These include pushing an opponent back, knocking him to the ground, or smashing a weapon he is holding. The combat maneuvers are listed below:

COMBAT MANEUVERS	
Bull rush	Push an opponent back 5 feet or more
Disarm	Knock a weapon from your opponent's hands
Grapple	Wrestle with an opponent
Overrun	Plow past or over an opponent as you move
Sunder	Strike an opponent's weapon or shield
Trip	Trip an opponent

All combat maneuvers follow the same mechanic:

As a standard action, the attacker makes a combat maneuver attack roll against the defender's combat maneuver AC.

When you make a combat maneuver attack roll, you roll a d20 and add your combat maneuver bonus. If your result equals or beats the target's combat maneuver Armor Class, your maneuver is successful.

As with a normal attack roll, a natural 1 (the d20 comes up 1) is always a failure. A natural 20 (the d20 comes up 20) is always a success.

Combat Maneuver Bonus = Melee Attack Bonus + Maneuver Modifier

Combat Maneuver AC = Touch AC + Melee Attack Bonus + Maneuver Modifier

Note: Your melee attack bonus is your BAB + Strength modifier + size modifier. Your touch AC is equal to 10 + Dexterity modifier + size modifier + any dodge or deflection bonuses you may have.

A creature's maneuver modifier is dependent on its size, as shown on the table below:

MANEUVER MODIFIERS	
CREATURE SIZE	MANEUVER MODIFIER
Fine	-24
Diminutive	-16
Tiny	-10
Small	-5
Medium	0
Large	+5
Huge	+10
Gargantuan	+16
Colossal	+24



The maneuver modifiers might look a little odd at first glance. These modifiers reverse the size modifier that is already applied to all creatures' attacks and AC, and then add the SRD "special size modifier" which turns the mechanic in favor of the larger creature. It's simply a bit of math finesse that allows you to look at the normal melee attack modifier on the character sheet or in the monster manual and use it seamlessly.

If you are playing a ruleset that uses a different special size modifier, the mechanic here will operate the same, but you will get slightly different results (perhaps favoring the smaller creature instead).

We don't see a problem with really big creatures being really good at manhandling hapless PCs.

Weapon Permitted?

If the combat maneuver allows you to use a weapon, it will be noted here. If the maneuver permits weapon use, then you may add feats, weapon enhancements, or any other modifiers that would normally grant you a bonus to your melee attack roll when using that weapon.

Bull Rush

A bull rush attempts to push an opponent straight back without doing any harm.

You can attempt a bull rush combat maneuver as a standard action or as part of a charge. You can only bull rush an opponent who is one size category larger than you or smaller. If you do not have the Improved Bull Rush feat, initiating a bull rush provokes an attack of opportunity from the target of your maneuver.

If your attack is successful, your target is pushed back 5 feet. For every 5 by which your attack exceeds the target's maneuver AC, you can push the target back an additional 5 feet. You can move with the target if you wish but you must have the available movement to do so. If your attack fails, your movement ends in front of the target.

Weapon Permitted? No.

Disarm

You attempt to knock (or grab) a weapon or an object out of an opponent's hands.

You may attempt a disarm combat maneuver as a standard action. If you do not have the Improved Disarm feat, attempting a disarm provokes an attack of opportunity from the target of your maneuver. If the defender's attack of opportunity deals any damage, your disarm attempt fails.

The wielder of a two-handed weapon on a disarm attempt gets a +4 bonus to his combat maneuver attack roll or AC, and the wielder of a light weapon takes a -4 penalty. (An unarmed strike is considered a light weapon, so you always take a penalty when trying to disarm an opponent by using an unarmed strike.) If the targeted item isn't a melee weapon, the defender takes a -4 penalty on the roll.

If you beat the defender, the defender is disarmed. If you were armed, the defender's weapon is on the ground in the defender's square. If you attempted the disarm action unarmed, you now have the weapon.

If you fail on the disarm attempt, the defender may immediately react and attempt to disarm you with a combat maneuver attack. His attempt does not provoke an attack of opportunity from you. If he fails his disarm attempt, you do not subsequently get a free disarm attempt against him.

Note: A defender wearing spiked gauntlets can't be disarmed. A defender using a weapon attached to a locked gauntlet gets a +10 bonus to resist being disarmed.

Grabbing Items

You can use a disarm action to snatch an item worn by the target. If you want to have the item in your hand, the disarm must be made as an unarmed attack. If the item is poorly secured or otherwise easy to snatch or cut away the attacker gets a +4 bonus. Unlike on a normal disarm attempt, failing the attempt doesn't allow the defender to attempt to disarm you. This otherwise functions identically to a disarm attempt, as noted above.

You can't snatch an item that is well secured unless you have pinned the wearer (see Grapple). Even then, the defender gains a +4 bonus on his AC to resist the attempt.

Weapon Permitted? Yes.

Grapple

You attempt to grab an opponent and restrict his movement.

You may attempt a grapple combat maneuver as a standard action. You can only grapple an opponent who is one size category larger than you or smaller. If you do not have the Improved Grapple feat (or similar ability, such as Improved Grab), attempting to grapple provokes an attack of opportunity

from the target of your maneuver. If the defender's attack of opportunity deals any damage, your grapple attempt fails.

If your combat maneuver attack roll is successful, you and your target both gain the *grappled* condition, and you deal damage to the target as if with an unarmed strike. If you lose, you fail to start the grapple.

Maintain Grapple

To maintain the grapple for later rounds, you and your target must occupy the same space. If you are the same size or larger than your target, you pull your target into your space. If your target is larger, however, you move into their space. (This movement is free and doesn't count as part of your movement in the round, nor does it provoke attacks of opportunity.)

If You're Grappling

When you are grappling (regardless of who started the grapple), you can perform any of the following actions. All of these actions require standard actions, unless specified otherwise.

Activate a Magic Item: You can activate a magic item, as long as the item doesn't require a spell completion trigger. You don't need to make a grapple check to activate the item.

Attack Your Opponent: You can make an attack with an unarmed strike, natural weapon, or light weapon against another character you are grappling. You take a -4 penalty on such attacks. You can't attack with two weapons while grappling, even if both are light weapons.

Cast a Spell: You can attempt to cast a spell while grappling or even while pinned (see below), provided its casting time is no more than 1 standard action, it has no somatic component, and you have in hand any material components or focuses you might need. Any spell that requires precise and careful action is impossible to cast while grappling or being pinned. If the spell is one that you can cast while grappling, you must make a concentration check ($DC\ 15 + 2 \times \text{spell level}$) or lose the spell. You don't have to make a successful combat maneuver roll to cast the spell.



Damage Your Opponent: While grappling, you can deal damage to your opponent equivalent to an unarmed strike. Make a combat maneuver roll. If you win, you deal nonlethal damage as normal for your unarmed strike (1d3 points for Medium attackers or 1d2 points for Small attackers, plus Strength modifiers). If you want to deal lethal damage, you take a -4 penalty on your grapple roll.

Exception: Monks deal more damage on an unarmed strike than other characters, and the damage is lethal. However, they can choose to deal their damage as nonlethal damage when grappling without taking the usual -4 penalty for changing lethal damage to nonlethal damage.

Draw a Light Weapon: You can draw a light weapon as a move action with a successful combat maneuver roll.

Escape from Grapple or Pin: You can escape a grapple or a pin by making a successful combat maneuver roll. You can make an Escape Artist check in place of a combat maneuver roll if you so desire. If more than one opponent is grappling you, your combat maneuver roll (or Escape Artist check) has to succeed against all their individual combat maneuver ACs to escape. (Opponents don't have to try to hold you if they don't want to.)

If you were grappling, you escape, and you no longer have the grappled condition. You finish the action by moving into any space adjacent to your opponent(s). If you were pinned, you instead become grappled.

Move: You can move half your speed (bringing all others engaged in the grapple with you) by making a successful combat maneuver roll. This requires a standard action, and you must beat all the other individual check results to move the grapple.

Note: You get a $+4$ bonus on your combat maneuver roll to move a pinned opponent, but only if no one else is involved in the grapple.

Retrieve a Spell Component: You can produce a spell component from your pouch while grappling by using a full-round action. Doing so does not require a successful combat maneuver roll.

Pin Your Opponent: You can hold your opponent immobile for 1 round by winning a combat maneuver roll. Once you have an opponent pinned, you have a few options available to you (see below).

Break Another's Pin: If you are grappling an opponent who has another character pinned, you can make a combat maneuver roll. If you win, you break the hold that the opponent has over the other character. The character is still grappling, but is no longer pinned.

Use Opponent's Weapon: If your opponent is holding a light weapon, you can use it to attack him. Make a combat maneuver roll. If you win, make an attack roll with the weapon with a -4 penalty (doing this doesn't require another action). You don't gain possession of the weapon by performing this action.

If You're Pinning an Opponent

When you have an opponent pinned, you can only perform the following actions, as described above: Damage Your Opponent, Use Opponent's Weapon, Move the Grapple.

At your option, you can prevent a pinned opponent from speaking.

You can use a disarm action to remove or grab away a well secured object worn by a pinned opponent, but he gets a $+4$ bonus on his combat maneuver AC to resist your attempt (see Disarm above).

You may voluntarily release a pinned character as a free action; if you do so, you are no longer considered to be grappling that character (and vice versa).

Joining a Grapple

If your target is already grappling someone else, you can use a standard action to attempt a grapple, as above, except that the target doesn't get an attack of opportunity against you.

If there are multiple opponents involved in the grapple, you pick one to make your combat maneuver roll against.

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 or more size categories smaller than you count for half, creatures that are one size category larger than you count double, and creatures two or more size categories larger count quadruple.

When you are grappling with multiple opponents, you choose one opponent to make your combat maneuver roll against. The exception is an attempt to escape from the grapple; to successfully escape, your combat maneuver roll must succeed against the combat maneuver AC of each opponent.

Weapon Permitted? No.

Overrun

With an overrun, you attempt to plow past or over your opponent (and move through his square) as you move.

You can attempt an overrun as a standard action taken during your move. (In general, you cannot take a standard action during a move; this is an exception.) You can only overrun an opponent who is one size category larger than you, the same size, or smaller. Since you begin the overrun by moving into the defender's space, you provoke an attack of opportunity from the defender.

The defender has the option to simply avoid you. If he avoids you, he doesn't suffer any ill effect and you may keep moving (You can always move through a square occupied by someone who lets you by.) The overrun attempt doesn't count against your actions this round (except for any movement required to enter the opponent's square).

If your opponent blocks you, make a combat maneuver attack roll. If you win, you knock the defender prone and can continue your movement as normal. If you lose, the defender may immediately react and make a combat maneuver attack roll to try to knock you prone.

If you fail and are knocked prone in turn, you have to move 5 feet back the way you came and fall prone, ending your movement there. If you fail but are not knocked prone, you have to move 5 feet back the way you came, ending your movement there. If that square is occupied, you fall prone in that square.

The defender gets a +4 bonus on his combat maneuver AC if he has more than two legs or is otherwise more stable than a normal humanoid.

Improved Overrun: If you have the Improved Overrun feat, your target may not choose to avoid you.

Mounted Overrun (Trample): If you attempt an overrun while mounted, your mount makes the combat maneuver roll to determine the success or failure of the overrun attack (and applies its maneuver modifier, rather than yours). If you have the Trample feat and attempt an overrun while mounted, your target may not choose to avoid you, and if you knock your opponent prone with the overrun, your mount may make one hoof attack against your opponent.

Weapon Permitted? No.

Sunder

You attempt to damage a weapon, shield, armor, or item your opponent is holding or wearing.

You can attempt a sunder combat maneuver as a standard action with a slashing or bludgeoning weapon. If you do not have the Improved Sunder feat, attempting a sunder maneuver provokes an attack of opportunity from the target of your maneuver.

If your combat maneuver attack roll is successful, roll damage and deal it to your opponent's item. If you fail the sunder attempt, you don't deal any damage.

The wielder of a two-handed weapon on a sunder attempt gets a +4 bonus to his combat maneuver attack roll or AC, and the wielder of a light weapon takes a -4 penalty.

If you reduce an object to 0 hit points, it is either broken or destroyed (attacker's choice). See Table: Common Armor, Weapon, and Shield Hardness and Hit Points to determine how much damage you must deal to destroy the item.

COMMON ARMOR, WEAPON, AND SHIELD HARDNESS AND HIT POINTS		
WEAPON OR SHIELD	HARDNESS	HP ¹
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special ²	armor bonus x 5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20
¹ The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.		
² Varies by material.		

To attempt to snatch away an item worn by a defender rather than damage it (see Disarm above).

Weapon Permitted? Yes.

Trip

You attempt to knock an opponent to the ground. You can attempt a trip combat maneuver as a standard action. You can only trip an opponent who is one size category larger than you, the same size, or smaller. Making a trip attempt is an unarmed attack. If you do not have the Improved Trip or Improved Unarmed Strike feats, or are not tripping with a weapon (see below), attempting a trip provokes an attack of opportunity from the target of your maneuver.

If your attack is successful, you trip the defender. If you lose, the defender may immediately react and make a combat maneuver attack roll to try to trip you.

The defender gets a +4 bonus to his AC if he has more than two legs or is otherwise more stable than a normal humanoid.

Being Tripped (Prone): A tripped character is prone. Standing up is a move action.

Tripping a Mounted Opponent: You may make a trip attack against a mounted opponent. The defender may make a Ride check in place of his combat maneuver AC. If you succeed, you pull the rider from his mount.

Tripping with a Weapon: Some weapons can be used to make trip attacks. In this case, you make an attack with the weapon instead of an unarmed attack, and you don't provoke an attack of opportunity. If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

Weapon Permitted? No, unless the weapon you are wielding can be used to make trip attacks.

Injury and Dying

Your hit points measure how hard you are to kill. No matter how many hit points you lose, your character isn't hindered in any way until your hit points drop to 0 or lower.

Loss of Hit Points

The most common way that your character gets hurt is to take lethal damage and lose hit points

What Hit Points Represent: 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: Damage doesn't slow you down until your current hit points reach 0 or lower. At 0 hit points, you're *disabled*.

When you have a negative hit point total, you're *dying*.

If you fail three stabilization checks while at negative hit points, you die.

Massive Damage: If you ever sustain a single attack deals 50 points of damage or more and it doesn't kill you outright, you must make a DC 15 Fortitude save. If this saving throw fails, you immediately drop to -1 hit points and begin *dying*. If you take 50 points of damage or more from multiple attacks, no one of which dealt 50 or more points of damage itself, the massive damage rule does not apply.

DISABLED (0 HIT POINTS)

When your current hit points drop to exactly 0, you're *disabled*. You can only take a single move or standard action each turn (but not both, nor can you take full-round actions). You can take move actions without further injuring yourself, but if you perform any standard action (or any other strenuous action) you take 1 point of damage after the completing the act. Unless your activity increased your hit points, you are now at -1 hit points, and you're *dying*.

Healing that raises your hit points above 0 makes you fully functional again, just as if you'd never been reduced to 0 or fewer hit points.

You can also become disabled when recovering from dying. In this case, it's a step toward recovery, and you can have fewer than 0 hit points (see *Stable Characters and Recovery*, below).

DYING (NEGATIVE HIT POINTS)

When your character's current hit points drop below 0, he's *dying*.

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 either dies or becomes stable (see below).

DEAD (3 FAILED STABILIZATION CHECKS)

When your character fails three stabilization checks (see below) while dying, or if he takes massive damage (see above), he's dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution to 0.

Stable Characters and Recovery

On their next turn after a character is reduced to negative hit points, and any time he takes additional damage while already at negative hit points, he must make a stabilization check. A stabilization check is a Fortitude save (DC 10 + the character's negative hit point total).

A successful check means the character stabilizes and is no longer dying. If he doesn't stabilize, he loses 1 hit point and must attempt another stabilization check on his next turn. (A character who's unconscious or dying can't use any special action that changes the initiative count on which his action occurs.)

If the character fails three stabilization checks before he stabilizes, he's dead.

You can keep a dying character from losing any more hit points and make him stable with a DC 15 Heal check.

If any sort of healing cures the dying character of even 1 point of damage, he stops losing hit points and becomes stable.

Healing that raises the dying character's hit points to 0 makes him conscious and disabled. Healing that raises his hit points to 1 or more makes him fully functional again, just as if he'd never been reduced to 0 or lower. A spellcaster retains the spellcasting capability she had before dropping below 0 hit points.

A stable character who has been tended by a healer (with first aid) or who has been magically healed eventually regains consciousness and recovers hit points naturally. If the character has no one to tend him, however, his life is still in danger, and he may yet slip away.

Recovering with Help: One hour after a tended, dying character becomes stable, make a stabilization check. If successful, he become conscious, at which point he is disabled (as if he had 0 hit points). If he remains unconscious, he makes another stabilization check every hour to regain consciousness. Even if unconscious, he recovers hit points naturally. He is back to normal when his hit points rise to 1 or higher.

Recovering without Help: A severely wounded character left alone usually dies. He has a small chance, however, of recovering on his own.

A character who becomes stable on his own (by making the stabilization check while dying) and who has no one to tend to him still loses hit points, just at a slower rate. Every hour, he must make another stabilization check to become conscious. Each time he misses his hourly roll to become conscious, he loses 1 hit point. He also does not recover hit points through natural healing.

Even once he becomes conscious and is disabled, an unaided character still does not recover hit points naturally. Instead, each day he must make a stabilization check to start recovering hit points naturally (starting with that day); otherwise, he loses 1 hit point.

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

Healing

After taking damage, you can recover hit points through natural healing or through magical healing. In any case, you can't regain hit points past your full normal hit point total.

Natural Healing: With a normal rest (uninterrupted rest with conversation and light activity only), you recover a number of hit points equal to half your normal hit point total. Any significant interruption during your rest prevents you from healing.

With a full day's rest, you recover all your hit points. Any significant interruption during your rest prevents you from healing.

Magical Healing: Various abilities and spells can restore hit points.

Healing Limits: You can never recover more hit points than you lost. Magical healing won't raise your current hit points higher than your full normal hit point total.

Healing Ability Damage: Ability damage is temporary, just as hit point damage is. A character recovers 1 point of ability damage for each affected ability score after his first rest period. Characters cannot heal additional ability point damage until they take a full day's rest. A full day's rest restores 2 points per day (24 hours) for each affected ability score.

Temporary Hit Points

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

When temporary hit points are lost, they cannot be restored as real hit points can be, even by magic.

Increases in Constitution Score and Current Hit Points: An increase in a character's Constitution score, even a temporary one, can give her more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored and they are not lost first as temporary hit points are.

Nonlethal Damage

Dealing Nonlethal Damage: Certain attacks deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you've accumulated. Do not deduct the nonlethal damage number from your current hit points. It is not "real" damage. Instead, when your nonlethal damage equals your current hit points, you're staggered, and when it exceeds your current hit points, you fall unconscious. It doesn't matter whether the nonlethal damage equals or exceeds your current hit points because the nonlethal damage has gone up or because your current hit points have gone down.

Nonlethal Damage with a Weapon that Deals Lethal Damage: You can use a melee weapon that deals lethal damage to deal nonlethal damage instead, but you take a -4 penalty on your attack roll.

Lethal Damage with a Weapon that Deals Nonlethal Damage: You can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead, but you take a -4 penalty on your attack roll.

Staggered and Unconscious: When your nonlethal damage equals your current hit points, you're staggered. You can only take a standard action or a move action in each round. You cease being staggered when your current hit points once again exceed your nonlethal damage.

When your nonlethal damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless.

Spellcasters who fall unconscious retain any spellcasting ability they had before going unconscious.

Healing Nonlethal Damage: You heal nonlethal damage at the rate of 1 hit point per hour per character level regardless of rest or other activity. A normal rest period heals all nonlethal damage.

When a spell or a magical power cures hit point damage, it also removes an equal amount of nonlethal damage.

Condition Summary

If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most severe effect.

Ability Damaged: The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious. Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

Ability Drained: The character has permanently lost 1 or more ability score points. The character can regain these points only through magical means. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Blinded: The character cannot see. He takes a -2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Perception checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Blown Away: Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls $1d4 \times 10$ feet, taking $1d4$ points of nonlethal damage per

10 feet. A flying creature that is blown away is blown back $2d6 \times 10$ feet and takes $2d6$ points of nonlethal damage due to battering and buffering.

Broken: When an object's hit points reach 0, it is either *broken* or *destroyed* (attacker's choice). Broken items are less effective at their designated task. The broken condition has the following effects, depending upon the item:

Weapon: Any attacks made with a broken weapon suffer a -2 penalty on attack and damage rolls. Such weapons only score a critical hit on a natural 20 and only deal $\times 2$ damage.

Armor or shield: Broken armor halves the bonus it grants to AC, rounded down. Broken armor doubles its armor check penalty on skills.

Items: Items with the broken condition, regardless of type, cease functioning and can't be used until repaired. A broken item is worth 75% of its normal value. A broken magic item can only be repaired with a *mending* or *make whole* spell cast by a character with a caster level equal to or higher than the item's and then only if the spell eliminates all of the damage the object has taken. Non-magical items can be repaired in a similar fashion, or through the Craft skill used to create it.

Checked: Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

Confused: A confused character's actions are determined by rolling $d\%$ at the beginning of his turn: 01–10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11–20, act normally; 21–50, do nothing but babble incoherently; 51–70, flee away from caster at top possible speed; 71–100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self). A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. A confused character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cowering: The character is frozen in fear and can take no actions. A cowering character takes a -2 penalty to Armor Class and loses her Dexterity bonus (if any).

Crippled: The creature's movement is impaired. A crippled creature reduces his movement rate by half, and cannot run or charge. A creature with more than one mode of movement may be crippled in one mode of movement but unimpaired in others. After a normal rest, crippled characters are no longer crippled.

Dazed: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC. A dazed condition typically lasts 1 round.

Dazzled: The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a -1 penalty on attack rolls, Search checks, and Perception checks.

Dead: The character fails three stabilization checks, his Constitution drops to 0, or he is killed outright by a spell or effect. The character's soul leaves his body. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

Deafened: A deafened character cannot hear. She takes a -4 penalty on initiative checks, automatically fails Perception checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Disabled: A character with 0 hit points, or one who has negative hit points but has become stable and conscious, is disabled. A disabled character may

take a single move action or standard action each round (but not both, nor can she take full-round actions). She moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the DM deems strenuous, including some free actions such as casting a quickened spell) deals 1 point of damage after the completion of the act. Unless the action increased the disabled character's hit points, she is now in negative hit points and dying.

Even once he becomes conscious and is disabled, an unaided character still does not recover hit points naturally. Instead, each day he must make a stabilization check to start recovering hit points naturally (starting with that day); otherwise, he loses 1 hit point. Once an unaided character starts recovering hit points naturally, he is no longer in danger of naturally losing hit points (even if his current hit point total is negative).

Dying: A dying character is unconscious and near death. She currently has a negative hit point total. A dying character can take no actions and is unconscious. On their next turn after a character is reduced to negative hit points, and any time he takes additional damage while at negative hit points, he must make a stabilization check. A stabilization check is a Fortitude save (DC 10 + the character's negative hit point total).

A successful check means the character stabilizes and is no longer dying. If he doesn't stabilize, he loses 1 hit point and must attempt another stabilization check on his next turn.

If the character fails three stabilization checks before he stabilizes, he's dead.

Energy Drained: The character gains one or more negative levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: –1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 hit points; and –1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell slot and one ready spell from the highest spell level he can cast.

Entangled: The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a concentration check (DC 10 + 2x the spell's level) or lose the spell.

Exhausted: An exhausted character moves at half speed and takes a –6 penalty to Strength and Dexterity. After 1 hour of rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated: A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a –4 penalty on skill checks made as reactions, such as Perception. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Fatigued: A fatigued character can neither run nor charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of rest, fatigued characters are no longer fatigued.

Flat-Footed: A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to AC (if any) and cannot make attacks of opportunity.

Frightened: Characters who are frightened are shaken, and in addition they flee from the source of their fear as quickly as they can. They can choose the path of their flight. Other than that stipulation, once they are out of sight



(or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight (though they are still shaken). A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Grappled: A grappled creature suffers the following effects:

No Threatened Area: You do not have a threaten area while grappling.

No Dexterity Bonus: You lose your Dexterity bonus to AC (if you have one) against opponents you aren't grappling. (You can still use it against opponents you are grappling.)

No Movement: You can't move normally while grappling. You may, however, make a grapple combat maneuver roll to move while grappling.

No Combat Reactions: You cannot make any Combat Reactions while grappling.

Helpless: A helpless character is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a Dexterity of 0 (–5 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks get no special bonus against helpless targets. Rogues can sneak attack helpless targets.

As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. (A rogue also gets her sneak attack damage bonus against a helpless foe when delivering a coup de grace.) If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity.

Incorporeal: Having no physical body. Incorporeal creatures are immune to all non-magical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects.

Invisible: Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any). (See *Invisibility*, under *Special Abilities*.)

Knocked Down: Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 x 10 feet.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Panicked: A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a –2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed: A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. An creature can

move through a space occupied by a paralyzed creature ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.

Petrified: A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.

Pinned: When an opponent has pinned you, you are held immobile (but not helpless) for 1 round. While you're pinned, you take a –4 penalty to your AC against opponents other than the one pinning you. At your opponent's option, you may also be unable to speak.

Prone: The character is on the ground. An attacker who is prone has a –4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a –4 penalty to AC against melee attacks.

Standing up is a move-equivalent action.

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

Shaken is a less severe state of fear than frightened or panicked.

Sickened: The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Stable: A character who was dying but who has stopped losing hit points and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character (such as a Heal check or magical healing), then the character no longer loses hit points. One hour after a tended, dying character becomes stable, make a stabilization check. If successful, he become conscious, at which point he is disabled (as if he had 0 hit points).

If he remains unconscious, he makes another stabilization check every hour to regain consciousness. Even if unconscious, he recovers hit points naturally. He is back to normal when his hit points rise to 1 or higher.

A character who becomes stable on his own (by making the stabilization check while dying) and who has no one to tend to him still loses hit points, just at a slower rate. Every hour, he must make another stabilization check to become conscious. Each time he misses his hourly roll to become conscious, he loses 1 hit point. He also does not recover hit points through natural healing.

Staggered: A character whose nonlethal damage exactly equals his current hit points is staggered. A staggered character may take a single move action or standard action each round (but not both, nor can she take full-round actions).

A character whose current hit points exceed his nonlethal damage is no longer staggered; a character whose nonlethal damage exceeds his hit points becomes unconscious.

Stunned: A stunned creature drops everything held, can't take actions, takes a –2 penalty to AC, and loses his Dexterity bonus to AC (if any).

Turned: On their next turn, turned undead flee (run directly away) from you by the best and fastest means available to them. They then cower for the remainder of the duration. If they cannot flee, they cower immediately. This effect lasts for 2d6 rounds.

Unconscious: Knocked out and helpless. Unconsciousness can result from having a negative hit point total, or from nonlethal damage in excess of current hit points, checks, and checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Exploration

Carrying Capacity

Encumbrance rules determine how much a character's armor and equipment slow him or her down. Encumbrance comes in two parts: encumbrance by armor and encumbrance by total weight.

Encumbrance by Armor: A character's armor defines his or her maximum Dexterity bonus to AC, armor check penalty, speed, and running speed. Unless your character is weak or carrying a lot of gear, that's all you need to know. The extra gear your character carries won't slow him or her down any more than the armor already does.

If your character is weak or carrying a lot of gear, however, then you'll need to calculate encumbrance by weight. Doing so is most important when your character is trying to carry some heavy object.

Weight: If you want to determine whether your character's gear is heavy enough to slow him or her down more than the armor already does, total the weight of all the character's items, including armor, weapons, and gear. Compare this total to the character's Strength on Table: Carrying Capacity. Depending on how the weight compares to the character's carrying capacity, he or she may be carrying a light, medium, or heavy load. Like armor, a character's load affects his or her maximum Dexterity bonus to AC, carries a check penalty (which works like an armor check penalty), reduces the character's speed, and affects how fast the character can run, as shown on Table: Carrying Loads. A medium or heavy load counts as medium or heavy armor for the purpose of abilities or skills that are restricted by armor. Carrying a light load does not encumber a character.

If your character is wearing armor, use the worse figure (from armor or from load) for each category. Do not stack the penalties.

Lifting and Dragging: A character can lift as much as his or her maximum load over his or her head.

A character can lift as much as double his or her maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to AC and can move only 5 feet per round (as a full-round action).

A character can generally push or drag along the ground as much as five times his or her maximum load. Favorable conditions can double these numbers, and bad circumstances can reduce them to one-half or less.

Bigger and Smaller Creatures: The figures on Table: Carrying Capacity are for Medium bipedal creatures. A larger bipedal creature can carry more weight depending on its size category, as follows: Large x2, Huge x4, Gargantuan x8, Colossal x16. A smaller creature can carry less weight depending on its size category, as follows: Small x3/4, Tiny x1/2, Diminutive x1/4, Fine x1/8.

Quadrupeds can carry heavier loads than characters can. Instead of the multipliers given above, multiply the value corresponding to the creature's Strength score from Table: Carrying Capacity by the appropriate modifier, as follows: Fine x1/4, Diminutive x1/2, Tiny x3/4, Small x1, Medium x1-1/2, Large x3, Huge x6, Gargantuan x12, Colossal x24.

Tremendous Strength: For Strength scores not shown on Table: Carrying Capacity, find the Strength score between 20 and 29 that has the same number in the "ones" digit as the creature's Strength score does and multiply the numbers in that for by 4 for every ten points the creature's strength is above the score for that row.

CARRYING LOADS					
Load	Max Dex	Check Penalty	Speed		
			(30 ft.)	(20 ft.)	Run
Medium	+3	-3	20 ft.	15 ft.	x4
Heavy	+1	-6	20 ft.	15 ft.	x3

CARRYING CAPACITY			
STRENGTH SCORE	LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
1	3 lb. or less	4-6 lb.	7-10 lb.
2	6 lb. or less	7-13 lb.	14-20 lb.
3	10 lb. or less	11-20 lb.	21-30 lb.
4	13 lb. or less	14-26 lb.	27-40 lb.
5	16 lb. or less	17-33 lb.	34-50 lb.
6	20 lb. or less	21-40 lb.	41-60 lb.
7	23 lb. or less	24-46 lb.	47-70 lb.
8	26 lb. or less	27-53 lb.	54-80 lb.
9	30 lb. or less	31-60 lb.	61-90 lb.
10	33 lb. or less	34-66 lb.	67-100 lb.
11	38 lb. or less	39-76 lb.	77-115 lb.
12	43 lb. or less	44-86 lb.	87-130 lb.
13	50 lb. or less	51-100 lb.	101-150 lb.
14	58 lb. or less	59-116 lb.	117-175 lb.
15	66 lb. or less	67-133 lb.	134-200 lb.
16	76 lb. or less	77-153 lb.	154-230 lb.
17	86 lb. or less	87-173 lb.	174-260 lb.
18	100 lb. or less	101-200 lb.	201-300 lb.
19	116 lb. or less	117-233 lb.	234-350 lb.
20	133 lb. or less	134-266 lb.	267-400 lb.
21	153 lb. or less	154-306 lb.	307-460 lb.
22	173 lb. or less	174-346 lb.	347-520 lb.
23	200 lb. or less	201-400 lb.	401-600 lb.
24	233 lb. or less	234-466 lb.	467-700 lb.
25	266 lb. or less	267-533 lb.	534-800 lb.
26	306 lb. or less	307-613 lb.	614-920 lb.
27	346 lb. or less	347-693 lb.	694-1,040 lb.
28	400 lb. or less	401-800 lb.	801-1,200 lb.
29	466 lb. or less	467-933 lb.	934-1,400 lb.
+10	x4	x4	x4

Armor and Encumbrance for Other Base Speeds

The table below provides reduced speed figures for all base speeds from 20 feet to 100 feet (in 10-foot increments).

BASE SPEED	REDUCED SPEED
20 ft.	15 ft.
30 ft.	20 ft.
40 ft.	30 ft.
50 ft.	35 ft.
60 ft.	40 ft.
70 ft.	50 ft.
80 ft.	55 ft.
90 ft.	60 ft.
100 ft.	70 ft.

MOVEMENT

There are three movement scales, as follows.

- Tactical, for combat, measured in feet (or squares) per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or miles per day.

Modes of Movement

While moving at the different movement scales, creatures generally walk, hustle, or run.

Walk: A walk represents unhurried but purposeful movement at 3 miles per hour for an unencumbered human.

Hustle: A hustle is a jog at about 6 miles per hour for an unencumbered human. A character moving his or her speed twice in a single round, or moving that speed in the same round that he or she performs a standard action or another move action is hustling when he or she moves.

Run (x3): Moving three times speed is a running pace for a character in heavy armor. It represents about 9 miles per hour for a human in full plate.

Run (x4): Moving four times speed is a running pace for a character in light, medium, or no armor. It represents about 12 miles per hour for an unencumbered human, or 8 miles per hour for a human in chainmail.

Tactical Movement

Use tactical movement for combat. Characters generally don't walk during combat—they hustle or run. A character who moves his or her speed and takes some action is hustling for about half the round and doing something else the other half.

Slowed Movement: Difficult terrain, obstacles, or poor visibility can slow movement. When movement is slowed, each square moved into usually counts as two squares, effectively reducing the distance that a character can cover in a move.

If more than one condition applies, multiply together all additional costs that apply. (This is a specific exception to the normal rule for doubling)

In some situations, your movement may be so slowed that you don't have sufficient speed even to move 5 feet (1 square). In such a case, you may use a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not—it is considered movement. However, it does not provoke an attack of opportunity.

You can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited by you.

You can't run or charge through any square that would slow your movement.

Local Movement

Characters exploring an area use local movement, measured in feet per minute.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in miles per hour.

Run: A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, a character can run for a minute or two before having to rest for a minute

Overland Movement

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk: A character can walk 8 hours in a day of travel without a problem. Walking for longer than that can wear him or her out (see Forced March, below).

Hustle: A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued.

A fatigued character can't run or charge and takes a penalty of –2 to Strength and Dexterity. Eliminating the nonlethal damage also eliminates the fatigue.

Run: A character can't run for an extended period of time.

Attempts to run and rest in cycles effectively work out to a hustle.

Terrain: The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see Table: Terrain and Overland Movement). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

Forced March: In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage. The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and, again, the damage it takes is

MOVEMENT AND DISTANCE				
ONE ROUND (TACTICAL) ¹	SPEED			
	15 FEET	20 FEET	30 FEET	40 FEET
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
ONE MINUTE (LOCAL)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
ONE HOUR (OVERLAND)				
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	—	—	—	—
ONE DAY (OVERLAND)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	—	—	—	—
Run	—	—	—	—
¹ Tactical movement is often measured in squares on the battle grid (1 square = 5 feet) rather than feet.				

lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.

See Table: Mounts and Vehicles for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See Table: Mounts and Vehicles for speeds for water vehicles.

SLOWED MOVEMENT	
CONDITION	ADDITIONAL MOVEMENT COST
Difficult terrain	x2
Obstacle ¹	x2
Poor visibility	x2
Impassable	—
¹ May require a skill check	

TERRAIN AND OVERLAND MOVEMENT			
TERRAIN	HIGHWAY	ROAD OR TRAIL	TRACKLESS
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

Moving In Three Dimensions

Aerial Movement and Combat

Once movement becomes three-dimensional and involves turning in midair and maintaining a minimum velocity to stay aloft, it gets more complicated. Most flying creatures have to slow down at least a little to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature has a maneuverability, as shown on Table: Maneuverability. The entries on the table are defined below.

MANEUVERABILITY					
RESTRICTION	PERFECT	GOOD	AVERAGE	POOR	CLUMSY
Minimum movement	None	None	5 feet	Half	Half
Hover	Free	Free	Move	Move	Full
Maximum climb speed	Full	Half	Half	Half	Half

Minimum Movement: Some flying creatures must maintain a movement each round, otherwise they must land. If the creature does not hover, it must take a move action. That movement must be *at least* the indicated distance, and it may move only in a straight line. A creature who fails to move this distance immediately falls at a rate of 300 feet per round. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed on a DC 20 Reflex save to recover. Otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne. Creatures with Perfect and Good maneuverability can hover as a free action. Creatures with average or worse maneuverability must spend a move or full round action to hover; although their position does not change on the tactical map, this counts as movement that provokes attacks of opportunity.

MOUNTS AND VEHICLES		
MOUNT/VEHICLE	PER HOUR	PER DAY
MOUNT (CARRYING LOAD)		
Light horse or light warhorse	6 miles	48 miles
Light horse (151–450 lb.) ¹	4 miles	32 miles
Light warhorse (231–690 lb.) ¹	4 miles	32 miles
Heavy horse or heavy warhorse	5 miles	40 miles
Heavy horse (201–600 lb.) ¹	3-1/2 miles	28 miles
Heavy warhorse (301–900 lb.) ¹	3-1/2 miles	28 miles
Pony or warpony	4 miles	32 miles
Pony (76–225 lb.) ¹	3 miles	24 miles
Warpony (101–300 lb.) ¹	3 miles	24 miles
Donkey or mule	3 miles	24 miles
Donkey (51–150 lb.) ¹	2 miles	16 miles
Mule (231–690 lb.) ¹	2 miles	16 miles
Dog, riding	4 miles	32 miles
Dog, riding (101–300 lb.) ¹	3 miles	24 miles
Cart or wagon	2 miles	16 miles
SHIP		
Raft or barge (poled or towed) ²	1/2 mile	5 miles
Keelboat (rowed) ²	1 mile	10 miles
Rowboat (rowed) ²	1-1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2-1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles
¹ Quadrupeds, such as horses, can carry heavier loads than characters can. See Carrying Capacity, above, for more information.		
² Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shore.		

If a creature of Large size or larger hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Those caught in the cloud must succeed on a concentration check (DC 10 + 1/2 creature's HD) to cast a spell.

Maximum Climb Speed: The maximum speed at which the creature can fly straight up.

Flying Creatures and Attacks of Opportunity: When two flying creatures engage in combat in midair, the advantage goes to the creature with the better maneuverability. Creatures with better maneuverability can move without provoking attacks of opportunity from their less maneuverable opponents. Creatures with the same or worse maneuverability provoke attacks of opportunity by moving, as normal.

Aquatic Movement and Combat

Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature's Armor Class, attack rolls, and movement. In some cases a creature's opponents may get a bonus on attacks. The effects are summarized in the accompanying table. They apply whenever a character is swimming, walking in chest-deep water, or walking along the bottom.

Melee Attacks: Characters suffer a –2 penalty to attack rolls and deal half damage when making melee attacks underwater. Attacking with a spear or trident can be done normally and without penalty. A creature with a natural swim speed suffers no penalty when attacking with its natural weapons.


Ranged Attacks: Attacks with ranged weapons take a –2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range, and deal half damage. Attacking with a crossbows can be done normally and without penalty. Thrown weapons are ineffective underwater, even when launched from land.

Walking Along the Bottom: The bottom of a lake, ocean, or deep pool is difficult terrain. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down—at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.

Attacks from Land: Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) from opponents on land. Land-bound opponents who have freedom of movement effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against opponents on land unless those opponents have freedom of movement effects. Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.

Fire: Non-magical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a Spellcraft check (DC 20 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described. A supernatural fire effect is ineffective underwater unless its description states otherwise.

The surface of a body of water blocks line of effect for any fire spell. If the caster has made a Spellcraft check to make the fire spell usable underwater, the surface still blocks the spell's line of effect.



If you ever tried to use the aerial and underwater combat tables, you know why we got rid of them. You're welcome.

Evasion And Pursuit

In round-by-round movement, simply counting off squares, it's impossible for a slow character to get away from a determined fast character without mitigating circumstances. Likewise, it's no problem for a fast character to get away from a slower one.

When the speeds of the two concerned characters are equal, there's a simple way to resolve a chase: If one creature is pursuing another, both are moving at the same speed, and the chase continues for at least a few rounds, have them make opposed Dexterity checks to see who is the faster over those rounds. If the creature being chased wins, it escapes. If the pursuer wins, it catches the fleeing creature.

Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the case of a long chase, an opposed Constitution check made by all parties determines which can keep pace the longest. If the creature being chased rolls the highest, it gets away. If not, the chaser runs down its prey, outlasting it with stamina.

Moving Around In Squares

In general, when the characters aren't engaged in round-by-round combat, they should be able to move anywhere and in any manner that you can imagine real people could. A 5-foot square, for instance, can hold several characters; they just can't all fight effectively in that small space. The rules for movement are important for combat, but outside combat they can impose unnecessary hindrances on character activities.

Exploration

Vision And Light

Dwarves and half-orcs have darkvision, but everyone else needs light to see by. See Table: Light Sources and Illumination for the radius that a light source illuminates and how long it lasts.

LIGHT SOURCES AND ILLUMINATION			
OBJECT	BRIGHT	SHADOWY	DURATION
Candle	n/a ¹	5 ft.	1 hr.
Everburning torch	20 ft.	40 ft.	Permanent
Lamp, common	15 ft.	30 ft.	6 hr./pint
Lantern, bullseye ²	60-ft. cone	120-ft. cone	6 hr./pint
Lantern, hooded	30 ft.	60 ft.	6 hr./pint
Sunrod	30 ft.	60 ft.	6 hr.
Torch	20 ft.	40 ft.	1 hr.
Spell	Bright	Shadowy	Duration
Continual flame	20 ft.	40 ft.	Permanent
Dancing lights (torches)	20 ft. (each)	40 ft. (each)	1 min.
Daylight	60 ft.	120 ft.	30 min.
Light	20 ft.	40 ft.	10 min.
1 A candle does not provide bright illumination, only shadowy illumination.			
2 A bullseye lantern illuminates a cone, not a radius.			

In an area of bright light, all characters can see clearly. A creature can't hide in an area of bright light unless it is invisible or has cover.

In an area of shadowy illumination, a character can see dimly. Creatures within this area have concealment relative to that character. A creature in an area of shadowy illumination can make a Stealth check to conceal itself.

In areas of darkness, creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus to AC, takes a –2 penalty to AC, moves at half speed, and takes a –4 penalty on Search checks and most Strength and Dexterity-based skill checks.

Creatures with low-light vision (elves, gnomes, and half-elves) ignore the effects of concealment in areas of shadowy illumination within their normal range of vision. A creature can't hide from a character with low-light vision in areas of shadowy illumination unless it is invisible or has cover. A creature with low-light vision retains the ability to distinguish color and detail under these conditions. Low-light vision has no effect in areas of complete darkness.


Creatures with darkvision (dwarves and half-orcs) ignore the effects of concealment in areas of shadowy illumination and treat areas of darkness as shadowy illumination out to a range specified for the creature. A creature can't hide from a character with darkvision in areas of shadowy illumination unless it is invisible or has cover. Darkvision is black and white only, but it is otherwise like normal sight, and creatures with darkvision can function just fine with no light at all.

See Table: Vision and Light for the effects of each vision type in various light conditions.

VISION AND LIGHT			
VISION TYPE	LIGHT	SHADOWY	DARKNESS
Normal	normal	concealment (20% miss chance)	blinded (50% miss chance)
Low-light	normal	normal	blinded (50% miss chance)
Darkvision	normal	normal	concealment (20% miss chance)

Magical Light and Darkness: When an area of magical light overlaps the area of effect of magical darkness, the effects are in opposition. If one

spell is higher level than the other, its effect takes precedence. If the spells are of equal level, both spells are suppressed in any overlapping areas of effect, and the prevailing natural light conditions apply.



The range and effect of low-light vision was difficult to determine during play, especially when varying light sources and conditions were present. Low-light vision now reduces the penalties for shadowy conditions instead of merely increasing the distance that a creature with low-light could see. Low-light vision operates at the creature's normal range of vision.

Darkvision was also changed to reflect that it is "better" than low-light, albeit at a shorter range. Creatures with darkvision can still see in total darkness: they treat the darkness as if it were shadowy.

Falling

Falling Damage

The basic rule is simple: 1d6 points of damage per 10 feet fallen, to a maximum of 20d6.

If a character deliberately jumps instead of merely slipping or falling, the damage is the same but the first 1d6 is nonlethal damage. A DC 15 Acrobatics check or a DC15 Jump check allows the character to avoid any damage from the first 10 feet fallen and converts any damage from the second 10 feet to nonlethal damage. Thus, a character who slips from a ledge 30 feet up takes 3d6 damage. If the same character deliberately jumped, he takes 1d6 points of nonlethal damage and 2d6 points of lethal damage. And if the character leaps down with a successful Acrobatics or Jump check, he takes only 1d6 points of nonlethal damage and 1d6 points of lethal damage from the plunge.

Falls onto yielding surfaces (soft ground, mud) also convert the first 1d6 of damage to nonlethal damage. This reduction is cumulative with reduced damage due to deliberate jumps and the Jump skill.

A character who suffers lethal falling damage that exceeds his Constitution score gains the *crippled* condition.

This change makes falling a little more threatening.

Falling into Water: Falls into water are handled somewhat differently. If the water is at least 10 feet deep, the first 20 feet of falling do no damage. The next 20 feet do nonlethal damage (1d3 per 10-foot increment). Beyond that, falling damage is lethal damage (1d6 per additional 10-foot increment).

Characters who deliberately dive into water take no damage on a successful DC 15 Swim check or DC 15 Acrobatics check, so long as the water is at least 10 feet deep for every 30 feet fallen. However, the DC of the check increases by 5 for every 50 feet of the dive.

Rope Use

Most tasks with a rope are relatively simple. A silk rope gives you a +2 circumstance bonus on rope checks. If you cast an *animate rope* spell on a rope, you get a +2 circumstance bonus on any checks you make when using that rope. These bonuses stack.

The DCs for various tasks utilizing this skill are summarized on the table below.

Task	DC
Tie a firm knot	10
Secure a grappling hook	10 ¹
Tie a special knot, such as one that slips, slides slowly, or loosens with a tug	15
Tie a rope around yourself one-handed	15
Splice two ropes together	15
Bind a character	Varies
¹ Add 2 to the DC for every 10 feet the hook is thrown; see below.	

Tie a firm knot, special knot, or rope around yourself one-handed: Performing these actions requires a Dexterity check.

Tying a knot, tying a special knot, or tying a rope around yourself one-handed is a full-round action that provokes an attack of opportunity. You may Take 10 or Take 20 on this check unless you are being threatened or distracted.


Secure a Grappling Hook: Securing a grappling hook requires a ranged attack roll (AC 10, +2 for every 10 feet of distance the grappling hook is thrown, to a maximum AC of 20 at 50 feet). Failure by 4 or less indicates that the hook fails to catch and falls, allowing you to try again. Failure by 5 or more indicates that the grappling hook initially holds, but comes loose after 1d4 rounds of supporting weight. This check is made secretly, so that you don't know whether the rope will hold your weight. You may spend 1 round testing the grappling hook to verify its hold.

Throwing a grappling hook is a standard action that provokes an attack of opportunity. You may Take 10 or Take 20 on your attack roll unless you are being threatened or distracted.

Splice two rope together: You may splice two ropes together to make one longer rope.

Splicing two ropes together takes 5 minutes. You may Take 10 on this check.

Bind a Character: When you bind another character with a rope, any Escape Artist check that the bound character makes is opposed by your Dexterity check. If you spend a full round to bind someone, the DC is equal to 20 + your Dexterity modifier. If you Take 20 (2 minutes), the DC is equal to 30 + your Dexterity modifier (these DC's include a +10 bonus for the binder). You don't make your check until someone tries to escape.



Previously, there was very little reason to place ranks into the Use Rope skill. Since it was a skill you could use untrained, anyone could use it; and furthermore any of the tasks could be accomplished by taking 10 or 20. If players think of clever uses for a rope, such as binding themselves together while a character is lowered into a dark pit, let them. Requiring them to suddenly make Use Rope checks only slows down play and penalizes the players for creative-thinking.

Because of these factors, Use Rope is now a simple Dexterity ability check in which you can almost always Take 10 or 20. Securing a grappling hook is now handled with a ranged attack roll, which makes more sense anyway.

Breaking And Entering

Smashing an Object

You can attempt to smash and destroy an inanimate object. Generally, you can smash an object only with a bludgeoning or slashing weapon.

Attempting to destroy a weapon, shield, or other item held by an opponent is accomplished by the *sunder* combat maneuver.

Size and Armor Class of Objects	
Size	AC Modifier
Colossal	−8
Gargantuan	−4
Huge	−2
Large	−1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Armor Class: Objects are easier to hit than creatures because they usually don't move, but many are tough enough to shrug off some damage from each blow.

An inanimate object's Armor Class is equal to 3 + its size modifier. Furthermore, if you take a full-round action to line up a shot, you get an automatic hit with a melee weapon and a +5 bonus on attack rolls with a ranged weapon.

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 and how big it is (see Table: Substance Hardness and Hit Points; and Table: Object Hardness and Hit Points). If you deal damage equal to 50% or more of an object's current hit points, you may be able to break it by sudden force. See Breaking Objects below.

When an object's hit points reach 0, it is either *broken* or *destroyed* (attacker's choice).

Very large objects have separate hit point totals for different sections.

Energy Attacks: Acid and sonic attacks deal damage to most objects just as they do to creatures; roll damage and apply it normally after a successful hit. Electricity and fire attacks deal half damage to most objects; divide the damage dealt by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage dealt by 4 before applying the hardness.

Ranged Weapon Damage: Objects take half damage from ranged weapons (unless the weapon is a siege engine or something similar). Divide the damage dealt by 2 before applying the object's hardness.

Ineffective Weapons: Certain weapons just can't effectively deal damage to certain objects.

Immunities: Objects are immune to nonlethal damage and to critical hits.

Magic Armor, Shields, and Weapons: Each +1 of enhancement bonus adds 2 to the hardness of armor, a weapon, or a shield and +10 to the item's hit points.

Vulnerability to Certain Attacks: Certain attacks are especially successful against some objects. In such cases, attacks deal double their normal damage and may ignore the object's hardness.

Damaged Objects: A damaged object remains fully functional until the item's hit points are reduced to 0, at which point it is broken or destroyed (attacker's choice).

Damaged (but not destroyed) objects can be repaired with the Craft skill.

Saving Throws: Nonmagical, unattended items never make saving throws. They are considered to have failed their saving throws, so they always are affected by spells. An item attended by a character (being grasped, touched, or worn) makes saving throws as the character (that is, using the character's saving throw bonus).

Magic items always get saving throws. A magic item's Fortitude, Reflex, and Will save bonuses are equal to 2 + one-half its caster level. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better.

Animated Objects: Animated objects count as creatures for purposes of determining their Armor Class (do not treat them as inanimate objects).

Breaking Objects

If you deal damage equal to 50% or more of an object's *current* hit points, you may be able to break it by sudden force. Make a Strength check to see if the object breaks. The DC depends more on the construction of the item than on the material.

You can gradually wear an object down to make it more likely to break. Each subsequent break check made against the same object grants the attacker a cumulative +2 bonus to the check.

You can make a break check by dealing non-lethal damage (such as kicking in a door), but the object does not lose any hit points as a result of your attack.

Larger and smaller creatures get size bonuses and size penalties on Strength checks to break open doors as follows: Fine –16, Diminutive –12, Tiny –8, Small –4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

If more than one character attacks an object at the same time, combine their damage to determine if a break check is needed, and then apply the Aid Another rules.

A crowbar can be used to gain leverage when prying open chests, doors, or other objects (at the DM's discretion). It deals 1d6 damage and grants a +2 circumstance bonus on break checks.

A portable ram improves a character's chance of breaking open a door. It deals 1d10 damage (plus 1-1/2 times your Strength bonus) and grants a +2 circumstance bonus on break checks.

A portable ram also allows a second person to help you. Each character adds 1-1/2 times their Strength bonus to the damage roll and makes separate break checks. Take the highest result and add +2 for each character assisting.

The *hold portal* spell adds +5 to the break DC of any door or portal, while arcane lock adds +10. These bonuses do not stack.

SUBSTANCE HARDNESS AND HIT POINTS		
Substance	Hardness	Hit Points
Paper or cloth	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Leather or hide	2	5/inch of thickness
Wood	5	10/inch of thickness
Stone	8	15/inch of thickness
Iron or steel	10	30/inch of thickness
Mithral	15	30/inch of thickness
Adamantine	20	40/inch of thickness

OBJECT HARDNESS AND HIT POINTS			
Object	Hardness	Hit Points	Break DC
Rope (1 inch diam.)	0	2	23
Simple wooden door	5	10	13
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Barred door	5	30	25
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron bars	10	30	24
Iron door (2 in. thick)	10	60	28



This system takes both options - smashing and breaking - and rolls them into one mechanic. As the item is worn down, characters get automatic break checks, which will become easier as more damage is done to the object. This mechanic is simpler but still preserves some believable "physics."

Magic

A spell is a one-time magical effect. Spells come in two types: arcane (cast by bards, sorcerers, and wizards) and divine (cast by clerics, druids, and experienced paladins and rangers). Cutting across the categories of arcane and divine spells are the eight schools of magic. These schools represent the different ways that spells take effect.

Ready Spells and Spell Slots

This section is repeated here for reference.

When a spellcaster prepares spells, he chooses (from his entire class list of spells) a subset of spells that he will have access to for spellcasting.

When he casts a spell, he may only cast a spell that he has **readied**; however, he may cast any spell he has readied, using his available spell slots, in any combination.

Example: Johannes is a 1st level druid. He gains access to all spells on the druid spell list. At 1st level, his Base Magic Bonus is +1. Consulting the table, he notes that he receives three 0-level spell slots and one 1st level spell slot. Due to his high Wisdom, he receives an extra 1st level Ready spell and spell slot.

Johannes readies *detect magic*, *know direction*, and *resistance* as his 0-level spells; he readies *entangle* and *shillelagh* as his 1st level spells.

Until Johannes rests again, he can cast three 0-level spells, chosen from any of the three he has he readied, and two 1st level spells, chosen from the two he readied, in any combination.

In the course of reaching the dungeon itself, he's called upon to cast *know direction* twice, and he casts *resistance* once as well, using up the last of his three 0-level spell slots. A patrol of goblins catches the party just outside the dungeon, and Johannes casts *entangle*. He saves his last 1st level spell slot for later, but he'll be able to cast either *entangle* or *shillelagh* as the situation warrants.

A spellcaster may always opt to use a higher-level spell slot to power a lower level spell. He also has much greater flexibility with regards to metamagic. A spellcaster need not ready the metamagic version of any spell; rather, if he has the spell readied, has access to a metamagic feat, and has a sufficiently high spell slot available, he may apply the effects of metamagic as he casts.

Characters who multiclass into another spellcasting class gain access to all of the spells on the spell list of the new class. However, although this adds considerable versatility, their spells readied and spell slots per rest are still calculated solely on their Base Magic Bonus.

In addition, each spell list carries with it certain restrictions. A multiclass character may have access to spells from many different lists, but he must meet all criteria and abide by all restrictions when casting a spell from that list.

Bards: Bard spells are arcane spells, and require a minimum Charisma equal to 10 + spell level to ready or cast. In addition, bard spells usually have a somatic component (playing an instrument) and a verbal component (singing, chanting, etc.) Bards are able to ignore the arcane spell failure chance on their spells when wearing no armor or light armor. Heavier armors interfere with their playing and thus carry a chance of arcane spell failure.

Clerics: Cleric spells are divine spells, and require a minimum Wisdom equal to 10 + spell level to ready or cast. Clerics and paladins both gain access to all cleric spells at 1st level. In addition, clerics (but not paladins) may gain access to additional spells through their chosen domains.

Druids: Druid spells are divine spells, and require a minimum Wisdom equal to 10 + spell level to ready or cast. Druids and rangers both gain access to all druid spells at 1st level.

Wizards: Wizard spells are arcane spells, and require a minimum Intelligence equal to 10 + spell level to ready or cast. Wizard spells with somatic

components require intricate hand gestures, and armor of any kind interferes with casting. Any character wearing armor suffers from a chance of arcane spell failure.

Sorcerers: Sorcerers cast wizard spells, and their spells are the same in all respects, including arcane spell failure. However, sorcerers cast arcane spells through innate power (often derived from a fey, draconic, or even infernal bloodline), as opposed to study and research. A sorcerer can meet the ability score criteria of wizard spells using his Charisma rather than his Intelligence. A sorcerer must have a minimum Charisma of 10 + spell level to cast his spells.

A character with a +1 or higher ability score modifier gains both bonus spell slots and bonus ready spells. Multiclass spellcasters use their highest applicable ability score to determine bonus spell slots per day and the DC of their spells, regardless of which spell list they use to ready and cast spells.

Maximum Spell Level

Spellcasters are limited to the maximum spell level they may cast in three ways:

- 1) by their total caster level;
- 2) by minimum ability score, as listed above;
- 3) by base magic bonus in the chosen class.

The highest level spell a character may cast from any class spell list is equal to his base magic bonus from that class.

So for example a Cleric 2 / Fighter 9 has a total caster level of 5th (+2 base magic bonus from 2 levels of cleric and +3 from 9 levels of fighter). A 5th level character is ordinarily able to cast 3rd level spells; however, because the base magic bonus derived from his cleric levels is only +2, he is limited to 2nd level cleric spells. Taking a single level of cleric at his next opportunity would increase him to Cleric 3 / Fighter 9, with a total base magic bonus of +6, and access to 3rd level cleric spells due to his +3 base magic bonus from his cleric levels.

Concentration

To cast a spell, you must concentrate. If something interrupts your concentration while you're casting, you must make a caster level check or lose the spell. The more distracting the interruption and the higher the level of the spell you are trying to cast, the higher the DC is. If you fail the check, you lose the spell just as if you had cast it to no effect.

Injury: If while trying to cast a spell you take damage, you must make a concentration check (DC 5 + points of damage taken + 2x the level of the spell you're casting). If you fail the check, you lose the spell without effect. The interrupting event strikes during spellcasting if it comes between when you start and when you complete a spell (for a spell with a casting time of 1 full round or more) or if it comes in response to your casting the spell (such as an attack of opportunity provoked by the spell or a contingent attack, such as a readied action).

If you are taking continuous damage half the damage is considered to take place while you are casting a spell. You must make a concentration check (DC 10 + 1/2 the damage that the continuous source last dealt + the level of the spell you're casting). If the last damage dealt was the last damage that the effect could deal then the damage is over, and it does not distract you. Repeated damage does not count as continuous damage.

Spell: If you are affected by a spell while attempting to cast a spell of your own, you must make a concentration check or lose the spell you are casting. If the spell affecting you deals damage, the DC is 5 + points of damage + 2x the level of the spell you're casting.

If the spell interferes with you or distracts you in some other way, the DC is the spell's saving throw DC + 2x the level of the spell you're casting. For a spell with no saving throw, it's the DC that the spell's saving throw would have if a save were allowed.

Grappling or Pinned: The only spells you can cast while grappling or pinned are those without somatic components and whose material components (if

any) you have in hand. Even so, you must make a concentration check (DC 15 + 2x the level of the spell you're casting) or lose the spell.

Vigorous Motion: If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, below-decks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a concentration check (DC 5 + 2x the level of the spell you're casting) or lose the spell.

Violent Motion: If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a concentration check (DC 10 + 2x the level of the spell you're casting) or lose the spell.

Violent Weather: You must make a concentration check if you try to cast a spell in violent weather. If you are in a high wind carrying blinding rain or sleet, the DC is 5 + 2x the level of the spell you're casting. If you are in wind-driven hail, dust, or debris, the DC is 5 + 2x the level of the spell you're casting. In either case, you lose the spell if you fail the concentration check. If the weather is caused by a spell, use the rules in the Spell subsection above.

Casting Defensively: If you want to cast a spell without provoking any attacks of opportunity, you must make a concentration check (DC 10 + 2x the level of the spell you're casting) to succeed. You lose the spell if you fail.

Entangled: If you want to cast a spell while entangled in a net or by a tanglefoot bag or while you're affected by a spell with similar effects, you must make a DC 15 concentration check to cast the spell. You lose the spell if you fail.

Counterspells

It is possible to cast any spell as a counterspell. By doing so, you are using the spell's energy to disrupt the casting of the same spell by another character. Counterspelling works even if one spell is divine and the other arcane.

How Counterspells Work

To use a counterspell, you must select an opponent as the target of the counterspell. You do this by choosing the ready action. In doing so, you elect to wait to complete your action until your opponent tries to cast a spell. (You may still move your speed, since ready is a standard action.)

If the target of your counterspell tries to cast a spell, make a Spellcraft check (DC 15 + the spell's level). This check is a free action. If the check succeeds, you correctly identify the opponent's spell and can attempt to counter it. If the check fails, you can't do either of these things.

To complete the action, you must then cast the correct spell. As a general rule, a spell can only counter itself. If you are able to cast the same spell and you have it readied, you cast it, altering it slightly to create a counterspell effect. If the target is within range, both spells automatically negate each other with no other results.

Counterspelling Metamagic Spells: Metamagic feats are not taken into account when determining whether a spell can be countered

Specific Exceptions: Some spells specifically counter each other, especially when they have diametrically opposed effects.

Dispel Magic as a Counterspell: You can use *dispel magic* to counterspell another spellcaster, and you don't need to identify the spell he or she is

casting. However, dispel magic doesn't always work as a counterspell (see the spell description).

Caster Level

A spell's power often depends on its caster level, which is equal to your base magic bonus.

You can cast a spell at a lower caster level than normal, but the caster level you choose must be high enough for you to cast the spell in question, and all level-dependent features must be based on the same caster level.

In the event that a class feature, domain granted power, or other special ability provides an adjustment to your caster level, that adjustment applies not only to effects based on caster level (such as range, duration, and damage dealt) but also to your caster level check to overcome your target's spell resistance and to the caster level used in dispel checks (both the dispel check and the DC of the check).

Spell Failure

If you ever try to cast a spell in conditions where the characteristics of the spell cannot be made to conform, the casting fails and the spell is wasted.

Spells also fail if your concentration is broken and might fail if you're wearing armor while casting a spell with somatic components.

The Spell Result

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a spell entails.

Special Spell Effects

Many special spell effects are handled according to the school of the spells in question. Certain other special spell features are found across spell schools.

Attacks

Some spell descriptions refer to attacking. All offensive combat actions, even those that don't damage opponents are considered attacks. Attempts to turn or rebuke undead count as attacks. All spells that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks. Spells that summon monsters or other allies are not attacks because the spells themselves don't harm anyone.

Bonus Types

Usually, a bonus has a type that indicates how the spell grants the bonus. The important aspect of bonus types is that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and racial bonuses, only the better bonus works (see Combining Magical Effects, below). The same principle applies to penalties—a character taking two or more penalties of the same type applies only the worst one.

Bringing Back the Dead

Several spells have the power to restore slain characters to life.

When a living creature dies, its soul departs its body, leaves the Material Plane, travels through the Astral Plane, and goes to abide on the plane where the creature's deity resides. If the creature did not worship a deity, its soul departs to the plane corresponding to its alignment. Bringing someone back from the dead means retrieving his or her soul and returning it to his or her body.



Level Loss: Any creature brought back to life usually loses one level of experience. The character's new XP total is midway between the minimum needed for his or her new (reduced) level and the minimum needed for the next one. If the character was 1st level at the time of death, he or she loses 2 points of Constitution instead of losing a level.

This level loss or Constitution loss cannot be repaired by any mortal means, even wish or miracle. A revived character can regain a lost level by earning XP through further adventuring. A revived character who was 1st level at the time of death can regain lost points of Constitution by improving his or her Constitution score when he or she attains a level that allows an ability score increase.

Preventing Revivification: Enemies can take steps to make it more difficult for a character to be returned from the dead. Keeping the body prevents others from using raise dead or resurrection to restore the slain character to life. Casting trap the soul prevents any sort of revivification unless the soul is first released.

Revivification against One's Will: A soul cannot be returned to life if it does not wish to be. A soul knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

If you are using action points in your Trailblazer game, a PC must spend an action point in order to rejoin his soul to his body (or whatever body happens to be available). You can spend this AP from the Party Pool.

Combining Magical Effects

Spells or magical effects usually work as described, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains that effect. Several other general rules apply when spells or magical effects operate in the same place:

Stacking Effects: Spells that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves.

More generally, two bonuses of the same type don't stack even if they come from different spells (or from effects other than spells; see Bonus Types, above).

Different Bonus Names: The bonuses or penalties from two different spells stack if the modifiers are of different types.

A bonus that isn't named stacks with any bonus.

Same Effect More than Once in Different Strengths: In cases when two or more identical spells are operating in the same area or on the same target, but at different strengths, only the best one applies.

Same Effect with Differing Results: The same spell can sometimes produce varying effects if applied to the same recipient more than once. Usually the last spell in the series trumps the others. None of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

One Effect Makes Another Irrelevant: Sometimes, one spell can render a later spell irrelevant. Both spells are still active, but one has rendered the other useless in some fashion.

Multiple Mental Control Effects: Sometimes magical effects that establish mental control render each other irrelevant, such as a spell that removes the subject's ability to act. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

Spells with Opposite Effects: Spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some spells negate or counter each other. This is a special effect that is noted in a spell's description.

Instantaneous Effects: Two or more spells with instantaneous durations work cumulatively when they affect the same target.

Spell Descriptions

The description of each spell is presented in a standard format. Each category of information is explained and defined below.

NAME

The first line of every spell description gives the name by which the spell is generally known.

SCHOOL (SUBSCHOOL)

Beneath the spell name is a line giving the school of magic (and the subschool, if appropriate) that the spell belongs to.

[DESCRIPTOR]

Appearing on the same line as the school and subschool, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and water.

Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

A *language-dependent* spell uses intelligible language as a medium for communication. If the target cannot understand or cannot hear what the caster of a language-dependant spell says the spell fails.

A *mind-affecting* spell works only against creatures with an Intelligence score of 1 or higher.

LEVEL

The next line of a spell description gives the spell's level, a number between 0 and 9 that defines the spell's relative power. This number is preceded by an abbreviation for the class whose members can cast the spell. The Level entry also indicates whether a spell is a domain spell and, if so, what its domain and its level as a domain spell are. A spell's level affects the DC for any save allowed against the effect.

Names of spellcasting classes are abbreviated as follows: bard Brd; cleric Clr; druid Drd; paladin Pal; ranger Rgr; sorcerer Sor; wizard Wiz.

The domains a spell can be associated with include Air, Animal, Chaos, Death, Destruction, Earth, Evil, Fire, Good, Healing, Knowledge, Law, Luck, Magic, Plant, Protection, Strength, Sun, Travel, Trickery, War, and Water.

COMPONENTS

A spell's components are what you must do or possess to cast it. The Components entry in a spell description includes abbreviations that tell you what type of components it has. Specifics for material, focus, and XP components are given at the end of the descriptive text. Usually you don't worry about components, but when you can't use a component for some reason or when a material or focus component is expensive, then the components are important.

Verbal (V): A verbal component is a spoken incantation. To provide a verbal component, you must be able to speak in a strong voice. A silence spell or a gag spoils the incantation (and thus the spell). A spellcaster who has been deafened has a 20% chance to spoil any spell with a verbal component that he or she tries to cast.

Somatic (S): A somatic component is a measured and precise movement of the hand. You must have at least one hand free to provide a somatic component.

Material (M): A material component is one or more physical substances or objects that are annihilated by the spell energies in the casting process. Unless a cost is given for a material component, the cost is negligible. Don't bother to keep track of material components with negligible cost. Assume you have all you need as long as you have your spell component pouch.

Focus (F): A focus component is a prop of some sort. Unlike a material component, a focus is not consumed when the spell is cast and can be reused. As with material components, the cost for a focus is negligible unless a price is given. Assume that focus components of negligible cost are in your spell component pouch.

Divine Focus (DF): A divine focus component is an item of spiritual significance. The divine focus for a cleric or a paladin is a holy symbol appropriate to the character's faith.

If the Components line includes F/DF or M/DF, the arcane version of the spell has a focus component or a material component (the abbreviation before the slash) and the divine version has a divine focus component (the abbreviation after the slash).

XP Cost (XP): Some powerful spells entail an experience point cost to you. No spell can restore the XP lost in this manner. You cannot spend so much XP that you lose a level, so you cannot cast the spell unless you have enough XP to spare. However, you may, on gaining enough XP to attain a new level, use those XP for casting a spell rather than keeping them and advancing a level. The XP are treated just like a material component—expended when you cast the spell, whether or not the casting succeeds.

CASTING TIME

Most spells have a casting time of 1 standard action. Others take 1 round or more, while a few require only a free action.

A spell that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed.

A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell as a full-round action, just as noted above for 1-round casting times). These actions must be consecutive and uninterrupted, or the spell automatically fails.

When you begin a spell that takes 1 round or longer to cast, you must continue the concentration from the current round to just before your turn in the next round (at least). If you lose concentration before the casting is complete, you lose the spell.

A spell with a casting time of 1 free action doesn't count against your normal limit of one spell per round. However, you may cast such a spell only once per round. Casting a spell with a casting time of 1 free action doesn't provoke attacks of opportunity.

You make all pertinent decisions about a spell (range, target, area, effect, version, and so forth) when the spell comes into effect.

RANGE

A spell's range indicates how far from you it can reach, as defined in the Range entry of the spell description. A spell's range is the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the spell's area would extend beyond this range, that area is wasted. Standard ranges include the following.

Personal: The spell affects only you.

Touch: You must touch a creature or object to affect it. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch spells allow you to touch multiple targets. You can touch as many willing targets as you can reach as part of the

casting, but all targets of the spell must be touched in the same round that you finish casting the spell.

Close: The spell reaches as far as 25 feet away from you. The maximum range increases by 5 feet for every two full caster levels.

Medium: The spell reaches as far as 100 feet + 10 feet per caster level.

Long: The spell reaches as far as 400 feet + 40 feet per caster level.

Unlimited: The spell reaches anywhere on the same plane of existence.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet.

AIMING A SPELL

You must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. The next entry in a spell description defines the spell's target (or targets), its effect, or its area, as appropriate.

Target or Targets: Some spells have a target or targets. You cast these spells on creatures or objects, as defined by the spell itself. You must be able to see or touch the target, and you must specifically choose that target. You do not have to select your target until you finish casting the spell.

If the target of a spell is yourself (the spell description has a line that reads Target: You), you do not receive a saving throw, and spell resistance does not apply. The Saving Throw and Spell Resistance lines are omitted from such spells.

Some spells restrict you to willing targets only. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing.

Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell is a move action that does not provoke attacks of opportunity.

Effect: Some spells create or summon things rather than affecting things that are already present. You must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move regardless of the spell's range.

Ray: Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted spell. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at.

If a ray spell has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

If a ray spell deals damage, you can score a critical hit just as if it were a weapon. A ray spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

Spread: Some effects, notably clouds and fogs, spread out from a point of origin, which must be a grid intersection. The effect can extend around corners and into areas that you can't see. Figure distance by actual distance traveled, taking into account turns the spell effect takes. When determining distance for spread effects, count around walls, not through them. As with movement, do not trace diagonals across corners. You must designate the point of origin for such an effect, but you need not have line of effect (see below) to all portions of the effect.

Area: Some spells affect an area. Sometimes a spell description specifies a specially defined area, but usually an area falls into one of the categories defined below.

Regardless of the shape of the area, you select the point where the spell originates, but otherwise you don't control which creatures or objects the spell affects. The point of origin of a spell is always a grid intersection. When determining whether a given creature is within the area of a spell, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection. You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the spell's area, anything within that square is within the spell's area. If the spell's area only touches the near edge of a square, however, anything within that square is unaffected by the spell.

Burst, Emanation, or Spread: Most spells that affect an area function as a burst, an emanation, or a spread. In each case, you select the spell's point of origin and measure its effect from that point.

A burst spell affects whatever it catches in its area, even including creatures that you can't see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners). The default shape for a burst effect is a sphere, but some burst spells are specifically described as cone-shaped. A burst's area defines how far from the point of origin the spell's effect extends.

An emanation spell functions like a burst spell, except that the effect continues to radiate from the point of origin for the duration of the spell. Most emanations are cones or spheres.

A spread spell spreads out like a burst but can turn corners. You select the point of origin, and the spell spreads out a given distance in all directions. Figure the area the spell effect fills by taking into account any turns the spell effect takes.

Cone, Cylinder, Line, or Sphere: Most spells that affect an area have a particular shape, such as a cone, cylinder, line, or sphere.

A cone-shaped spell shoots away from you in a quarter-circle in the direction you designate. It starts from any corner of your square and widens out as it goes. Most cones are either bursts or emanations (see above), and thus won't go around corners.

When casting a cylinder-shaped spell, you select the spell's point of origin. This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder. A cylinder-shaped spell ignores any obstructions within its area.

A line-shaped spell shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped spell affects all creatures in squares that the line passes through.

A sphere-shaped spell expands from its point of origin to fill a spherical area. Spheres may be bursts, emanations, or spreads.

Creatures: A spell with this kind of area affects creatures directly (like a targeted spell), but it affects all creatures in an area of some kind rather than individual creatures you select. The area might be a spherical burst, a cone-shaped burst, or some other shape.

Many spells affect "living creatures," which means all creatures other than constructs and undead. Creatures in the spell's area that are not of the appropriate type do not count against the creatures affected.

Objects: A spell with this kind of area affects objects within an area you select (as Creatures, but affecting objects instead).

Other: A spell can have a unique area, as defined in its description.

(S) Shapeable: If an Area or Effect entry ends with "(S)," you can shape the spell. A shaped effect or area can have no dimension smaller than 10 feet. Many effects or areas are given as cubes to make it easy to model irregular shapes. Three-dimensional volumes are most often needed to define aerial or underwater effects and areas.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except that it's not blocked by fog, darkness, and other factors that limit normal sight.

You must have a clear line of effect to any target that you cast a spell on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any spell you cast. A burst, cone, cylinder, or emanation spell affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, a cylinder's circle, or an emanation's point of origin).

An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for purposes of a spell's line of effect.

DURATION

A spell's Duration entry tells you how long the magical energy of the spell lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable the duration is rolled secretly (the caster doesn't know how long the spell will last).

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting.

Permanent: The energy remains as long as the effect does. This means the spell is vulnerable to dispel magic.

Concentration: The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a standard action that does not provoke attacks of opportunity. Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing the spell to end. You can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after you cease concentrating.

Subjects, Effects, and Areas: If the spell affects creatures directly the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to when its duration ends. If the spell affects an area then the spell stays with that area for its duration. Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

Touch Spells and Holding the Charge: In most cases, if you don't discharge a touch spell on the round you cast it, you can hold the charge (postpone the discharge of the spell) indefinitely. You can make touch attacks round after round. If you cast another spell, the touch spell dissipates.



Some touch spells allow you to touch multiple targets as part of the spell. You can't hold the charge of such a spell; you must touch all targets of the spell in the same round that you finish casting the spell.

Discharge: Occasionally a spells lasts for a set duration or until triggered or discharged.

(D) Dismissible: If the Duration line ends with “(D),” you can dismiss the spell at will. You must be within range of the spell's effect and must speak words of dismissal, which are usually a modified form of the spell's verbal component. If the spell has no verbal component, you can dismiss the effect with a gesture. Dismissing a spell is a standard action that does not provoke attacks of opportunity. A spell that depends on concentration is dismissible by its very nature, and dismissing it does not take an action, since all you have to do to end the spell is to stop concentrating on your turn.

SAVING THROW

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: The spell has no effect on a subject that makes a successful saving throw.

Partial: The spell causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Disbelief: A successful save lets the subject ignore the effect.

(object): The spell can be cast on objects, which receive saving throws only if they are magical or if they are attended (held, worn, grasped, or the like) by a creature resisting the spell, in which case the object uses the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a spell can be cast only on objects. Some spells of this sort can be cast on creatures or objects.) A magic item's saving throw bonuses are each equal to 2 + one-half the item's caster level.

(harmless): The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

Saving Throw Difficulty Class: A saving throw against your spell has a DC of 10 + the level of the spell + your bonus for the relevant ability (Intelligence for a wizard, Charisma for a sorcerer or bard, or Wisdom for a cleric, druid, paladin, or ranger). A spell's level can vary depending on your class. Always use the spell level applicable to your class.

Succeeding on a Saving Throw: A creature that successfully saves against a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell you sense that the spell has failed. You do not sense when creatures succeed on saves against effect and area spells.

Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure, and the spell may cause damage to exposed items (see Items Surviving after a Saving Throw, below). A natural 20 (the d20 comes up 20) is always a success.

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 quality.

Items Surviving after a Saving Throw: Unless the descriptive text for the spell specifies otherwise, all items carried or worn by a creature are assumed to survive a magical attack. If a creature rolls a natural 1 on its saving throw against the effect, however, an exposed item is harmed (if the attack can harm objects). Refer to Table: Items Affected by Magical Attacks. Determine which four objects carried or worn by the creature are most likely to be

affected and roll randomly among them. The randomly determined item must make a saving throw against the attack form and take whatever damage the attack deal.

If an item is not carried or worn and is not magical, it does not get a saving throw. It simply is dealt the appropriate damage.

ITEMS AFFECTED BY MAGICAL ATTACKS	
Order ¹	Item
1st	Shield
2nd	Armor
3rd	Magic helmet, hat, or headband
4th	Item in hand (including weapon, wand, or the like)
5th	Magic cloak
6th	Stowed or sheathed weapon
7th	Magic bracers
8th	Magic clothing
9th	Magic jewelry (including rings)
10th	Anything else
¹ In order of most likely to least likely to be affected.	

SPELL RESISTANCE

Spell resistance is a special defensive ability. If your spell is being resisted by a creature with spell resistance, you must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance for the spell to affect that creature. The defender's spell resistance is like an Armor Class against magical attacks. Include any adjustments to your caster level to this caster level check.

The Spell Resistance entry and the descriptive text of a spell description tell you whether spell resistance protects creatures from the spell. In many cases, spell resistance applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place.

The terms “object” and “harmless” mean the same thing for spell resistance as they do for saving throws. A creature with spell resistance must voluntarily lower the resistance (a standard action) in order to be affected by a spell noted as harmless. In such a case, you do not need to make the caster level check described above.

DESCRIPTIVE TEXT

This portion of a spell description details what the spell does and how it works. If one of the previous entries in the description included “see text,” this is where the explanation is found.

Schools Of Magic

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells (arcane mark, limited wish, permanency, prestidigitation, and wish) are universal, belonging to no school.

Abjuration

Abjurations are protective spells. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject of the spell to another plane of existence.

If one abjuration spell is active within 10 feet of another for 24 hours or more, the magical fields interfere with each other and create barely visible energy fluctuations. The DC to find such spells with the Search skill drops by 4.

If an abjuration creates a barrier that keeps certain types of creatures at bay, that barrier cannot be used to push away those creatures. If you force the barrier against such a creature, you feel a discernible pressure against the barrier. If you continue to apply pressure, you end the spell.

Conjuration

Each conjuration spell belongs to one of five subschools. Conjurations bring manifestations of objects, creatures, or some form of energy to you (the summoning subschool), actually transport creatures from another plane of existence to your plane (calling), heal (healing), transport creatures or objects over great distances (teleportation), or create objects or effects on the spot (creation). Creatures you conjure usually, but not always, obey your commands.

A creature or object brought into being or transported to your location by a conjuration spell cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the spell's range, but it does not have to remain within the range.

Calling: A calling spell transports a creature from another plane to the plane you are on. The spell grants the creature the one-time ability to return to its plane of origin, although the spell may limit the circumstances under which this is possible. Creatures who are called actually die when they are killed; they do not disappear and reform, as do those brought by a summoning spell (see below). The duration of a calling spell is instantaneous, which means that the called creature can't be dispelled.

Creation: A creation spell manipulates matter to create an object or creature in the place the spellcaster designates (subject to the limits noted above). If the spell has a duration other than instantaneous, magic holds the creation together, and when the spell ends, the conjured creature or object vanishes without a trace. If the spell has an instantaneous duration, the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence.

Healing: Certain divine conjurations heal creatures or even bring them back to life.

Summoning: A summoning spell instantly brings a creature or object to a place you designate. When the spell ends or is dispelled, a 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 if its hit points drop to 0 or lower. It is not really dead. It takes 24 hours for the creature to reform, during which time it can't be summoned again.

When the spell that summoned a creature ends and the creature disappears, all the spells it has cast expire. A summoned creature cannot use any innate summoning abilities it may have, and it refuses to cast any spells that would cost it XP, or to use any spell-like abilities that would cost XP if they were spells.

Teleportation: A teleportation spell transports one or more creatures or objects a great distance. The most powerful of these spells can cross planar boundaries. Unlike summoning spells, the transportation is (unless otherwise noted) one-way and not dispellable. Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

Divination

Divination spells enable you to learn secrets long forgotten, to predict the future, to find hidden things, and to foil deceptive spells.

Many divination spells have cone-shaped areas. These move with you and extend in the direction you look. The cone defines the area that you can sweep each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the spell.

Scrying: A scrying spell creates an invisible magical sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This level of acuity includes any spells or effects that target you, but not spells or effects that emanate from you. However, the sensor is treated as a separate, independent sensory organ of yours, and thus it functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment. Any creature with an Intelligence score of 12 or higher can notice the sensor by making a DC 20 Intelligence check. The sensor can be dispelled as if it were an active spell.

Lead sheeting or magical protection blocks a scrying spell, and you sense that the spell is so blocked.

Enchantment

Enchantment spells affect the minds of others, influencing or controlling their behavior.

All enchantments are mind-affecting spells. Two types of enchantment spells grant you influence over a subject creature.

Charm: A charm spell changes how the subject views you, typically making it see you as a good friend.

Compulsion: A compulsion spell forces the subject to act in some manner or changes the way her mind works. Some compulsion spells determine the subject's actions or the effects on the subject, some compulsion spells allow you to determine the subject's actions when you cast the spell, and others give you ongoing control over the subject.

Evocation

Evocation 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. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened.

Figment: A figment spell creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. (It is not a personalized mental impression.) Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the spell description specifically says it can. If intelligible speech is possible, it must be in a language you can speak. If you try to duplicate a language you cannot speak, the image produces gibberish. Likewise, you cannot make a visual copy of something unless you know what it looks like.

Because figments and glamers (see below) are unreal, they cannot produce real effects the way that other types of illusions can. They cannot cause damage to objects or creatures, support weight, provide nutrition, or provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly.

A figment's AC is equal to 10 + its size modifier.

Glamour: A glammer spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear.

Pattern: Like a figment, a pattern spell creates an image that others can see, but a pattern also affects the minds of those who see it or are caught in it. All patterns are mind-affecting spells.

Phantasm: A phantasm spell creates a mental image that usually only the caster and the subject (or subjects) of the spell can perceive. This impression is totally in the minds of the subjects. It is a personalized mental impression. (It's all in their heads and not a fake picture or something that they actually see.) Third parties viewing or studying the scene don't notice the phantasm. All phantasms are mind-affecting spells.

Shadow: A shadow spell creates something that is partially real from extradimensional energy. Such illusions can have real effects. Damage dealt by a shadow illusion is real.

Saving Throws and Illusions (Disbelief): Creatures encountering an illusion usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion.

A successful saving throw against an illusion reveals it to be false, but a figment or phantasm remains as a translucent outline.



A failed saving throw indicates that a character fails to notice something is amiss. A character faced with proof that an illusion isn't real needs no saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to others, 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 make up a large part of this school.

Transmutation

Transmutation spells change the properties of some creature, thing, or condition.

Specific Spell Changes

Animate Dead

Necromancy [Evil]
Level: Clr 3, Death 3, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard 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. They are immediately placed under your control as if you succeeded in controlling them as an evil cleric (see Turn or Rebuke Undead: Controlled Undead). The undead you create remain under your control indefinitely.

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of animate dead. (The desecrate spell doubles this 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.

Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a true anatomy.

Material Component: You must place a black onyx gem worth at least 25 gp per Hit Die of the undead into the mouth or eye socket of each corpse you intend to animate. The magic of the spell turns these gems into worthless, burned-out shells.

Command Undead

Necromancy
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One undead creature
Duration: One day/level
Saving Throw: Will negates; see text
Spell Resistance: Yes

This spell allows you to control a single undead creature for a short period of time as if you succeeded in controlling the creature as if you were an evil cleric (see Turn or Rebuke Undead: Controlled Undead).

A non-intelligent undead creature gets no saving throw against this spell.

Material Component: A shred of raw meat and a splinter of bone.

Control Undead

Necromancy
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/level of undead creatures, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows you to control undead creatures for a short period of time as if you succeeded controlling them as if you were an evil cleric (see Turn or Rebuke Undead: Controlled Undead).

Material Component: A small piece of bone and a small piece of raw meat.

Darkness

Evocation [Darkness]
Level: Brd 2, Clr 2, Sor/Wiz 2
Components: V, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

This spell causes an object to radiate shadowy illumination out to a 20-foot radius, decreasing the prevailing light level by one category: lighted areas becomes shadowy, shadowy areas becomes darkness. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level. Higher level light spells are not affected by darkness, and supersede its effects.

If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

Darkness counters or dispels any light spell of equal or lower spell level.

Arcane Material Component: A bit of bat fur and either a drop of pitch or a piece of coal.

Darkvision

Transmutation
Level: Rgr 3, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject gains darkvision out to a range of 60 feet. Darkvision is black and white only but otherwise like normal sight.

Darkvision can be made permanent with a permanency spell.

Material Component: Either a pinch of dried carrot or an agate.

Deeper Darkness

Evocation [Darkness]
Level: Clr 3
Duration: One day/level (D)

This spell functions like darkness, except that the object radiates shadowy illumination in a 60-foot radius and the darkness lasts longer.

Daylight spells brought into an area of deeper darkness (or vice versa) are temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Deeper darkness counters and dispels any light spell of equal or lower level, including daylight and light.

Desecrate

Evocation [Evil]
Level: Clr 2, Evil 2
Components: V, S, M, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.-radius emanation
Duration: 2 hours/level
Saving Throw: None
Spell Resistance: Yes

This spell imbues an area with negative energy. Within this area, clerics turn undead as if they were three levels lower, and every undead creature entering a desecrated area gains a +1 profane bonus on attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD.

If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (clerics turn undead as if they were six levels lower, +2 profane bonus and +2 hit points per HD for undead in the area). Furthermore, anyone who casts animate dead within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level).

If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the desecrate spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Desecrate counters and dispels consecrate.

Material Component: A vial of unholy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

Dispel Magic

Abjuration
Level: Brd 3, Clr 3, Drd 4, Magic 3, Pal 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target or Area: One spellcaster, creature, or object; or 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end an ongoing spell (or at least the effects) within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells.

Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

You choose to use dispel magic in one of three ways: a targeted dispel, an area dispel, or a counterspell:

Targeted Dispel

Make a dispel check by rolling 1d20 + your caster level (maximum +10). One object, creature, or spell is the target of the dispel magic spell. The DC to dispel any given spell is 11 + the spell's caster level. Compare your dispel check to the spell effect with the highest caster level. If you succeed on a particular check, that spell is dispelled and your dispel has no further effect; if you fail, move to the next spell in effect on your target and compare your dispel check to that DC. Continue in this way until you dispel one spell or fail to dispel any spells on your target.

If you do not want to start with the highest level spell effect, and you want instead to target a specific spell that you have identified with a Spellcraft

check (DC 20 + spell level) then you may compare your dispel result first to the caster of that specific spell. If you fail, your dispel magic has no further effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by monster summoning), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, 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. An interdimensional interface (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Area Dispel

When dispel magic is used in this way, the spell may affect any one spell effect within a 20-foot radius.

Make a dispel check and compare your result first to the spell with the highest caster level in the area. If you fail, continue to check your result against any other spell in effect in the area, beginning with the highest caster level. Continue until you dispel one spell in the area or fail to dispel any spells.

Magic items are not affected by an area dispel.

For an ongoing area or effect spell whose point of origin is within the area of the dispel magic spell, you can make a dispel check to dispel the entire spell.

For an ongoing spell whose area overlaps that of the dispel magic spell, you can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by monster summoning) is in the area, you can make a dispel check to end the spell that conjured that object or creature (returning it whence it came).

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell

When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Polymorph

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Willing living creature touched

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell changes the willing subject into another form of living creature. The new form may be of the same type as the subject, or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or vermin.

Upon changing shape and size, the subject gains a number of features due to his new his physical form, dependent upon the caster level:

CASTER LEVEL	NEW SIZE		
	TINY, SMALL, MEDIUM	LARGE	HUGE
7-8	2 benefits	1 benefits	na
9-10	3 benefits	2 benefits	1 benefits
11-12	4 benefits	3 benefits	2 benefits
13-14	5 benefits	4 benefits	3 benefits
15	5 benefits	5 benefits	4 benefits

Regardless of the size and type of creature, the subject gains all of the following base features:

- low-light or darkvision (60 feet)
- one natural attack mode (claw/claw or bite; see Table 10-1: Natural Attack Modes)
- +10 movement

In addition, the caster may choose from among the following features:

PHYSICAL ATTRIBUTES	NATURAL MOVEMENT MODES	SPECIAL FEATURES
+2 STR	Burrow (soft earth)	constrict
+2 DEX	Climb	improved grab
+2 CON	Fly (poor)	natural attack upgrade
+2 natural armor	Swim (breathe underwater)	poison (1d4 Con / 1d4 Con)
		pounce
		powerful charge
		rake
		rend
		trample
		trip

TABLE 10-1: NATURAL ATTACK MODES

SIZE	SPECIAL ATTACK DAMAGE	NATURAL ATTACK MODES		NATURAL ATTACK UPGRADE	
		CLAW/CLAW	BITE	BITE/CLAW/CLAW	CLAW/CLAW/BITE
		+0/+0	+0	+0/-5/-5	+0/+0/-5
Tiny	1d3	1d3/1d3	1d6	1d4/1d3/1d3	1d3/1d3/1d4
Small	1d4	1d4/1d4	1d8	1d6/1d3/1d3	1d4/1d4/1d6
Medium	1d6	1d6/1d6	2d6	1d8/1d6/1d6	1d6/1d6/1d8
Large	1d8	1d8/1d8	2d8	2d6/1d8/1d8	1d8/1d8/2d6
Huge	2d6	2d6/2d6	3d6	2d8/2d6/2d6	2d6/2d6/2d8

If the caster chooses the form of a Tiny creature, changing to this size has the following effects, which stack with all other effects granted:

- +1 size modifier to hit
- +1 size modifier to AC
- +2 DEX
- -4 STR

If the caster chooses the form of a Large creature, increasing to this size has the following effects, which stack with all other effects granted:

- -1 size modifier to hit
- -1 size modifier to AC
- +3 natural armor
- +8 STR
- -2 DEX
- +4 CON

If the caster chooses to assume the form of a Huge creature, changing to this size has the following effects:

- -2 size modifier to hit
- -2 size modifier to AC
- +5 natural armor
- +16 STR
- -4 DEX
- +8 CON

You can't cause a subject to assume a form smaller than Tiny, nor can you cause a subject to assume an incorporeal or gaseous form. The subject's creature type and subtype (if any) change to match the new form.

If slain, the subject reverts to its original form, though it remains dead.

The subject retains its own Intelligence, Wisdom, and Charisma scores.

Incorporeal or gaseous creatures are immune to being polymorphed, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

Material Component: An empty cocoon.

Summon Monster (I thru IX)

Conjuration (Summoning) [see text]
Level: see below
Components: V, S, F/DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No



This spell summons an extraplanar creature from the infinite armies of the outer planes. Such creatures typically take the form of a living creature familiar to their summoner— an aberration, animal, dragon, Fey, dragon, ooze, outsider, plant, or vermin. Despite the form it takes, all such creatures are typical of any shock trooper common to the outer planes, and have much the same abilities. (See Summoned Monster Features below.)

The summoned creature appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

Creatures cannot be summoned into an environment that cannot support them.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Arcane Focus: A tiny bag and a small (not necessarily lit) candle.



Our analysis of the spine information and the building blocks of CR suggested that we could find reasonable, “best fit” stat blocks for *wild shape*, *polymorph*, and *summon monster*, a preferable solution to opening up the various monster books for the players to pore over (and abuse).

Our goal was to provide the caster with “meaty” combat options. These modified versions are simpler, but still fill that role.

Summoned Monster Features

Base Features

All summoned creatures share the following base features:

Darkvision 60' or Low-light vision: The summoner may choose the vision type.

Energy resistance 5: Celestial creatures are resistant to acid, cold, and electricity; fiendish creatures are resistant to acid, cold, and fire.

Smite Evil/Good: The creature can smite evil or good creatures, dealing extra damage equal to its HD.

Defensive Feat: The creature can choose one of the following feats: Dodge, Great Fortitude, Iron Will, Lightning Reflexes, or Toughness.

Natural Attack Modes: The creature gains one of the natural attack sequences from Table 10-1, either Claw/Claw or Bite. (See *polymorph*.)

SPECIAL FEATURE OPTIONS		
PHYSICAL ATTRIBUTES	MOVEMENT MODES ¹	SPECIAL ABILITY ²
+2 STR	Burrow (earth)	Constrict
+2 DEX	Climb	Improved grab
+2 CON	Fly (poor) ³	Poison (1d4 Con / 1d4 Con)
+2 natural armor	Swim	Pounce
Bonus Feat		Powerful Charge
		Rake
		Rend
		Trample
		Trip
1 The creature's extra movement mode is equal to its land speed: Small (20), Medium (30), Large (40).		
2 These special attack forms deal damage according to size: 1d4 Small, 1d6 Medium, 1d8 Large.		
3 You can choose Fly more than once. Each time you choose it, the maneuverability rating increases by one category.		

Spell Level	CR	HD	HP	Size	BAB	Primary Attack Bonus	Nat. Armor	AC	Good Save	Poor Save	Feats	STR	DEX	CON	INT	WIS	CHA	Natural Attack Damage	Features
I	1	1	4	S	+0	+1	2	14	2	0	Defensive Feat	11	13	11	8	10	8	1d4/1d4 OR 1d8	1st Special Feature, smite evil 1/day
II	2	2	9	M	+1	+2	2	12	3	0		13	11	11	10	10	10	1d6/1d6/1d8 OR 1d8/1d6/1d6	Medium size, natural attack upgrade
III	3	4	18	M	+3	+6	2	12	4	1	Weapon Focus	14	11	11	10	10	10	1d6/1d6/1d8 OR 1d8/1d6/1d6	DR 5/magic, smite evil 2/day
IV	4	4	26	L	+3	+8	4	13	4	1		20	11	15	10	10	10	2d6/1d8/1d8 OR 1d8/1d8/2d6	Large size
V	5	6	39	L	+4	+9	4	13	5	2	Power Attack	20	11	15	10	10	10	2d6/1d8/1d8 OR 1d8/1d8/2d6	2nd Special Feature
VI	6	8	60	L	+6	+11	6	15	6	2		20	11	16	10	10	10	2d6/1d8/1d8 OR 1d8/1d8/2d6	Resist Energy 10, smite evil 3/day
VII	7	10	75	L	+7	+12	6	15	7	3	Multiattack	20	11	16	10	10	10	2d6/1d8/1d8 OR 1d8/1d8/2d6	3rd Special Feature
VIII	9	14	105	L	+10	+16	8	18	9	4	Cleave	23	11	16	10	10	10	2d6/1d8/1d8 OR 1d8/1d8/2d6	DR 10 / magic, smite evil 4/day
IX	11	18	135	L	+13	+21	10	20	11	6	Great Cleave, Improved Critical	26	11	16	10	10	10	2d6/1d8/1d8 OR 1d8/1d8/2d6	4th Special Feature, smite evil 5/day

Spellcaster Record Sheet

SPELL LEVEL:

READY SPELLS:

DC:

SPELL SLOTS:

SPILLS READIED

TYPE
(ROTE, RESTRICTED, RITUAL)

SPELL SLOTS
CAST

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4		
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B ¹		
B ¹		
B ²		
B ²		
B ²		

B1 Bonus ready spells from class features

B2 Bonus ready spell from high ability score

SPELL LEVEL:

READY SPELLS:

DC:

SPELL SLOTS:

SPILLS READIED

TYPE
(ROTE, RESTRICTED, RITUAL)

SPELL SLOTS
CAST

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B1 Bonus ready spells from class features

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SPELL LEVEL:

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SPELL SLOTS
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B2 Bonus ready spell from high ability score

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SPELL SLOTS:

SPILLS READIED

TYPE
(ROTE, RESTRICTED, RITUAL)

SPELL SLOTS
CAST

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SPELL SLOTS
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SPILLS READIED

TYPE
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SPELL SLOTS
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B ²		

B1 Bonus ready spells from class features

B2 Bonus ready spell from high ability score

Encounters and Challenges

There's no question that Trailblazer characters are a cut above their 3e counterparts. Spellcasters gained incredible flexibility with the ready spell mechanic, "base magic bonus" multiclassing, and the new rest mechanic. The fighting classes gained a slew of new class features to beef them up closer to the spellcasters, and on top of that, they got a whole new subsystem of options in combat, from the new iterative attack rules that boost damage across most monsters, to their ability to crit anything, and of course the new combat reactions.

In this chapter, we'll show the DM how to challenge these new heroes.

Encounter Budgeting

The CR/EL system provided in the 3e SRD is a byzantine construct poorly understood by most players (and much maligned by those players who understand its limitations).

Perhaps one of the greatest failures of the CR/EL system is that it is relatively inflexible with regards to encounter composition: mixing multiple creatures of varying CRs into the same encounter.

The following system will produce results that are mechanically identical to those provided by the 3e rules, but presented in a much more accommodating "encounter budget" system.

Step One: Determine the starting Encounter Budget

For each PC in the party, look up his character level on Table 11-1: Encounter Budget below, and add the indicated amount to the Encounter Budget.

Step Two: Adjust the Budget by Desired Encounter Difficulty

Multiply the total base budget by the following multipliers to create encounters above or below average difficulty:

Desired Difficulty	Multiplier
Very easy (EL -2)	x1/2
Easy (EL -1)	x2/3
Moderate	x1
Challenging (EL +1)	x3/2
Hard (EL +2)	x2
Epic (EL +3)	x3

Step Three:

Purchase Creatures from the Final Budget

Starting with the highest CR creature in the encounter, find the CR and the Cost on Table 11-2: Monster XP Awards/Cost. Subtract each creature's cost from the total budget until you have no more to spend.

If you have points left over, you can either discard them, or purchase one more creature of the next highest possible CR.

It is not recommended to purchase more than 10 of any particular creature, as many small creatures are unlikely to add much to the overall challenge of an encounter.

For best results, try to stay within plus or minus three rows on the table. For example, a 1st level party is best challenged by creatures in the range of CR1/4 through CR4; a 14th level party is best challenged by creatures in the range of CR11 to CR17. This will ensure that the creatures you use are properly aligned with the spine values of the PCs.

Discussion

The core essence of the CR/EL system, as provided in the SRD, is that one creature of a CR equal to the party level is an average encounter.

The value we have set for a CR1 creature is not arbitrary. The number 240 is evenly divisible by 2, 3, 4, 5, 6, 8, and 10— which allows us to apportion smaller amounts to creatures with fractional CR.

Moving up the table from CR1, you will note that increasing CR by +2 doubles the creature's value. This allows us to adhere to second component of the CR/EL system: doubling the number of creatures increases the EL by +2. Thus, for example, a CR11 creatures is worth the same as two CR9 creatures.

XP Awards Per Creature

You can take the system provided here a step further (and we recommend that you do...), by converting XP awards and level advancement to a linear scale, rather than relative scale. If you choose to do so, you can use Table 11-3: Level Advancement to determine the XP totals required to attain each new character level.

This method allows you to closely monitor the rate of advancement of your players: The Encounter Budget is also exactly the amount of experience you should award to the players for overcoming the encounter.

The Table 11-3 is predicated on the assumption that the PCs must overcome roughly 13 encounters of Challenging difficulty in order to gain a level.

Note that this deviates from 3e, which required roughly 13 encounters of only moderate difficulty in order to level. The first column, Actual XP, reflects the total amount of XP that each PC will earn if they defeat roughly 13 encounters.

The next column, Rounded, simply rounds off the actual values to a more pleasing number of significant digits.

Trailblazer PCs: Built Tough

The rightmost column in Table 11-1 contains values for "Trailblazer PCs." Because Trailblazer PCs are tougher, start with more hit points, and have more options available to them, they can handle tougher encounters. Whereas a typical PC contributes only 60 XP to the encounter total, a Trailblazer PC contributes more. The amount of increase over the typical PCs starts at 3x at 1st level, but tapers off as the power curve evens out.

Note that although the budget for a single encounter would accommodate it, you should avoid purchasing monsters more than +2 or +3 CR above the level of the PCs.

Because you are adding more monsters to each encounter, Trailblazer PCs will accumulate XP faster. To compensate for this difference, use the last column on Table 11-3 to determine when Trailblazer PCs will gain an experience level.

PCs with Allies, Companions, Summoned Creatures

If your PCs have help, consider adding some "dead weight" XP to each encounter budget. When determining the starting budget, use the level or CR of each accompanying creature to add more XP on the opposing side.

However, this is "dead weight" XP. If the PCs overcome the encounter, do not award them any of this extra XP. Award them only the XP that they contributed to the encounter budget.

TABLE 11-1: ENCOUNTER BUDGETING: XP PER PLAYER CHARACTER		
PC LEVEL	TYPICAL PCs	TRAILBLAZER PCs
1	60	180
2	90	180
3	120	180
4	180	300
5	240	400
6	360	500
7	480	600
8	720	900
9	960	1200
10	1440	1800
11	1920	2400
12	2880	4000
13	3840	5000
14	5760	7000
15	7680	10000
16	11520	14000
17	15360	19000
18	23040	30000
19	30720	40000
20	46080	60000

TABLE 11-3: LEVEL ADVANCEMENT			
LEVEL	ACTUAL XP	ROUNDED	TRAILBLAZER PCs
1	0	0	0
2	1,200	1,200	3,600
3	3,000	3,000	7,200
4	5,400	5,400	11,000
5	9,000	9,000	17,000
6	13,800	14,000	25,000
7	21,000	21,000	35,000
8	30,600	31,000	47,000
9	45,000	45,000	65,000
10	64,200	64,000	89,000
11	93,000	93,000	125,000
12	131,400	130,000	175,000
13	189,000	190,000	255,000
14	265,800	265,000	355,000
15	381,000	380,000	495,000
16	534,600	535,000	695,000
17	765,000	765,000	975,000
18	1,072,200	1,100,000	1,350,000
19	1,533,000	1,500,000	1,950,000
20	2,147,400	2,150,000	2,750,000

TABLE 11-2: MONSTER XP AWARDS/COST	
CR	Cost Per Monster
1/10	24
1/8	30
1/6	40
1/4	60
1/3	80
1/2	120
1	240
2	360
3	480
4	720
5	960
6	1440
7	1920
8	2880
9	3840
10	5760
11	7680
12	11520
13	15360
14	23040
15	30720
16	46080
17	61440
18	92160
19	122880
20	184320
21	245760
22	368640
23	491520
24	737280
25	983040
(for each CR = N, double the value CR = N-2)	

Elite and Solo Monsters



There are two additional creature templates that you can use to challenge Trailblazer PCs: Elites and Solos.

Elites

Elite creatures are typically the most noteworthy creature in any encounter mix. Frequently, the elite creatures are the leaders in any particular encounter, but this is not necessary. For example, you could have a band of goblins accompanied by a single elite worg.

An encounter can have more than one elite creature, but elites should always be outnumbered by lesser creatures.

To create an elite creature:

- Double the creature's listed hit points.
- Start the creature with 1 action point.
- Do not adjust the creature's CR.

Adjudicating Elites on the Fly

You can "create" elites on the fly, as needed. If the PCs are having a particularly easy time with a particular encounter, you can make a creature elite halfway through! Your players will not know if a creature is elite until you spend an action point.

Conversely, if you've planned an encounter with an elite and things are going badly for the PCs, you can cut the elite's hit points in half, and/or eschew your action points.



Solos

Solo creatures are the most fearsome monsters the PCs will ever face. Solo creatures, by definition, must be encountered alone. Solos have abilities specifically designed to allow them to overcome the "economy of actions" and compete against a party of adventurers. If allies arrive to assist a Solo creature, downgrade it to an elite.

To create a solo creature:

- Multiply its hit points by the number of PCs it is facing (i.e. four PCs, 4x hit points)
- Start the creature with 1 action point per PC it is facing.
- Do not adjust the creature's CR.

Adjudicating Solos on the Fly

Just as with elites, creatures can gain or lose their solo status as you see fit, depending on the needs of the encounter. Certainly, if a solo is not fighting alone, you should reduce it to elite status.

When you create a solo by increasing its hit points, consider creating one normal hit point pool for each PC, with the creature's normal number of hit points in each pool. If a PC drops, you can scratch off that entire chunk of bonus hit points and carry on.

Elites and Solo Action Points

Elites can use action points in all the same standard ways as PCs. In addition, elites and solos have two more tricks only permitted to the DM.

Immediate Action

The DM may spend an action point to take an immediate standard or move action, even if it is not his turn in the initiative count. This function allows monsters which are typically outnumbered by the PCs to catch up a bit in the "economy of actions." This does not allow the DM to "interrupt" player actions, so he should announce his intention to act before moving the initiative count to the next actor.

Extra Action Point

If the DM's monster or NPC runs out of action points, and he feels that another would help improve the play experience, he can grant himself another action point by awarding a compensatory action point to one of the PCs, or to the Party Pool. The DM should take care not to overuse this function. Its purpose is to increase dramatic tension, not to frustrate the PCs at every turn. Sometimes, if the dice are falling in the PCs' favor, it is better to give the PCs their moment of glory.



One of our early home playtests featured a CR2 giant black widow spider named Misery as the "boss" at the end of the dungeon. Since she was facing six 1st level PCs, she looked like this:

Monstrous Spider, Large

CR 2

Large Vermin

Init +3; Senses darkvision 60 ft., tremorsense 60 ft.; Listen +0, Spot +4*
AC 14, touch 12, flat-footed 11 (-1 size, +3 Dex, +2 natural)

hp 132 (4 HD)

Fort +5, Ref +4, Will +1

Speed 30 ft., climb 20 ft.

Melee Bite +4 (1d8+3 plus poison)

Space 10 ft.; Reach 5 ft.

Base Atk +3; Grp +9

6 action points

Notice how nothing in the creature's spine changed: the PCs could still hit her AC, they could make their saving throws against her poison, they could withstand the damage of her attacks, her BAB did not blow out their own armor class, and so forth.

Was this a fight for the ages? You better believe it.

Monster Types, Subtypes, and Special Abilities

Aberration Type

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Features

An aberration has the following features.

- d8 Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good Will saves.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits

An aberration possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon it is described as using.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Aberrations not indicated as wearing armor are not proficient with armor. Aberrations are proficient with shields if they are proficient with any form of armor.
- Aberrations eat, sleep, and breathe.

Ability Score Loss (Su)

Some attacks reduce the opponent's score in one or more abilities. This loss can be temporary (ability damage) or permanent (ability drain).

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 indicated amount of damage (if the damage is expressed as a die range, roll two dice). Points lost to ability damage return at the rate of 1 point per day (or double that if the character gets complete bed rest) to each damaged ability, and the spells lesser restoration and restoration offset ability damage as well.

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 ability drain scores a critical hit, it drains twice the indicated amount (if the damage is expressed as a die range, roll two dice). Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points (10 on a critical hit) whenever it drains an ability score no matter how many points it drains. Temporary hit points gained in this fashion last for a maximum of 1 hour.

Some ability drain attacks allow a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). If no saving throw is mentioned, none is allowed.

While any loss is debilitating, losing all points in an ability score can be devastating.

- Strength 0 means that the character cannot move at all. He lies helpless on the ground.
- Dexterity 0 means that the character cannot move at all. He stands motionless, rigid, and helpless.
- Constitution 0 means that the character is dead.
- Intelligence 0 means that the character cannot think and is unconscious in a coma-like stupor, helpless.



- Wisdom 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.
- Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

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

Having a score of 0 in an ability is different from having no ability score whatsoever.

Some spells or abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell's or ability's duration, and the ability score immediately returns to its former value.

If a character's Constitution score drops, then he loses 1 hit point per Hit Die for every point by which his Constitution modifier drops. A hit point score can't be reduced by Constitution damage or drain to less than 1 hit point per Hit Die.

The ability that some creatures have to drain ability scores is a supernatural one, requiring some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

Alternate Form (Su)

A creature with this special quality has the ability to assume one or more specific alternate forms. A true seeing spell or ability reveals the creature's natural form. A creature using alternate form reverts to its natural form when killed, but separated body parts retain their shape. A creature cannot use alternate form to take the form of a creature with a template. Assuming an alternate form results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form. If the new form has the aquatic subtype, the creature gains that subtype as well.
- The creature loses the natural weapons, natural armor, and movement modes of its original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the barbarian's rage class feature).
- The creature gains the natural weapons, natural armor, movement modes, and extraordinary special attacks of its new form.

- The creature retains the special qualities of its original form. It does not gain any special qualities of its new form.
- The creature retains the spell-like abilities and supernatural attacks of its old form (except for breath weapons and gaze attacks). It does not gain the spell-like abilities or supernatural attacks of its new form.
- The creature gains the physical ability scores (Str, Dex, Con) of its new form. It retains the mental ability scores (Int, Wis, Cha) of its original form. Apply any changed physical ability score modifiers in all appropriate areas with one exception: the creature retains the hit points of its original form despite any change to its Constitution.
- Except as described elsewhere, the creature retains all other game statistics of its original form, including (but not necessarily limited to) HD, hit points, skill ranks, feats, base attack bonus, and base save bonuses.
- The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.
- The creature is effectively camouflaged as a creature of its new form, and it gains a +10 bonus on disguise checks if it uses this ability to create a disguise.
- Any gear worn or carried by the creature that can't be worn or carried in its new form instead falls to the ground in its space. If the creature changes size, any gear it wears or carries that can be worn or carried in its new form changes size to match the new size. (Non-humanoid-shaped creatures can't wear armor designed for humanoid-shaped creatures, and vice-versa.) Gear returns to normal size if dropped.

Air Subtype

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane Air. Air creatures always have fly speeds and usually have perfect maneuverability.

Antimagic (Su or Sp)

An antimagic field spell or effect cancels magic altogether. An antimagic effect has the following powers and characteristics.

- No supernatural ability, spell-like ability, or spell works in an area of antimagic (but extraordinary abilities still work).
- Antimagic does not dispel magic; it suppresses it. Once a magical effect is no longer affected by the antimagic (the antimagic fades, the center of the effect moves away, and so on), the magic returns. Spells that still have part of their duration left begin functioning again, magic items are once again useful, and so forth.
- Spell areas that include both an antimagic area and a normal area, but are not centered in the antimagic area, still function in the normal area. If the spell's center is in the antimagic area, then the spell is suppressed.
- Golems and other constructs, elementals, outsiders, and corporeal undead, still function in an antimagic area (though the antimagic area suppresses their spellcasting and their supernatural and spell-like abilities normally). If such creatures are summoned or conjured, however, see below.
- Summoned or conjured creatures of any type, as well as incorporeal undead, wink out if they enter the area of an antimagic effect. They reappear in the same spot once the field goes away.
- Magic items with continuous effects do not function in the area of an antimagic effect, but their effects are not canceled (so the contents of a bag of holding are unavailable, but neither spill out nor disappear forever).
- Two antimagic areas in the same place do not cancel each other out, nor do they stack.
- Wall of force, prismatic wall, and prismatic sphere are not affected by antimagic. Break enchantment, dispel magic, and greater dispel magic

spells do not dispel antimagic. *Mage's disjunction* has a 1% chance per caster level of destroying an antimagic field. If the antimagic field survives the disjunction, no items within it are disjoined.

Angel Subtype

Angels are a race of celestials, or good outsiders, native to the good-aligned Outer Planes.

Traits

An angel possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet and low-light vision.
- Immunity to acid, cold, and petrification.
- Resistance to electricity 10 and fire 10.
- +4 racial bonus on saves against poison.
- Protective Aura (Su) :Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals angel's HD). (The defensive benefits from the circle are not included in an angel's statistics block.)
- Tongues (Su): All angels can speak with any creature that has a language, as though using a tongues spell (caster level equal to angel's Hit Dice). This ability is always active.



Animal Type

An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture.

Features

An animal has the following features (unless otherwise noted in a creature's entry).

- d8 Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good Fortitude and Reflex saves (certain animals have different good saves).
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits

An animal possesses the following traits (unless otherwise noted in a creature's entry).

- Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).
- Low-light vision.
- Alignment: Always neutral.
- Treasure: None.
- Proficient with its natural weapons only. A non-combative herbivore uses its natural weapons as a secondary attack. Such attacks are made with a –5 penalty on the creature's attack rolls, and the animal receives only 1/2 its Strength modifier as a damage adjustment.
- Proficient with no armor unless trained for war.
- Animals eat, sleep, and breathe.

Aquatic Subtype

These creatures always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can breathe underwater. It cannot also breathe air unless it has the amphibious special quality.

Archon Subtype

Archons are a race of celestials, or good outsiders, native to lawful good-aligned Outer Planes.

Traits

An archon possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet and low-light vision.
- Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.
- Immunity to electricity and petrification.
- +4 racial bonus on saves against poison.
- Magic Circle against Evil (Su): A magic circle against evil effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)
- Teleport (Su): Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.
- Tongues (Su): All archons can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.



Augmented Subtype

A creature receives this subtype whenever something happens to change its original type. Some creatures (those with an inherited template) are born with this subtype; others acquire it when they take on an acquired template. The augmented subtype is always paired with the creature's original type. A creature with the augmented subtype usually has the traits of its current type, but the features of its original type.

Blindsense (Ex)

Using non-visual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see.

The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense.

A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Blindsight (Ex)

Some creatures have blindsight, the extraordinary ability to use a non-visual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation.

A creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The creature usually does not need to make Perception checks to notice creatures within range of its blindsight ability. A creature with blindsight can't see ethereal creatures. The ability's range is specified in the creature's descriptive text.

- Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.

- Blindsight does not subject a creature to gaze attacks (even though darkvision does).
- Blinding attacks do not penalize creatures using blindsight.
- Deafening attacks thwart blindsight if it relies on hearing.
- Blindsight works underwater but not in a vacuum.
- Blindsight negates displacement and blur effects.

Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Breath Weapon (Su)

A creature attacking with a breath weapon is actually expelling something from its mouth (rather than conjuring it by means of a spell or some other magical effect).

A breath weapon attack usually deals damage and is often based on some type of energy. Such breath weapons allow a Reflex save for half damage (DC 10 + ½ breathing creature's racial HD + breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save.

Most creatures with breath weapons are limited to a number of uses per day or by a minimum length of time that must pass between uses. Such creatures are usually smart enough to save their breath weapon until they really need it.

- Using a breath weapon is typically a standard action.
- No attack roll is necessary. The breath simply fills its stated area.
- Any character caught in the area must make the appropriate saving throw or suffer the breath weapon's full effect. In many cases, a character who succeeds on his saving throw still takes half damage or some other reduced effect.
- Breath weapons are supernatural abilities except where noted.
- Creatures are immune to their own breath weapons unless otherwise noted.
- Creatures unable to breathe can still use breath weapons. (The term is something of a misnomer.)

Change Shape (Su)

A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A true seeing spell or ability reveals the creature's natural form. A creature using change shape reverts to its natural form when killed, but separated body parts retain their shape. A creature cannot use change shape to take the form of a creature with a template. Changing shape results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form.
- The creature loses the natural weapons and movement modes of its original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the barbarian's rage class feature).
- The creature gains the natural weapons, movement modes, and extraordinary special attacks of its new form.
- The creature retains all other special attacks and qualities of its original form, except for breath weapons and gaze attacks.
- The creature retains the ability scores of its original form.
- Except as described elsewhere, the creature retains all other game statistics of its original form, including (but not necessarily limited to) HD, hit points, skill ranks, feats, base attack bonus, and base save bonuses.

- The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.
- The creature is effectively camouflaged as a creature of its new form, and gains a +10 bonus on disguise checks if it uses this ability to create a disguise.
- Any gear worn or carried by the creature that can't be worn or carried in its new form instead falls to the ground in its space. If the creature changes size, any gear it wears or carries that can be worn or carried in its new form changes size to match the new size. (Non-humanoid-shaped creatures can't wear armor designed for humanoid-shaped creatures, and vice versa.) Gear returns to normal size if dropped.

Charm and Compulsion (Su or Sp)

Many abilities and spells can cloud the minds of characters and monsters, leaving them unable to tell friend from foe — or worse yet, deceiving them into thinking that their former friends are now their worst enemies. Two general types of enchantments affect characters and creatures: charms and compulsions.

Charming another creature gives the charming character the ability to befriend and suggest courses of actions to his minion, but the servitude is not absolute or mindless. Charms of this type include the various charm spells. Essentially, a charmed character retains free will but makes choices according to a skewed view of the world.

- A charmed creature doesn't gain any magical ability to understand his new friend's language.
- A charmed character retains his original alignment and allegiances, generally with the exception that he now regards the charming creature as a dear friend and will give great weight to his suggestions and directions.
- A charmed character fights his former allies only if they threaten his new friend, and even then he uses the least lethal means at his disposal as long as these tactics show any possibility of success (just as he would in a fight between two actual friends).
- A charmed character is entitled to an opposed Charisma check against his master in order to resist instructions or commands that would make him do something he wouldn't normally do even for a close friend. If he succeeds, he decides not to go along with that order but remains charmed.
- A charmed character never obeys a command that is obviously suicidal or grievously harmful to her.
- If the charming creature commands his minion to do something that the influenced character would be violently opposed to, the subject may attempt a new saving throw to break free of the influence altogether.
- A charmed character who is openly attacked by the creature who charmed him or by that creature's apparent allies is automatically freed of the spell or effect.

Compulsion is a different matter altogether. A compulsion overrides the subject's free will in some way or simply changes the way the subject's mind works. A charm makes the subject a friend of the caster; a compulsion makes the subject obey the caster.

Regardless of whether a character is charmed or compelled, he won't volunteer information or tactics that his master doesn't ask for.

Chaotic Subtype

A subtype usually applied only to outsiders native to the chaotic-aligned Outer Planes. Most creatures that have this subtype also have chaotic alignments; however, if their alignments change they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a chaotic alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields were chaotic-aligned.

Cold Immunity

A creature with cold immunity never takes cold damage. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Cold Subtype

A creature with the cold subtype has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Constrict (Ex)

A creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple combat maneuver roll. The amount of damage is given in the creature’s entry.

If the creature also has the improved grab ability, it deals constriction damage in addition to damage dealt by the natural weapon used to grab.

Construct Type

A construct is an animated object or artificially constructed creature.

Features

A construct has the following features.

- 10-sided Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- No good saving throws.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the construct has an Intelligence score. However, most constructs are mindless and gain no skill points or feats.



Traits

A construct possesses the following traits (unless otherwise noted in a creature’s entry).

- No Constitution score.
- Low-light vision.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.
- Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature’s description for details) or through the use of the Craft Construct feat. A construct with the fast healing special quality still benefits from that quality.
- Not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- Since it was never alive, a construct cannot be raised or resurrected.
- Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.
- Proficient with no armor.
- Constructs do not eat, sleep, or breathe.
- Because its body is a mass of nonliving matter, a construct is hard to destroy. It gains bonus hit points based on size, as shown on the following table.

CONSTRUCT SIZE	BONUS HIT POINTS
Fine	—
Diminutive	—
Tiny	—
Small	10
Medium	20
Large	30
Huge	40
Gargantuan	60
Colossal	80

Damage Reduction (Ex or Su)

A creature with this special quality ignores damage from most weapons and natural attacks. Sometimes damage reduction is instant healing. Sometimes damage reduction represents the creature’s tough hide or body, in which weapon bounces off harmlessly. In either case, characters can see that conventional attacks don’t work.

The numerical part of a creature’s damage reduction indicates the amount of damage ignored (usually 5 to 15 points). Usually, a certain type of weapon can overcome this reduction. This information is separated from the damage reduction number by a slash. When a damage reduction entry has a dash (–) after the slash, no weapon negates the damage reduction. Spells, spell-like abilities, supernatural abilities, and energy attacks (even non-magical ones, such as fire) ignore damage reduction.

Some creatures are vulnerable to piercing, bludgeoning, or slashing damage.

Some monsters are vulnerable to certain materials, such as alchemical silver, adamantite, or cold-forged iron. Attacks from weapons that are not made of the correct material have their damage reduced, even if the weapon has an enhancement bonus.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus (not counting the enhancement from masterwork quality) on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures’ natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction. Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the

purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Some monsters are vulnerable to chaotic-, evil-, good-, or lawful-aligned weapons. When a cleric casts align weapon, affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that match the subtype(s) of the creature.

A few very powerful monsters are vulnerable only to epic weapons; that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

A few creatures are harmed by more than one kind of weapon. A weapon of either type overcomes this damage reduction. A few other creatures require combinations of different types of attacks to overcome their damage reduction. A weapon must be both types to overcome this damage reduction. A weapon that is only one type is still subject to damage reduction.

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison, a monk's stunning, and injury type disease. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.

Attacks that deal no damage because of the target's damage reduction do not disrupt spells.

If a creature has damage reduction from more than one source, the two forms of damage reduction do not stack. Instead, the creature gets the benefit of the best damage reduction in a given situation.

Darkvision (Ex)

Creatures with darkvision ignore the effects of concealment in areas of shadowy illumination and treat areas of darkness as shadowy illumination out to a range specified for the creature. A creature can't hide from a character with darkvision in areas of shadowy illumination unless it is invisible or has cover. Darkvision is black and white only, but it is otherwise like normal sight, and creatures with darkvision can function just fine with no light at all.

Death Attacks (Su or Sp)

In most cases, a death attack allows the victim a Fortitude save to avoid the effect, but if the save fails, the character dies instantly.

- Raise dead doesn't work on someone killed by a death attack.
- Death attacks slay instantly. A victim cannot be made stable and thereby kept alive.
- In case it matters, a dead character, no matter how she died, has –10 hit points.
- The spell *death ward* protects a character against these attacks.

Disease (Ex, Su, or Sp)

When a character is injured by a contaminated attack touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect — his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward, he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

These Fortitude saving throws can be rolled secretly so that the player doesn't know whether the disease has taken hold.

Disease Descriptions

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarized on Table: Diseases and defined below.

Disease: Diseases whose names are printed in *italic* in the table are supernatural in nature. The others are extraordinary.

Infection: The disease's method of delivery — ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

DC: The Difficulty Class for the Fortitude saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

Incubation Period: The time before damage begins.

Damage: The ability damage the character takes after incubation and each day afterward.

Types of Diseases

Typical diseases include the following:

Blinding Sickness: Spread in tainted water.

Cackle Fever: Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as "the shrieks."

Demon Fever: Night hags spread it. Can cause permanent ability drain.

Devil Chills: Barbazu and pit fiends spread it. It takes three, not two, successful saves in a row to recover from devil chills.

Filth Fever: Dire rats and otyughs spread it. Those injured while in filthy surroundings might also catch it.

Mindfire: Feels like your brain is burning. Causes stupor.

Mummy Rot: Spread by mummies. Successful saving throws do not allow the character to recover (though they do prevent damage normally).

Red Ache: Skin turns red, bloated, and warm to the touch.

The Shakes: Causes involuntary twitches, tremors, and fits.

Slimy Doom: Victim turns into infectious goo from the inside out. Can cause permanent ability drain.

DISEASES			
DISEASE	INFECTION DC	INCUBATION	DAMAGE
Blinding sickness	Ingested 16	1d3 days	1d4 Str ¹
Cackle fever	Inhaled 16	1 day	1d6 Wis
Demon fever	Injury 18	1 day	1d6 Con ²
<i>Devil chills</i> ³	Injury 14	1d4 days	1d4 Str
Filth fever	Injury 12	1d3 days	1d3 Dex, 1d3 Con
Mindfire	Inhaled 12	1 day	1d4 Int
<i>Mummy rot</i> ⁴	Contact 20	1 day	1d6 Con
Red ache	Injury 15	1d3 days	1d6 Str
Shakes	Contact 13	1 day	1d8 Dex
Slimy doom	Contact 14	1 day	1d4 Con ²
1 Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.			
2 When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead.			
3 The victim must make three successful Fortitude saving throws in a row to recover from devil chills.			
4 Successful saves do not allow the character to recover. Only magical healing can save the character.			

Healing a Disease

Use of the Heal skill can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Heal check result is higher. The diseased character must be in the healer's care and must have spent the previous 8 hours resting.

Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

Dragon Type

A dragon is a reptile-like creature, usually winged, with magical or unusual abilities.

Features

A dragon has the following features.

- 12-sided Hit Dice.
- Base attack bonus equal to total Hit Dice (as fighter).
- Good Fortitude, Reflex, and Will saves.
- Skill points equal to (6 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits

A dragon possesses the following traits (unless otherwise noted in the description of a particular kind).

- Darkvision out to 60 feet and low-light vision.
- Immunity to magic sleep effects and paralysis effects.
- Proficient with its natural weapons only unless humanoid in form (or capable of assuming humanoid form), in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with no armor.
- Dragons eat, sleep, and breathe.



Earth Subtype

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock.

Elemental Type

An elemental is a being composed of one of the four classical elements: air, earth, fire, or water.

Features

An elemental has the following features.

- 8-sided Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good saves depend on the element: Fortitude (earth, water) or Reflex (air, fire).
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits

An elemental possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Immunity to poison, sleep effects, paralysis, and stunning.
- Not subject to flanking.
- Unlike most other living creatures, an elemental does not have a dual nature—its soul and body form one unit. When an elemental is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an elemental. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection*, to restore it to life.
- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.
- Elementals do not eat, sleep, or breathe.

Energy Drain and Negative Levels (Su or Sp)

Note: This entry has been significantly altered to account for both the new "ready spell" mechanic as well as the removal of permanent level drain.

Some horrible creatures, especially undead monsters, possess a fearsome supernatural ability to drain levels from those they strike in combat. The creature making an energy drain attack draws a portion of its victim's life force from her.

Most energy drain attacks require a successful melee attack roll — mere physical contact is not enough. Each successful energy drain attack bestows one or more negative levels on the opponent. If an attack that includes an energy drain scores a critical hit, it drains twice the given amount. Unless otherwise specified in the creature's description, a creature gains 5 temporary hit points (10 on a critical hit) for each negative level it bestows (though not if the negative level is caused by a spell or similar effect). These temporary hit points last for a maximum of 1 hour.

A creature takes the following penalties for each negative level it has gained.

- -1 on all skill checks and ability checks.
- -1 on attack rolls and saving throws.
- -5 hit points.
- -1 effective level (whenever the creature's level is used in a die roll or calculation, reduce it by one for each negative level).

If the victim casts spells, she loses her highest level ready spell and her highest level available spell slot. (If she has more than one spell readied at her highest level, she chooses which she loses.) In addition, when she next prepares spells or regains spell slots, she gets one less spell slot at her highest spell level. This loss persists until the negative level is removed.

Negative levels remain for 24 hours or until removed with a spell, such as restoration.

A character with negative levels at least equal to her current level, or drained below 1st level, is instantly slain. Depending on the creature that killed her, she may rise the next night as a monster of that kind. If not, she rises as a wight.

Etherealness (Su or Sp)

Phase spiders and certain other creatures can exist on the Ethereal Plane. While on the Ethereal Plane, a creature is called *ethereal*. Unlike incorporeal creatures, *ethereal* creatures are not present on the Material Plane.

Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane. Even most magical attacks have no effect on them. See invisibility and true seeing reveal *ethereal* creatures.

An *ethereal* creature can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound. (An *ethereal* creature can't see through a material wall, for instance.) An *ethereal* creature inside an object on the Material Plane cannot see. Things on the Material Plane, however, look gray, indistinct, and ghostly. An *ethereal* creature can't affect the Material Plane, not even magically. An *ethereal* creature, however, interacts with other *ethereal* creatures and objects the way material creatures interact with material creatures and objects.

Even if a creature on the Material Plane can see an *ethereal* creature the *ethereal* creature is on another plane. Only force effects can affect the *ethereal* creatures. If, on the other hand, both creatures are *ethereal*, they can affect each other normally.

A force effect originating on the Material Plane extends onto the Ethereal Plane, so that a wall of force blocks an *ethereal* creature, and a magic missile can strike one (provided the spellcaster can see the *ethereal* target). Gaze effects and abjurations also extend from the Material Plane to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the Material Plane.



Ethereal creatures move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block them (though they can't see while their eyes are within solid material).

Ghosts have a power called *manifestation* that allows them to appear on the Material Plane as incorporeal creatures. Still, they are on the Ethereal Plane, and another *ethereal* creature can interact normally with a *manifesting* ghost. *Ethereal* creatures pass through and operate in water as easily as air. *Ethereal* creatures do not fall or take falling damage.

Evasion and Improved Evasion (Ex)

These extraordinary abilities allow the target of an area attack to leap or twist out of the way. Rogues and monks have *evasion* and *improved evasion* as class features, but certain other creatures have these abilities, too.

If subjected to an attack that allows a Reflex save for half damage, a character with *evasion* takes no damage on a successful save.

As with a Reflex save for any creature, a character must have room to move in order to evade. A bound character or one squeezing through an area cannot use *evasion*.

As with a Reflex save for any creature, *evasion* is a reflexive ability. The character need not know that the attack is coming to use *evasion*.

Rogues and monks cannot use *evasion* in medium or heavy armor. Some creatures with the *evasion* ability as an innate quality do not have this limitation.

Improved evasion is like *evasion*, except that even on a failed saving throw the character takes only half damage.

Evil Subtype

A subtype usually applied only to outsiders native to the evil-aligned Outer Planes. Evil outsiders are also called *fiends*. Most creatures that have this subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields were evil-aligned (see *Damage Reduction*, above).

Extraplanar Subtype

A subtype applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the *extraplanar* subtype (but would not have when on its home plane). Every *extraplanar* creature in this book has a home plane mentioned in its description. Creatures not labeled as *extraplanar* are natives of the Material Plane, and they gain the *extraplanar* subtype if they leave the Material Plane. No creature has the *extraplanar* subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.

Fast Healing (Ex)

A creature with the *fast healing* special quality regains hit points at an exceptionally fast rate. Except where noted here, *fast healing* is just like natural healing.

At the beginning of each of the creature's turns, it heals a certain number of hit points (usually 1 or more), as given in the creature's entry. A creature that has taken both nonlethal and lethal damage heals the nonlethal damage first.

Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. *Fast healing* does not increase the number of hit points regained when a creature polymorphs.

Fear (Su or Sp)

Spells, magic items, and certain monsters can affect characters with fear. In most cases, the character makes a Will saving throw to resist this effect, and a failed roll means that the character is shaken, frightened, or panicked.

Shaken

Characters who are shaken take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Frightened

Characters who are frightened are shaken, and in addition they flee from the source of their fear as quickly as they can. They can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight (though they are still shaken).

Panicked

Characters who are panicked are shaken, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing.

Becoming Even More Fearful

Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.

Fear attacks can have various effects.

Fear Aura (Su): The use of this ability is a free action. The aura can freeze an opponent (such as a mummy's despair) or function like the fear spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of area.

Fear Cones (Sp) and Rays (Su): These effects usually work like the fear spell.

If a fear effect allows a saving throw, it is a Will save (DC 10 + ½ fearsome creature's racial HD + creature's Cha modifier; the exact DC is given in the creature's descriptive text). All fear attacks are mind-affecting fear effects.

Fey Type

A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped.

Features

A fey has the following features.

- 6-sided Hit Dice.
- Base attack bonus equal to ½ total Hit Dice (as wizard).
- Good Reflex and Will saves.
- Skill points equal to (6 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits

A fey possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Fey not indicated as wearing armor are not proficient with armor. Fey are proficient with shields if they are proficient with any form of armor.
- Fey eat, sleep, and breathe.

Fire Immunity

A creature with fire immunity never takes fire damage. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Fire Subtype

A creature with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Flight (Ex or Su)

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Frightful Presence (Ex)

This special quality makes a creature's very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken. Actions required to trigger the ability are given in the creature's descriptive text. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + ½ frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Gaseous Form (Su or Sp)

Some creatures have the supernatural or spell-like ability to take the form of a cloud of vapor or gas.

Creatures in gaseous form can't run but can fly. A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as flow through the crack under a door. It can't, however, pass through solid matter. Gaseous creatures can't attack physically or cast spells with verbal, somatic, material, or focus components. They lose their supernatural abilities (except for the supernatural ability to assume gaseous form, of course).

Creatures in gaseous form have damage reduction 10/magic. Spells, spell-like abilities, and supernatural abilities affect them normally. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Dexterity, deflection bonuses, and armor bonuses from force armor still apply.

Gaseous creatures do not need to breathe and are immune to attacks involving breathing (troglodyte stench, poison gas, and the like).

Gaseous creatures can't enter water or other liquid. They are not ethereal or incorporeal. They are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a creature in gaseous form.

Discerning a creature in gaseous form from natural mist requires a DC 15 Perception check. Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.



Gaze (Su or Sp)

A gaze special attack takes effect when opponents look at the creature's eyes. While the medusa's gaze is well known, gaze attacks can also charm, curse, or even kill.

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 (DC 10 + 1/2 gazing creature's racial HD + gazing creature's Cha modifier; the exact DC is given in the creature's descriptive text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description.

Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Looking at the creature's image (such as in a mirror or as part of an illusion) does not subject the viewer to a gaze attack.

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 this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

A creature is immune to its own attack and gaze attacks of others of its kind unless otherwise noted. Unless specified otherwise, a creature with a gaze attack can control its gaze attack and "turn it off" when so desired. Gaze attacks can affect ethereal opponents. Invisible creatures cannot use gaze attacks.

Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways:

Averting Eyes

The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, and so on. 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 concealment against that opponent.



Wearing a Blindfold

The opponent cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes). In these cases, the opponent does not need to make a saving throw. The creature with the gaze attack gains total concealment against the opponent.

Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round. The creature also can veil its eyes, thus negating its gaze ability.

If visibility is limited (by dim lighting, a fog, or the like) so that it results in concealment, there is a percentage chance equal to the normal miss chance for that degree of concealment that a character won't need to make a saving throw in a given round. This chance is not cumulative with the chance for averting your eyes, but is rolled separately.

Characters using darkvision in complete darkness are affected by a gaze attack normally.

Giant Type

A giant is a humanoid-shaped creature of great strength, usually of at least Large size.

Features

A giant has the following features.

- 8-sided Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good Fortitude saves.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits

A giant possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Proficient with all simple and martial weapons, as well as any natural weapons.
- Proficient with whatever type of armor (light, medium or heavy) it is described as wearing, as well as all lighter types. Giants not described as wearing armor are not proficient with armor. Giants are proficient with shields if they are proficient with any form of armor.
- Giants eat, sleep, and breathe.

Goblinoid Subtype

Goblinoids are stealthy humanoids who live by hunting and raiding and who all speak Goblin.

Good Subtype

A subtype usually applied only to outsiders native to the good-aligned Outer Planes. Most creatures that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a good alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields were good-aligned (see Damage Reduction, above).

Humanoid Type

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They usually are Small or Medium. Every humanoid creature also has a subtype.

Humanoids with 1 Hit Die exchange the features of their humanoid Hit Die for the class features of a PC or NPC class. Humanoids of this sort are presented as 1st-level warriors, which means that they have average combat ability and poor saving throws.

Humanoids with more than 1 Hit Die are the only humanoids who make use of the features of the humanoid type.

Features

A humanoid has the following features (unless otherwise noted in a creature's entry).

- 8-sided Hit Dice, or by character class.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good Reflex saves (usually; a humanoid's good save varies).
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, or by character class.

Traits

A humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Proficient with all simple weapons, or by character class.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, or by character class. If a humanoid does not have a class and wears armor, it is proficient with that type of armor and all lighter types. Humanoids not indicated as wearing armor are not proficient with armor. Humanoids are proficient with shields if they are proficient with any form of armor.
- Humanoids breathe, eat, and sleep.

Improved Grab (Ex)

If a creature with this special attack hits with a natural weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, improved grab works only against opponents at least one size category smaller than the creature.

Each successful grapple combat maneuver roll it makes during successive rounds deals the damage indicated for the attack that established the hold. If the creature has constrict, it deals constriction damage as well (the amount is given in the creature's descriptive text).

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. The creature makes a combat maneuver roll as a swift action but takes a -20 penalty to the roll. If successful, it takes a -20 penalty on its combat maneuver AC for 1 round, but does not gain the grappled condition (and its opponent remains grappled). A successful hold does not deal any extra damage unless the creature also has the constrict special attack.

Incorporeal Subtype

An incorporeal creature, such as a spectre or wraith, has no physical body. Such creatures are insubstantial and can't be touched by non-magical matter or energy. Likewise, they cannot manipulate objects or exert physical force on objects. However, incorporeal beings have a tangible presence that sometimes seems like a physical attack against a corporeal creature. Incorporeal creatures are present on the same plane as the characters, and characters have some chance to affect them.

An incorporeal creature can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all non-magical attack forms. Incorporeal creatures are immune to sneak attacks. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids.

Even when hit by spells or magic weapons, it has a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as magic missile, or attacks made with ghost touch weapons). Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with holy water has a 50% chance of not affecting an incorporeal creature.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature has no Strength score, so its Dexterity modifier applies to both its melee attacks and its ranged attacks. An incorporeal creature's attacks pass through (ignore) natural armor, material armor, even magic armor, and shields, unless it has the ghost touch ability. Deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

They move in any direction (including up or down) at will. They do not need to walk on the ground. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage.

An incorporeal creature can enter or pass through solid objects, although they cannot see when their eyes are within solid matter. When passing through solid objects, they must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see farther from the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

Incorporeal creatures hiding inside solid objects get a +2 circumstance bonus on Perception checks, because solid objects carry sound well. Pinpointing an opponent from inside a solid object uses the same rules as pinpointing invisible opponents (see Invisibility, below).

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally. Non-visual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.



Invisibility (Sp)

The ability to move about unseen is not foolproof. While they can't be seen, invisible creatures can be heard, smelled, or felt.

Invisibility makes a creature undetectable by vision, including darkvision.

Invisibility makes the creature immune to extra damage from being a ranger's favored enemy and from sneak attacks.

A creature can generally notice the presence of an active invisible creature within 30 feet with a DC 20 Perception check. The observer gains a hunch that "something's there" but can't see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, a nonliving creature holding still, or a completely immobile creature is even harder to spot (DC 40). It's practically impossible (+20 DC) to pinpoint an invisible creature's location with a Perception check, and even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance).

Hearing an Invisible Creature: A creature can use hearing to find an invisible creature. A character can make a Perception check for this purpose as a free action each round. A Perception check result at least equal to the invisible creature's Stealth check result reveals its presence. (A creature with no ranks in Stealth makes a Stealth check as a Dexterity check to which an armor check penalty applies.) A successful check lets a character hear an invisible creature "over there somewhere." It's practically impossible to pinpoint the location of an invisible creature. A Perception check that beats the DC by 20 pinpoints the invisible creature's location.

Finding an Invisible Creature by Touch: A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot squares using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has successfully pinpointed the invisible creature's current location. (If the invisible creature moves, its location, obviously, is once again unknown.)

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.

If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). A particularly large and slow creature might get a smaller miss chance.

If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy's not there, roll the miss chance as if it were there, don't let the player see the result, and tell him that the character has missed. That way the player doesn't know whether the attack missed because the enemy's not there or because you successfully rolled the miss chance.

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature's location.

An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment.

A creature with the scent ability can detect an invisible creature as it would a visible one.

A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and he misses only if both rolls indicate a

miss. (Alternatively, make one 25% miss chance roll rather than two 50% miss chance rolls.)

A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility.

An invisible burning torch still gives off light, as does an invisible object with a light spell (or similar spell) cast upon it.

Ethereal creatures are invisible. Since ethereal creatures are not materially present, Perception checks, Scent, Blind-Fight, and blindsight don't help locate them. Incorporeal creatures are often invisible. Scent, Blind-Fight, and blindsight don't help creatures find or attack invisible, incorporeal creatures, but Perception checks can help.

Invisible creatures cannot use gaze attacks.

Invisibility does not thwart detect spells.

Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

Lawful

A subtype usually applied only to outsiders native to the lawful-aligned Outer Planes. Most creatures that have this subtype also have lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields were lawful-aligned (see Damage Reduction, above).

Low-Light Vision (Ex)

Creatures with low-light vision ignore the effects of concealment in areas of shadowy illumination within their normal range of vision. A creature can't hide from a character with low-light vision in areas of shadowy illumination unless it is invisible or has cover. A creature with low-light vision retains the ability to distinguish color and detail under these conditions. Low-light vision has no effect in areas of complete darkness.



Magical Beast Type

Magical beasts are similar to animals but can have Intelligence scores higher than 2. Magical beasts usually have supernatural or extraordinary abilities, but sometimes are merely bizarre in appearance or habits.

Features

A magical beast has the following features.

- 10-sided Hit Dice.
- Base attack bonus equal to total Hit Dice (as fighter).
- Good Fortitude and Reflex saves.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits

A magical beast possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet and low-light vision.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Magical beasts eat, sleep, and breathe.

Manufactured Weapons

Some monsters employ manufactured weapons when they attack. Creatures that use swords, bows, spears, and the like follow the same rules as characters, including the rules for gaining additional iterative attacks from a high base attack bonus and two-weapon fighting penalties. This category also includes "found items," such as rocks and logs, that a creature wields in combat—in essence, any weapon that is not intrinsic to the creature.

Some creatures combine attacks with natural and manufactured weapons when they make a full attack. When they do so, the manufactured weapon attack is considered the primary attack (unless the creature's description indicates otherwise) and any natural weapons the creature uses are considered secondary natural attacks. These secondary attacks do not interfere with the primary attack as attacking with an off-hand weapon does, but they take the usual –5 penalty (or –2 with the Multiattack feat) for such attacks, even if the natural weapon used is normally the creature's primary natural weapon.

Monstrous Humanoid Type

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.

Features

A monstrous humanoid has the following features.

- 8-sided Hit Dice.
- Base attack bonus equal to total Hit Dice (as fighter).
- Good Reflex and Will saves.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits

A monstrous humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Monstrous humanoids not indicated as wearing armor are not proficient with armor. Monstrous humanoids are proficient with shields if they are proficient with any form of armor.
- Monstrous humanoids eat, sleep, and breathe.



Movement Modes

Creatures may have modes of movement other than walking and running. These are natural, not magical, unless specifically noted in a monster description. A creature with a natural movement mode moves at its given speed with a move action. It retains its Dexterity bonus to Armor Class, can take 5-foot steps, and can run and charge.

Burrow

A creature with a burrow speed can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Most burrowing creatures do not leave behind tunnels other creatures can use (either because the material they tunnel through fills in behind them or because they do not actually dislocate any material when burrowing); see the individual creature descriptions for details.

Climb

A creature with a climb speed has a +8 racial bonus on all Climb checks, but it always can choose to Take 10 even if rushed or threatened while climbing.

Fly

A creature with a fly speed can move through the air at the indicated speed if carrying no more than a light load. (Note that medium armor does not necessarily constitute a medium load.) All fly speeds include a parenthetical note indicating maneuverability, as follows:

Perfect: The creature can perform almost any aerial maneuver it wishes. It moves through the air as well as a human moves over smooth ground.

Good: The creature is very agile in the air (like a housefly or a hummingbird), but cannot change direction as readily as those 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 maneuver at all, for example a very small swallow gripping a very large coconut by the husk.

A creature that flies can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet and descend at least 10 feet. It can make only claw or talon attacks, but these deal double damage. A creature can use the run action while flying, provided it flies in a straight line.

Swim

A creature with a swim speed has a +8 racial bonus on all Swim checks, but it always can choose to Take 10 even if rushed or threatened while swimming.

Native Subtype

A subtype applied only to outsiders. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. Creatures with this subtype are native to the Material Plane (hence the subtype's name). Unlike true outsiders, native outsiders need to eat and sleep.

Natural Weapons

Natural weapons are weapons that are physically a part of a creature. A creature making a melee attack with a natural weapon is considered armed and does not provoke attacks of opportunity. Likewise, it threatens any space it can reach. Creatures do not receive additional attacks from a high base attack bonus when using natural weapons. The number of attacks a creature can make with its natural weapons depends on the type of the attack—generally, a creature can make one bite attack, one attack per claw or tentacle, one gore attack, one sting attack, or one slam attack (although Large creatures with arms or arm-like limbs can make a slam attack with each arm). Refer to the individual monster descriptions.

Unless otherwise noted, a natural weapon threatens a critical hit on a natural attack roll of 20.

When a creature has more than one natural weapon, one of them (or sometimes a pair or set of them) is the primary weapon. All the creature's remaining natural weapons are secondary.

The primary weapon is given in the creature's Attack entry, and the primary weapon or weapons is given first in the creature's Full Attack entry. A creature's primary natural weapon is its most effective natural attack, usually by virtue of the creature's physiology, training, or innate talent with the weapon. An attack with a primary natural weapon uses the creature's full attack bonus. Attacks with secondary natural weapons are less effective and are made with a -5 penalty on the attack roll, no matter how many there are. (Creatures with the Multiattack feat take only a -2 penalty on secondary attacks.) This penalty applies even when the creature makes a single attack with the secondary weapon as part of the attack action or as an attack of opportunity.

Natural weapons have types just as other weapons do. The most common are summarized below.

Bite: The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.

Claw or Talon: The creature rips with a sharp appendage, dealing piercing and 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. Sting attacks usually deal damage from poison in addition to hit point damage.

Tentacle: The creature flails at opponents with a powerful tentacle, dealing bludgeoning (and sometimes slashing) damage.

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 detailed below.

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 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 perform actions (such as casting spells), it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature automatically fails 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 automatically fails Constitution checks. A creature with no Constitution cannot tire and thus can run indefinitely without tiring (unless the creature's description says it cannot run).

Intelligence

Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is mindless, an automaton operating on simple instincts or programmed instructions. It has immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Intelligence checks.

Mindless creatures do not gain feats or skills, although they may have bonus feats or racial skill bonuses.

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.

Ooze Type

An ooze is an amorphous or mutable creature, usually mindless.

Features

An ooze has the following features.

- 10-sided Hit Dice.
- Base attack bonus equal to $3/4$ total Hit Dice (as cleric).
- No good saving throws.
- Skill points equal to $(2 + \text{Int modifier, minimum } 1)$ per Hit Die, with quadruple skill points for the first Hit Die, if the ooze has an Intelligence score. However, most oozes are mindless and gain no skill points or feats.



Traits

An ooze possesses the following traits (unless otherwise noted in a creature's entry).

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- Immunity to poison, sleep effects, paralysis, *polymorph*, and stunning.
- Some oozes have the ability to deal acid damage to objects. In such a case, the amount of damage is equal to 10 + 1/2 ooze's HD + ooze's Con modifier per full round of contact.
- Not subject to flanking.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Oozes eat and breathe, but do not sleep.

Outsider Type

An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence.

Features

An outsider has the following features.

- 8-sided Hit Dice.
- Base attack bonus equal to total Hit Dice (as fighter).
- Good Fortitude, Reflex, and Will saves.
- Skill points equal to (8 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits

An outsider possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Unlike most other living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don't work on an outsider. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.
- Proficient with all simple and martial weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armor are not proficient with armor. Outsiders are proficient with shields if they are proficient with any form of armor.
- Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

Paralysis (Ex, Su, or Sp)

This special attack renders the victim immobile. Some monsters and spells have the supernatural or spell-like ability to paralyze their victims, immobilizing them through magical means. (Paralysis from toxins is discussed in the Poison section below.)

Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as casting a spell with no components

Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (the DC is given in the creature's description). Unlike hold person and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Plant Type

This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Wisdom and Charisma scores (see Nonabilities, above) and are not creatures, but objects, even though they are alive.

Features

A plant creature has the following features.

- 8-sided Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good Fortitude saves.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the plant creature has an Intelligence score. However, some plant creatures are mindless and gain no skill points or feats.

Traits

A plant creature possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, *polymorph*, and stunning.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Plants breathe and eat, but do not sleep.



Poison (Ex)

Poison attacks deal initial damage, such as ability damage or some other effect, to the opponent on a failed Fortitude save. Although supernatural and spell-like poisons are possible, poisonous effects are almost always extraordinary.

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he takes the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used.

Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

Contact

Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap.

Ingested

Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned. Assassins and other characters tend to use ingested poisons outside of combat.

Inhaled

Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10-foot cube. Each creature within the area must make a saving throw. (Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body.)

Injury

This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

The characteristics of poisons are summarized on Table: Poisons. Terms on the table are defined below.

Type: The poison's method of delivery (contact, ingested, inhaled, or via an injury) and the Fortitude save DC to avoid the poison's damage. The Fortitude save DC against a poison attack is equal to 10 + ½ poisoning creature's racial HD + poisoning creature's Con modifier (the exact DC is given in the creature's descriptive text).

Initial Damage: The damage the character takes immediately upon failing his saving throw against this poison. Ability damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

Secondary Damage: The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Ability damage marked with an asterisk is permanent drain instead of temporary damage.

Price: The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal, and even in big cities it can be obtained only from specialized, less than reputable sources.

Perils of Using Poison

A character has a 5% chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a natural 1 on an attack roll with a poisoned weapon must make a DC 15 Reflex save or accidentally poison himself with the weapon.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures (constructs and undead) and creatures without metabolisms (such as elementals) are always immune to poison. Oozes, plants, and certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

POISONS				
Poison	Type	Initial Damage	Secondary Damage	Price
Nitharit	Contact DC 13	0	3d6 Con	650 gp
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	300 gp
Malys root paste	Contact DC 16	1 Dex	2d4 Dex	500 gp
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	750 gp
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	4,500 gp
Dragon bile	Contact DC 26	3d6 Str	0	1,500 gp
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180 gp
Arsenic	Ingested DC 13	1 Con	1d8 Con	120 gp
Id moss	Ingested DC 14	1d4 Int	2d6 Int	125 gp
Oil of taggit	Ingested DC 15	0	Unconsciousness	90 gp
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	250 gp
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	300 gp
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*	1,000 gp
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	1,500 gp
Burnt othur fumes	Inhaled DC 18	1 Con*	3d6 Con	2,100 gp
Black adder venom	Injury DC 11	1d6 Con	1d6 Con	120 gp
Small centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	90 gp
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	100 gp
Drow poison	Injury DC 13	Unconsciousness	Unconsciousness for 2d4 hours	75 gp
Greenblood oil	Injury DC 13	1 Con	1d2 Con	100 gp
Blue whinnis	Injury DC 14	1 Con	Unconsciousness	120 gp
Medium spider venom	Injury DC 14	1d4 Str	1d4 Str	150 gp
Shadow essence	Injury DC 17	1 Str*	2d6 Str	250 gp
Wyvern poison	Injury DC 17	2d6 Con	2d6 Con	3,000 gp
Large scorpion venom	Injury DC 18	1d6 Str	1d6 Str	200 gp
Giant wasp poison	Injury DC 18	1d6 Dex	1d6 Dex	210 gp
Deathblade	Injury DC 20	1d6 Con	2d6 Con	1,800 gp
Purple worm poison	Injury DC 24	1d6 Str	2d6 Str	700 gp

* Permanent drain, not temporary damage.

Polymorph (Sp)

Magic can cause creatures and characters to change their shapes — sometimes against their will, but usually to gain an advantage. Polymorphed creatures retain their own minds but have new physical forms.

The *polymorph* spell defines the general polymorph effect.

Unless stated otherwise, creatures can polymorph into forms of the same type or into an aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin form. Most spells and abilities that grant the ability to polymorph place a cap on the Hit Dice of the form taken.

Polymorphed creatures usually gain Strength, Dexterity, and Constitution from their new forms, as well as size, extraordinary special attacks, movement capabilities (to a maximum of 120 feet for flying and 60 for nonflying movement), natural armor bonus, natural weapons, racial skill bonuses, and other gross physical qualities such as appearance and number of limbs. They retain their original class and level, Intelligence, Wisdom, Charisma, hit points, base attack bonus, base save bonuses, and alignment.

Creatures who polymorph keep their worn or held equipment if the new form is capable of wearing or holding it. Any gear worn or carried by the creature that can't be worn or carried in its new form instead falls to the ground in its space. If the creature changes size, any gear it wears or carries that can be worn or carried in its new form changes size to match the new size. (Nonhumanoid-shaped creatures can't wear armor designed for humanoid-shaped creatures, and vice versa.) Gear returns to normal size if dropped.

Pounce (Ex)

When a creature with this special attack makes a charge, it can follow with a full attack—including rake attacks if the creature also has the rake ability.

Powerful Charge (Ex)

When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The amount of damage from the attack is given in the creature's description.



Psionics (Sp)

Telepathy, mental combat and psychic powers — psionics is a catchall word that describes special mental abilities possessed by various creatures. These are spell-like abilities that a creature generates from the power of its mind alone — no other outside magical force or ritual is needed. Psionic abilities are usually usable at will.

Each psionic creature's description contains details on its psionic abilities.

Psionic attacks almost always allow Will saving throws to resist them. However, not all psionic attacks are mental attacks. Some psionic abilities allow the psionic creature to reshape its own body, heal its wounds, or teleport great distances. Some psionic creatures can see into the future, the past, and the present (in far-off locales) as well as read the minds of others.

Rake (Ex)

A creature with this special attack gains extra natural attacks when it grapples its foe. Normally, a monster can attack with only one of its natural weapons while grappling, but a monster with the rake ability usually gains two additional claw attacks that it can use only against a grappled foe. Rake attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple.

A monster with the rake ability must begin its turn grappling to use its rake—it can't begin a grapple and rake in the same turn.

Ray (Su or Sp)

This form of special attack works like a ranged attack. Hitting with a ray attack requires a successful ranged touch attack roll, ignoring armor, natural armor, and shield and using the creature's ranged attack bonus. Ray attacks have no range increment. The creature's descriptive text specifies the maximum range, effects, and any applicable saving throw.

Even if a ray hits, it usually allows the target to make a saving throw (Fortitude or Will). Rays never allow a Reflex saving throw, but if a character's Dexterity bonus to AC is high, it might be hard to hit her with the ray in the first place.

Regeneration (Ex)

A creature with this extraordinary ability is difficult to kill. It recovers from wounds quickly and can even regrow or reattach severed body parts.

Damage dealt to the creature is treated as nonlethal damage, and the creature automatically cures itself of nonlethal damage at a fixed rate per round, as given in the entry.

Certain attack forms, typically fire and acid, deal damage to the creature normally; that sort of damage doesn't convert to nonlethal damage and so doesn't go away. The creature's description includes the details. A regenerating creature that has been rendered unconscious through nonlethal damage can be killed with a coup de grace. The attack cannot be of a type that automatically converts to nonlethal damage.

Creatures with regeneration can regrow lost portions of their bodies and can reattach severed limbs or body parts; details are in the creature's descriptive text. Severed parts die if they are not reattached.

Regeneration does not restore hit points lost from starvation, thirst, or suffocation.

Attack forms that don't deal hit point damage ignore regeneration.

An attack that can cause instant death only threatens the creature with death if it is delivered by weapons that deal it lethal damage.

A creature must have a Constitution score to have the regeneration ability.

Reptilian Subtype

These creatures are scaly and usually cold-blooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are truly reptiles.

Resistance to Energy (Ex)

A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type each round, but it does not have total immunity.

Each resistance ability is defined by what energy type it resists (commonly acid, cold, fire, or electricity) and how many points of damage are resisted. It doesn't matter whether the damage has a mundane or magical source.

When resistance completely negates the damage from an energy attack, the attack does not disrupt a spell. This resistance does not stack with the resistance that a spell might provide.

Scent (Ex)

This extraordinary ability lets a creature 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.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent.

Whenever the creature comes within 5 feet of the source, the creature pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) 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). The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, 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 tracking (see the Survival skill). Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

Shapechanger Subtype

A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shape shifting, and not every creature that can change shapes has the shapechanger subtype.

Traits

A shapechanger possesses the following traits (unless otherwise noted in a creature's entry).

- Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description.
- Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor.

Sonic Attacks (Su)

Unless otherwise noted, a sonic attack follows the rules for spreads. The range of the spread is measured from the creature using the sonic attack. Once a sonic attack has taken effect, deafening the subject or stopping its ears does not end the effect. Stopping one's ears ahead of time allows opponents to avoid having to make saving throws against mind-affecting sonic attacks, but

not other kinds of sonic attacks (such as those that deal damage). Stopping one's ears is a full-round action and requires wax or other soundproof material to stuff into the ears.

Special Abilities

A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su) in nature.

Extraordinary

Extraordinary abilities are non-magical, don't become ineffective in an antimagic field, and are not subject to any effect that disrupts magic. They are, however, not something that just anyone can do or even learn to do without extensive training. Using an extraordinary ability is a free action unless otherwise noted.

Spell-Like

Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, material, focus, or XP components). They go away in an antimagic field and are subject to dispel magic and spell resistance if the spell the ability resembles or duplicates would be subject to spell resistance.

A spell-like ability usually has a limit on how often it can be used. A spell-like ability that can be used at will has no use limit. Using a spell-like ability is a standard action unless noted otherwise, and doing so while threatened provokes attacks of opportunity. It is possible to make a caster level check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) 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. If no caster level is specified, the caster level is equal to the creature's Hit Dice. The saving throw (if any) against a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Cha modifier.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

Supernatural

Supernatural abilities are magical but not spell-like. They go away in an antimagic field but are not subject to spell resistance. Supernatural abilities cannot be dispelled and are not subject to counterspells. Using a supernatural ability is a standard 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 caster level checks. Unless otherwise noted, a supernatural ability has an effective caster level equal to the creature's Hit Dice. The saving throw (if any) against a supernatural ability is 10 + ½ the creature's HD + the creature's ability modifier (usually Charisma).

SPECIAL ABILITY TYPES

	EXTRAORDINARY	SPELL-LIKE	SUPERNATURAL
Dispel	No	Yes	No
Spell resistance	No	Yes	No
Antimagic field	No	Yes	Yes
Attack of opportunity	No	Yes	No

Dispel: Can dispel magic and similar spells dispel the effects of abilities of that type?

Spell Resistance: Does spell resistance protect a creature from these abilities?

Antimagic Field: Does an antimagic field or similar magic suppress the ability?

Attack of Opportunity: Does using the ability provoke attacks of opportunity the way that casting a spell does?

Spell Immunity (Ex)

A creature with spell immunity avoids the effects of spells and spell-like abilities that directly affect it. This works exactly like spell resistance, except that it cannot be overcome. Sometimes spell immunity is conditional or applies to only spells of a certain kind or level. Spells that do not allow spell resistance are not affected by spell immunity.

Spell Resistance (Ex)

Spell resistance is the extraordinary ability to avoid being affected by spells and spell-like abilities. (Some spells also grant spell resistance.)

To affect a creature that has spell resistance, a spellcaster must make a caster 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.

(The defender's spell resistance is like an Armor Class against magical attacks.) If the caster fails the check, the spell doesn't affect the creature. The possessor does not have to do anything special to use spell resistance. The creature need not even be aware of the threat for its spell resistance to operate.

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 some that are not. Even some spells ignore spell resistance; see *When Spell Resistance Applies*, below.

A creature can voluntarily lower its spell resistance. Doing so is a standard 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 the creature's next turn, the creature's spell resistance automatically returns unless the creature intentionally keeps it down (also a standard action that does not provoke an attack of opportunity).

A creature's spell resistance never interferes with its own spells, items, or abilities.

A creature with spell resistance cannot impart this power to others by touching them or standing in their midst. Only the rarest of creatures and a few magic items have the ability to bestow spell resistance upon another.

Spell resistance does not stack. It overlaps.

When Spell Resistance Applies

Each spell includes an entry that indicates whether spell resistance applies to the spell. In general, whether spell resistance applies depends on what the spell does:

Targeted Spells: Spell resistance applies if the spell is targeted at the creature. Some individually targeted spells can be directed at several creatures simultaneously. In such cases, a creature's spell resistance applies only to the portion of the spell actually targeted at that creature. If several different resistant creatures are subjected to such a spell, each checks its spell resistance separately.

Area Spells: Spell resistance applies if the resistant creature is within the spell's area. It protects the resistant creature without affecting the spell itself.

Effect Spells: Most effect spells summon or create something and are not subject to spell resistance. Sometimes, however, spell resistance applies to effect spells, usually to those that act upon a creature more or less directly, such as *web*.

Spell resistance can protect a creature from a spell that's already been cast. Check spell resistance when the creature is first affected by the spell.

Check spell resistance only once for any particular casting of a spell or use of a spell-like ability. If spell resistance fails the first time, it fails each time the creature encounters that same casting of the spell. Likewise, if the spell resistance succeeds the first time, it always succeeds. If the creature has voluntarily lowered its spell resistance and is then subjected to a spell, the creature still has a single chance to resist that spell later, when its spell resistance is up.

Spell resistance has no effect unless the energy created or released by the spell actually goes to work on the resistant creature's mind or body. If the spell acts on anything else and the creature is affected as a consequence, no roll is required. Creatures can be harmed by a spell without being directly affected.

Spell resistance does not apply if an effect fools the creature's senses or reveals something about the creature.

Magic actually has to be working for spell resistance to apply. Spells that have instantaneous durations but lasting results aren't subject to spell resistance unless the resistant creature is exposed to the spell the instant it is cast.

When in doubt about whether a spell's effect is direct or indirect, consider the spell's school:

Abjuration: The target creature must be harmed, changed, or restricted in some manner for spell resistance to apply. Perception changes aren't subject to spell resistance.

Abjurations that block or negate attacks are not subject to an attacker's spell resistance — it is the protected creature that is affected by the spell (becoming immune or resistant to the attack).

Conjuration: These spells are usually not subject to spell resistance unless the spell conjures some form of energy. Spells that summon creatures or produce effects that function like creatures are not subject to spell resistance.

Divination: These spells do not affect creatures directly and are not subject to spell resistance, even though what they reveal about a creature might be very damaging.

Enchantment: Since enchantment spells affect creatures' minds, they are typically subject to spell resistance.

Evocation: If an evocation spell deals damage to the creature, it has a direct effect. If the spell damages something else, it has an indirect effect.

Illusion: These spells are almost never subject to spell resistance. Illusions that entail a direct attack are exceptions.

Necromancy: Most of these spells alter the target creature's life force and are subject to spell resistance. Unusual necromancy spells that don't affect other creatures directly are not subject to spell resistance.

Transmutation: These spells are subject to spell resistance if they transform the target creature. Transmutation spells are not subject to spell resistance if they are targeted on a point in space instead of on a creature. Some transmutations make objects harmful (or more harmful), such as *magic stone*. Even these spells are not generally subject to spell resistance because they affect the objects, not the creatures against which the objects are used. Spell resistance works against *magic stone* only if the creature with spell resistance is holding the stones when the cleric casts *magic stone* on them.

Successful Spell Resistance

Spell resistance prevents a spell or a spell-like ability from affecting or harming the resistant creature, but it never removes a magical effect from another creature or negates a spell's effect on another creature. Spell resistance prevents a spell from disrupting another spell.

Against an ongoing spell that has already been cast, a failed check against spell resistance allows the resistant creature to ignore any effect the spell might have. The magic continues to affect others normally.

Spells

Sometimes a creature can cast arcane or divine spells just as a member of a spellcasting class can (and can activate magic items accordingly). Such

creatures are subject to the same spellcasting rules that characters are, except as follows.

A spellcasting creature that lacks hands or arms can provide any somatic component a spell might require by moving its body. Such a creature also does need material components for its spells. The creature can cast the spell by either touching the required component (but not if the component is in another creature's possession) or having the required component on its person. Sometimes spellcasting creatures utilize the Eschew Materials feat to avoid fussing with noncostly components.

A spellcasting creature is not actually a member of a class unless its entry says so, and it does not gain any class abilities. A creature with access to cleric spells does not receive domain granted powers unless it has at least one level in the cleric class.

Summon (Sp)

A creature with the summon ability can summon specific other creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%

On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature that has just been summoned cannot use its own summon ability for 1 hour. Most creatures with the ability to summon do not use it lightly, since it leaves them beholden to the summoned creature. In general, they use it only when necessary to save their own lives. An appropriate spell level is given for each summoning ability for purposes of caster level checks and attempts to dispel the summoned creature. No experience points are awarded for summoned monsters.



Swallow Whole (Ex)

If a creature with this special attack begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed has various consequences, depending on the creature doing the swallowing. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is noted in the creature description), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally $10 + \frac{1}{2}$ its natural armor bonus, with no modifiers for size or Dexterity. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Swarm Subtype

A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of non-flying creatures) or a cube (of flying creatures) 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Tiny creatures consists of 300 non-flying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 non-flying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of non-flying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

Traits

A swarm has no clear front or back and no discernible anatomy, so it is not subject to flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds such as that created by a gust of wind spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Swarm Attack

Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to

a miss chance for concealment or cover. A swarm's statistics block has "swarm" in the Attack and Full Attack entries, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Dice, as shown below.

SWARM HD	SWARM BASE DAMAGE
1–5	1d6
6–10	2d6
11–15	3d6
16–20	4d6
21 or more	5d6

A swarm's attacks are non-magical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, and other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, poison, blood drain, or other special attacks in addition to normal damage.

Swarms do not threaten creatures in their square, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save (DC 10 + ½ swarm's HD + swarm's Con modifier; the exact DC is given in a swarm's description) negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a caster level check (DC 15 + 2x the level of the spell being cast). Using skills that involve patience and concentration requires a DC 15 caster level check.

Telepathy (Su)

A creature with this ability can communicate telepathically with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Some creatures have a limited form of telepathy, while others have a more powerful form of the ability.

Trample (Ex)

As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can make an attack of opportunity against the trampling creature at a –4 penalty. A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer.

A trample attack deals bludgeoning damage (the creature's slam damage + 1-½ times its Str modifier). The creature's descriptive text gives the exact amount.

Trampled opponents can attempt attacks of opportunity, but these take a –4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage.

The save DC against a creature's trample attack is 10 + ½ creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Tremorsense (Ex)

A creature with tremorsense is sensitive to vibrations in the ground and automatically senses and pinpoints the location of anything that is in contact with the ground. The ability's range is specified in the creature's descriptive text.

If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving.

As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

Aquatic creatures with tremorsense can also sense the location of creatures moving through water.

Treasure

This entry in a monster description describes how much wealth a creature owns. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items) tend to carry and use these, leaving bulky items at home. Treasure can include coins, goods, and items. Creatures can have varying amounts of each, as follows.

Standard: Refer to the treasure tables and roll d% once for each type of treasure (Coins, Goods, Items) on the Level section of the table that corresponds to the creature's Challenge Rating (for groups of creatures, use the Encounter Level for the encounter instead). Some creatures have double, triple, or even quadruple standard treasure; in these cases, roll for each type of treasure two, three, or four times.

None: The creature collects no treasure of its own.

Nonstandard: Some creatures have quirks or habits that affect the types of treasure they collect. These creatures use the same treasure tables, but with special adjustments.

Fractional Coins: Roll on the Coins column in the section corresponding to the creature's Challenge Rating, but divide the result as indicated.

% Goods or Items: The creature has goods or items only some of the time. Before checking for goods or items, roll d% against the given percentage. On a success, make a normal roll on the appropriate Goods or Items column (which may still result in no goods or items).

Double Goods or Items: Roll twice on the appropriate Goods or Items column.

Parenthetical Notes: Some entries for goods or items include notes that limit the types of treasure a creature collects.

When a note includes the word "no," it means the creature does not collect or cannot keep that thing. If a random roll generates such a result, treat the result as "none" instead.

When a note includes the word "only," the creature goes out of its way to collect treasure of the indicated type. Treat all results from that column as the indicated type of treasure.

It's sometimes necessary to reroll until the right sort of item appears.

Turn Resistance (Ex)

Some creatures (usually undead) are less easily affected by the turning ability of clerics or paladins.

Turn resistance is an extraordinary ability.

When resolving a turn, rebuke, or command attempt, add the listed bonus to the creature's saving throw against the turn effect.

In addition, add the listed bonus to the creature's Hit Dice for the purposes of determining whether the creature is turned or destroyed, rebuked or commanded.

Undead Type

Undead are once-living creatures animated by spiritual or supernatural forces.

Features

An undead creature has the following features.

- 12-sided Hit Dice.
- Base attack bonus equal to 1/2 total Hit Dice (as wizard).
- Good Will saves.
- Skill points equal to (4 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the undead creature has an Intelligence score. However, many undead are mindless and gain no skill points or feats.

Traits

An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an inflict spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Uses its Charisma modifier for caster level checks.
- Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.
- Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.
- Undead do not breathe, eat, or sleep.

Vermin Type

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

Features

Vermin have the following features.

- 8-sided Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good Fortitude saves.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the vermin has an Intelligence score. However, most vermin are mindless and gain no skill points or feats.

Traits

Vermin possess the following traits (unless otherwise noted in a creature's entry).

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Darkvision out to 60 feet.
- Proficient with their natural weapons only.
- Proficient with no armor.
- Vermin breathe, eat, and sleep.

Vulnerability to Energy

Some creatures have vulnerability to a certain kind of energy effect (typically either cold or fire). Such a creature takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Water Subtype

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Water. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and usually can breathe air as well.

Monster Feats

These feats apply to abilities most commonly found amongst monsters or are related to monsters.

ABILITY FOCUS [GENERAL]

Choose one of the creature's special attacks.

Prerequisite: Special attack.

Benefit: Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat it applies to a different special attack.

AWESOME BLOW [GENERAL, FIGHTER]

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, the creature may choose to subtract 4 from its melee attack roll and deliver an awesome blow. If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying 10 feet in a direction of the attacking creature's choice and fall prone. The attacking creature can only push the opponent in a straight line, and the opponent can't end up closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move,



the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

CRAFT CONSTRUCT [ITEM CREATION]

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: A creature with this feat can create any construct whose prerequisites it meets. Enchanting a construct takes one day for each 1,000 gp in its market price. To enchant a construct, a spellcaster must spend 1/25 the item's price in XP and use up raw materials costing half of this price (see individual construct monster entries for details).

A creature with this feat can repair constructs that have taken damage. In one day of work, the creature can repair up to 20 points of damage by expending 50 gp per point of damage repaired.

A newly created construct has average hit points for its Hit Dice.

EMPOWER SPELL-LIKE ABILITY [GENERAL]

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by one half. Saving throws and opposed rolls are not affected. Spell-like abilities without random variables are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) –2. For a summary, see the table in the description of the Quicken Spell-Like Ability feat.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

FLYBY ATTACK [GENERAL]

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack. The creature's movement provokes attacks of opportunity as normal.

Normal: Without this feat, the creature takes a standard action either before or after its move.

HOVER [GENERAL]

Prerequisite: Fly speed; average or worse maneuverability.

Benefit: The creature gains the ability to hover as a free action. The creature can stay in one place while airborne. Creatures with Perfect and Good maneuverability already have the ability to hover.

Normal: Creatures with average or worse maneuverability must spend a move or full round action to hover; although their position does not change on the tactical map, this counts as movement that provokes attacks of opportunity.

If a creature of Large size or larger hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Those caught in the cloud must succeed on a Concentration check (DC 10 + 1/2 creature's HD) to cast a spell.

IMPROVED FLYBY ATTACK [GENERAL]

Prerequisite: Flyby Attack.

Benefit: As Flyby Attack, but the creature's movement does not provoke an attack of opportunity from the defender it attacks. (Its movement may still provoke attacks of opportunity from other creatures, if appropriate.)

Normal: Without this feat, Flyby Attack may provoke an attack of opportunity.

We've added this feat simply to bring parity to Spring Attack, and to clear up the misconception that Flyby Attack already provides this benefit.

IMPROVED NATURAL ARMOR [GENERAL]

Prerequisites: Natural armor, Con 13.

Benefit: The creature's natural armor bonus increases by 2.

Special: A creature can gain this feat multiple times. Each time the creature takes the feat its natural armor bonus increases by another point.

The bonus from Improved Natural Armor was increased to +2, so that the increase is equivalent in CR value to a feat.

IMPROVED NATURAL ATTACK [GENERAL]

Prerequisite: Natural weapon, base attack bonus +4.

Benefit: Choose one of the creature's natural attack forms. The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Special: A creature can gain this feat multiple times. Each time it applies to a different natural attack.

MULTIATTACK [GENERAL]

Prerequisite: Three or more natural attacks.

Benefit: The creature's secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a –5 penalty.

MULTIWEAPON FIGHTING [GENERAL]

Prerequisites: Dex 13, three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands.

Normal: A creature without this feat takes a –6 penalty on attacks made with its primary hand and a –10 penalty on attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

QUICKEN SPELL-LIKE ABILITY [GENERAL]

Prerequisite: Spell-like ability at caster level 10th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions described below. The creature can use that ability as a

quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) –4. For a summary, see the table below.

In addition, a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Normal: Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

EMPOWER AND QUICKEN SPELL-LIKE ABILITY		
SPELL LEVEL	CASTER LEVEL TO EMPOWER	CASTER LEVEL TO QUICKEN
0	4th	8th
1st	6th	10th
2nd	8th	12th
3rd	10th	14th
4th	12th	16th
5th	14th	18th
6th	16th	20th
7th	18th	—
8th	20th	—
9th	—	—

SNATCH [GENERAL]

Prerequisite: Size Huge or larger.

Benefits: The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the improved grab special attack. If the creature gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 x 10 feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount of falling damage, whichever is greater.

WINGOVER [GENERAL]

Prerequisite: Fly speed; average maneuverability or worse.

Benefits: A flying creature with this feat no longer has a minimum movement when it uses a move action to stay airborne. When it moves, it can move any amount up to its fly speed, though this movement must still be in a straight line.

Normal: Flying creatures with average or worse maneuverability must move each turn, and they must move a minimum distance in a straight line when they move.