



PATHFINDER

1ST EDITION

OFFICIAL RULEBOOK

Paizo's fork of D&D 3.5, the most complete open ruleset in existence

2-7	varies	13+
PLAYERS	MINUTES	AGE

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PATHFINDER 1ST EDITION

Pathfinder is Paizo Publishing's evolution of the D&D 3.5 ruleset, first released in 2009. This hub covers the Pathfinder Roleplaying Game Reference Document: the open-licensed core rules covering character creation, classes, races, feats, spells, equipment, combat, and the Bestiary.

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Scope note: This hub covers the Core Rulebook only, the same scope the "5e SRD" label implies for D&D 5e. Later Paizo splatbooks (Advanced Player's Guide, Advanced Race Guide, Bestiary 2-4, Ultimate Combat/Magic/Equipment/Campaign) are out of scope and would be tracked separately if pursued.

RULES

Getting Started

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- ♦ [Races](#) – Dwarves, elves, gnomes, half-elves, half-orcs, halflings, humans

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- ♦ [Classes](#) – The 11 core classes, character advancement, multiclassing, favored class, prestige classes
- ♦ [Barbarian](#) – Rage, all 24 rage powers, damage reduction
- ♦ [Bard](#) – Bardic performance, spells known, versatile performance
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- ♦ [Druid](#) – Nature bond, wild shape, animal companion mechanics
- ♦ [Fighter](#) – Weapon training groups, armor training, bonus feats
- ♦ [Monk](#) – Flurry of blows, ki pool, unarmed strike progression
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- ♦ [Skills](#) – Skill mechanics, Acrobatics through Intimidate
- ♦ [Skills \(continued\)](#) – Knowledge through Use Magic Device
- ♦ [Combat Feats](#) – All 101 core Combat feats, alphabetized
- ♦ [General Feats](#) – All 49 core General feats, alphabetized (including Leadership)
- ♦ [Metamagic, Critical & Item Creation Feats](#) – The remaining 25 core feats

Combat

- ♦ [Combat](#) – Turn structure, initiative, attack rolls, AC, damage, saving throws
- ♦ [Actions in Combat](#) – Every standard, move, full-round, swift, immediate, and free action
- ♦ [Special Attacks & Maneuvers](#) – Charges, combat maneuvers, mounted combat, cover, concealment

Magic

- ♦ [Magic](#) – Casting spells, concentration, counterspells, arcane vs divine casting
- ♦ [Spell Statistics](#) – Reading a spell stat block: school, components, range, duration, saving throw
- ♦ [Spells](#) – All 623 core spells by level: school, classes, and summary

Equipment

- ♦ [Wealth, Money & Special Materials](#) – Currency, trade goods, special materials (adamantine, mithral)
- ♦ [Weapons](#) – All 81 core weapons: categories, proficiency, weapon qualities, descriptions
- ♦ [Armor](#) – All 21 armors and shields: AC bonuses, penalties, donning/removing, materials
- ♦ [Adventuring Gear, Substances & Tools](#) – Adventuring gear, alchemical items, special substances, tools, kits
- ♦ [Clothing, Mounts & Services](#) – Clothing, food and lodging, mounts, transport, and hirelings

Environment & Gamemastering

- ♦ [Additional Rules](#) – Alignment, aging, carrying capacity, movement, vision and light, breaking objects
- ♦ [Dungeons & Traps](#) – Dungeon types and terrain, trap design and mechanics, sample traps
- ♦ [Wilderness & Urban Adventures](#) – 7 terrain types, getting lost, city adventuring, siege engines
- ♦ [Weather, Planes & Environmental Rules](#) – Weather, storms, planes of existence, falling, drowning
- ♦ [Gamemastering](#) – Encounters, experience, treasure, creating NPCs, beyond 20th level

Glossary

- ♦ [Special Abilities](#) – Extraordinary, spell-like, supernatural abilities; curses, diseases, poison
- ♦ [Conditions](#) – The standardized status conditions referenced throughout the rules

Bestiary

- ♦ [Bestiary](#) – All 336 core monsters: CR, type, and size at a glance

Reference

- ♦ [Character Sheet](#) – Blank character sheet (printable) with interactive generator

The Core Rulebook is fully covered: all 11 classes, 175 feats, Combat, Magic, Equipment, Environment, Gamemastering, Glossary, and Bestiary chapters complete. 623 spells, 241 equipment items, and 336 monsters available as structured data below.

MACHINE-READABLE DATA

Structured JSON, sourced from [devonjones/PSRD-Data](#) (OGL 1.0a).

- ♦ [ability-scores.json](#) – The six abilities and their effects
- ♦ [races.json](#) – The seven core races and their racial traits
- ♦ [skills.json](#) – All 26 skills with key ability and training requirements
- ♦ [classes.json](#) – All 11 core classes with hit die, BAB, saves, and skill ranks
- ♦ [conditions.json](#) – All 34 standardized conditions
- ♦ [feats.json](#) – All 173 core feats (combat, general, metamagic, critical, item creation)
- ♦ [spells.json](#) – All 623 core spells with school, classes, components, and descriptions
- ♦ [equipment.json](#) – All 241 items (weapons, armor, gear, mounts, services)
- ♦ [monsters.json](#) – All 336 core Bestiary creatures with complete stat blocks



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GETTING STARTED

PLAYING THE GAME

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

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

As your character goes on adventures, he earns gold, magic items, and experience points. Gold can be used to purchase better equipment, while magic items possess powerful abilities that enhance your character. Experience points are awarded for overcoming challenges and completing major storylines. When your character has earned enough experience points, he increases his character level by one, granting him new powers and abilities that allow him to take on even greater challenges.

THE MOST IMPORTANT RULE

The rules presented are here to help you breathe life into your characters and the world they explore. While they are designed to make your game easy and exciting, you might find that some of them do not suit the style of play that your gaming group enjoys. Remember that these rules are yours. You can change them to fit your needs. Most Game Masters have a number of “house rules” that they use in their games. The Game Master and players should always discuss any rules changes to make sure that everyone understands how the game will be played. Although the Game Master is the final arbiter of the rules, the Pathfinder RPG is a shared experience, and all of the players should contribute their thoughts when the rules are in doubt.

COMMON TERMS

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

ABILITY SCORE

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

ACTION

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

ALIGNMENT

Alignment represents a creature's basic moral and ethical attitude. Alignment has two components: one describing whether a creature is lawful, neutral, or chaotic, followed by another that describes whether a character is good, neutral, or evil. Alignments are usually abbreviated using the first letter of each alignment component, such as LN for lawful neutral or CE for chaotic evil. Creatures that are neutral in both components are denoted by a single "N."

ARMOR CLASS

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

BASE ATTACK BONUS

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

BONUS

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

CASTER LEVEL

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

CLASS

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

CHECK

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

COMBAT MANEUVER

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

COMBAT MANEUVER BONUS

This value represents how skilled a creature is at performing a combat maneuver. When attempting to perform a combat maneuver, this value is added to the character's d20 roll.

COMBAT MANEUVER DEFENSE

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

CONCENTRATION CHECK

When a creature is casting a spell, but is disrupted during the casting, he must make a concentration check or fail to cast the spell (see Magic).

CREATURE

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

DAMAGE REDUCTION

Creatures that are resistant to harm typically have damage reduction. This amount is subtracted from any damage dealt to them from a physical source. Most types of DR can be bypassed by certain types of weapons. This is denoted by a "/" followed by the type, such as "10/cold iron." Some types of DR apply to all physical attacks. Such DR is denoted by the "-" symbol. See Special Abilities for more information.

DIFFICULTY CLASS

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

EXTRAORDINARY ABILITIES

Extraordinary abilities are unusual abilities that do not rely on magic to function.

EXPERIENCE POINTS

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

FEAT

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

GAME MASTER

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

HIT DICE

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

HIT POINTS

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

INITIATIVE

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

LEVEL

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

MONSTER

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

MULTIPLYING

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

NONPLAYER CHARACTER

These are characters controlled by the GM.

PENALTY

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

PLAYER CHARACTER

These are the characters portrayed by the players.

ROUND

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

ROUNDING

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

SAVING THROW

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

SKILL

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

SPELL

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

SPELL-LIKE ABILITIES

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

SPELL RESISTANCE

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

STACKING

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

SUPERNATURAL ABILITIES

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

TURN

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

GENERATING A CHARACTER

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

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

STEP 1-DETERMINE ABILITY SCORES

Start by generating your character's ability scores. These six scores determine your character's most basic attributes and are used to decide a wide variety of details and statistics. Some class selections require you to have better than average scores for some of your abilities.

STEP 2-PICK YOUR RACE

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

STEP 3-PICK YOUR CLASS

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

STEP 4-PICK SKILLS AND SELECT FEATS

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

STEP 5-BUY EQUIPMENT

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

STEP 6-FINISHING DETAILS

Finally, you need to determine all of a character's details, including his starting hit points (hp), Armor Class (AC), saving throws, initiative modifier, and attack values. All of these numbers are determined by the decisions made in previous steps. Aside from these, you need to decide on your character's name, alignment, and physical appearance. It is best to jot down a few personality traits as well, to help you play the character during the game. Additional rules (like age and alignment) are described in Additional Rules.

ABILITY SCORES

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

GENERATING ABILITY SCORES

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

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

Standard

Roll 4d6, discard the lowest die result, and add the three remaining results together. Record this total and repeat the process until six numbers are generated. Assign these totals to your ability scores as you see fit. This method is less random than Classic and tends to create characters with above-average ability scores.

Classic

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

Heroic

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

Dice Pool

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

Table: Ability Score Costs

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

Table: Ability Score Points

CAMPAIGN TYPE	POINTS
Low Fantasy	10
Standard Fantasy	15
High Fantasy	20
Epic Fantasy	25

Purchase

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

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

Determine Bonuses

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

ABILITIES AND SPELLCASTERS

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

Table: Ability Modifiers and Bonus Spells

ABILITY SCORE	MODIFIER	BONUS SPELLS PER DAY (BY SPELL LEVEL)
0	1st	2nd
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	-
14-15	+2	-
16-17	+3	-
18-19	+4	-
20-21	+5	-
22-23	+6	-
24-25	+7	-
26-27	+8	-
28-29	+9	-
30-31	+10	-
32-33	+11	-
34-35	+12	-
36-37	+13	-
38-39	+14	-
40-41	+15	-
42-43	+16	-
44-45	+17	-

THE ABILITIES

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

Strength

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

You apply your character's Strength modifier to:

- ♦ Melee attack rolls.

Damage rolls when using a melee weapon or a thrown weapon, including a sling. (Exceptions: Off-hand attacks

- ♦ receive only half the character's Strength bonus, while two-handed attacks receive 1-1/2 times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)

-
- ♦ Climb and Swim checks.

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

Dexterity

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

You apply your character's Dexterity modifier to:

- ♦ Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, and many ranged spell attacks like *scorching ray* or *searing light*.

-
- ♦ Armor Class (AC), provided that the character can react to the attack.

-
- ♦ Reflex saving throws, for avoiding *fireballs* and other attacks that you can escape by moving quickly.

-
- ♦ Acrobatics, Disable Device, Escape Artist, Fly, Ride, Sleight of Hand, and Stealth checks.

Constitution

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

You apply your character's Constitution modifier to:

- ♦ Each roll of a Hit Die (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he advances in level).

-
- ♦ Fortitude saving throws, for resisting poison, disease, and similar threats.

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

Intelligence

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

You apply your character's Intelligence modifier to:

The number of bonus languages your character knows at the start of the game. These are in addition to any starting

- ♦ racial languages and Common. If you have a penalty, you can still read and speak your racial languages unless your Intelligence is lower than 3.
-
- ♦ The number of skill points gained each level, though your character always gets at least 1 skill point per level.
-
- ♦ Appraise, Craft, Knowledge, Linguistics, and Spellcraft checks.

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

Wisdom

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

You apply your character's Wisdom modifier to:

- ♦ Will saving throws (for negating the effects of *charm person* and other spells).
-
- ♦ Heal, Perception, Profession, Sense Motive, and Survival checks.

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

Charisma

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

You apply your character's Charisma modifier to:

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

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

RACES

Player characters in the Pathfinder Roleplaying Game aren't ordinary people. They are heroes (or villains) that adventure across a fantastic world, contend with terrible monsters, and search for treasure and glory. The seven races presented here are the most common races found adventuring throughout the world, and are the only races player characters can choose from without seeking special GM permission.

DWARVES

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

PHYSICAL DESCRIPTION

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

SOCIETY

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

RELATIONS

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

ALIGNMENT AND RELIGION

Dwarves are driven by honor and tradition, and while they are often satirized as standoffish, they have a strong sense of friendship and justice, and those who win their trust understand that, while they work hard, they play even harder—especially when good ale is involved. Most dwarves are lawful good.

ADVENTURERS

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

DWARF RACIAL TRAITS

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

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

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

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

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

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

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

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

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

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

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

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

ELVES

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

PHYSICAL DESCRIPTION

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

SOCIETY

Many elves feel a bond with nature and strive to live in harmony with the natural world. Most, however, find manipulating earth and stone to be distasteful, and prefer instead to indulge in the finer arts, with their inborn patience making them particularly suited to wizardry.

RELATIONS

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

ALIGNMENT AND RELIGION

Elves are emotional and capricious, yet value kindness and beauty. Most elves are chaotic good.

ADVENTURERS

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

ELF RACIAL TRAITS

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

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

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

Low-Light Vision. Elves can see twice as far as humans in conditions of dim light. See Additional Rules.

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

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

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

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

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

GNOMES

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

PHYSICAL DESCRIPTION

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

SOCIETY

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

RELATIONS

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

ALIGNMENT AND RELIGION

Although gnomes are impulsive tricksters, with sometimes inscrutable motives and equally confusing methods, their hearts are generally in the right place. They are prone to powerful fits of emotion, and find themselves most at peace within the natural world.

ADVENTURERS

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

GNOME RACIAL TRAITS

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

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

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

Low-Light Vision. Gnomes can see twice as far as humans in conditions of dim light. See Additional Rules.

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

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

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

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

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

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

Weapon Familiarity. Gnomes treat any weapon with the word “gnome” in its name as a martial weapon.

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

HALF-ELVES

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

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

PHYSICAL DESCRIPTION

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

SOCIETY

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

RELATIONS

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

ALIGNMENT AND RELIGION

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

ADVENTURERS

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

HALF-ELF RACIAL TRAITS

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

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

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

Low-Light Vision. Half-elves can see twice as far as humans in conditions of dim light. See Additional Rules.

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

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

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

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

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

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

HALF-ORCS

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

PHYSICAL DESCRIPTION

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

SOCIETY

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

RELATIONS

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

ALIGNMENT AND RELIGION

Forced to live either among brutish orcs or as lonely outcasts in civilized lands, most half-orcs are bitter, violent, and reclusive. Evil comes easily to them, but they are not evil by nature—rather, most half-orcs are chaotic neutral, having been taught by long experience that there’s no point doing anything but that which directly benefits themselves.

ADVENTURERS

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

HALF-ORC RACIAL TRAITS

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

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

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

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

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

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

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

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

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

HALFLINGS

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

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

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

PHYSICAL DESCRIPTION

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

SOCIETY

Halflings claim no cultural homeland and control no settlements larger than rural assemblies of free towns. Far more often, they dwell at the knees of their human cousins in human cities, eking out livings as they can from the scraps of larger societies. Many halflings lead perfectly fulfilling lives in the shadow of their larger neighbors, while some prefer more nomadic lives on the road, traveling the world and experiencing all it has to offer.

RELATIONS

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

ALIGNMENT AND RELIGION

Halflings are loyal to their friends and families, but since they dwell in a world dominated by races twice as large as themselves, they've come to grips with the fact that sometimes they'll need to scrap and scrounge for survival. Most halflings are neutral as a result.

ADVENTURERS

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

HALFLING RACIAL TRAITS

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

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

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

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

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

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

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

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

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

HUMANS

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

PHYSICAL DESCRIPTION

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

SOCIETY

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

RELATIONS

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

ALIGNMENT AND RELIGION

Humanity is perhaps the most heterogeneous of all the common races, with a capacity for great evil and boundless good. Some assemble into vast barbaric hordes, while others build sprawling cities that cover miles. Taken as a whole, most humans are neutral, yet they generally tend to congregate in nations and civilizations with specific alignments. Humans also have the widest range in gods and religion, lacking other races' ties to tradition and eager to turn to anyone offering them glory or protection.

ADVENTURERS

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

NAMES

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

HUMAN RACIAL TRAITS

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

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

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

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

Skilled. Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

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

CLASSES

Adventurers are a cut above the average person. They have power, they have skill, and they have Lady Luck smiling upon them, favoring them with the sort of good fortune that lets them succeed where others fail, sometimes despite overwhelming odds. This ever-growing capability is represented by a character's class, one of the most important choices a player selects for a character.

CLASSES

BARBARIAN

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

BARD

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

CLERIC

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

DRUID

The druid is a worshiper of all things natural—a spellcaster, a friend to animals, and a skilled shapechanger.

FIGHTER

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

MONK

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

PALADIN

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

RANGER

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

ROGUE

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

SORCERER

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

WIZARD

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

CHARACTER ADVANCEMENT

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

ADVANCING YOUR CHARACTER

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

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

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

Table: Character Advancement and Level-Dependent Bonuses

CHARACTER LEVEL	EXPERIENCE POINT TOTAL	FEATS	ABILITY SCORE
Slow	Medium	Fast	
1st	-	-	-
2nd	3,000	2,000	1,300
3rd	7,500	5,000	3,300
4th	14,000	9,000	6,000
5th	23,000	15,000	10,000
6th	35,000	23,000	15,000
7th	53,000	35,000	23,000
8th	77,000	51,000	34,000
9th	115,000	75,000	50,000
10th	160,000	105,000	71,000
11th	235,000	155,000	105,000
12th	330,000	220,000	145,000
13th	475,000	315,000	210,000
14th	665,000	445,000	295,000
15th	955,000	635,000	425,000
16th	1,350,000	890,000	600,000
17th	1,900,000	1,300,000	850,000
18th	2,700,000	1,800,000	1,200,000
19th	3,850,000	2,550,000	1,700,000
20th	5,350,000	3,600,000	2,400,000

MULTICLASSING

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

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

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

FAVORED CLASS

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

PRESTIGE CLASSES

Prestige classes allow characters to become truly exceptional, gaining powers beyond the ken of their peers. Unlike the core classes, characters must meet specific requirements before they can take their first level of a prestige class. If a character does not meet the requirements for a prestige class before gaining any benefits of that level, that character cannot take that prestige class. Characters that take levels in prestige classes do not gain any favored class bonuses for those levels.

ARCANE ARCHER

An arcane spellcaster who draws upon ancient elven traditions to infuse his arrows with potent magical power.

ARCANE TRICKSTER

A troublemaker and a scoundrel who uses arcane magic to enhance her thievery and trickery.

ASSASSIN

A remorseless murderer who kills for money and the sheer thrill of death-dealing.

DRAGON DISCIPLE

An arcane spellcaster who has embraced his latent draconic heritage and, over the course of training and devotion, undergoes a partial transformation into a dragon.

DUELIST

A swashbuckling swordfighter who relies upon grace, poise, and acrobatics to win the day.

ELDRITCH KNIGHT

An arcane spellcaster who augments his magical skills with combat to create a deadly combination of weapons and magic.

LOREMASTER

A spellcaster who devotes his life to research and rumination upon the mysteries of the world.

MYSTIC THEURGE

Equally devoted to divine and arcane magic, the mystic theurge combines both magical traditions into one incredibly diverse class.

PATHFINDER CHRONICLER

An explorer at heart, the Pathfinder chronicler travels to distant, exotic lands to expand her knowledge of the world.

SHADOWDANCER

A mysterious adventurer who walks the boundaries between the real world and the realm of shadows, and who can command shadows to do her bidding.

DEFINITIONS OF TERMS

Here are definitions of some terms used in this section.

Core Class

One of the standard eleven classes found in Classes.

Caster Level

Generally equal to the number of class levels (see below) in a spellcasting class. Some prestige classes add caster levels to an existing class.

Character Level

The total level of the character, which is the sum of all class levels held by that character.

Class Level

The level of a character in a particular class. For a character with levels in only one class, class level and character level are the same.

BARBARIAN

Hit Die: d12 | **Alignment:** Any nonlawful.

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

ROLE

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

STARTING WEALTH

The following table lists the starting gold piece value for barbarian characters. In addition, each character begins play with an outfit worth 10 gp or less.

CLASS	STARTING WEALTH	AVERAGE
Barbarian	3d6 × 10 gp	105 gp

CLASS SKILLS

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

SKILL RANKS PER LEVEL

4 + Int modifier.

Table: Barbarian

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+0	+0	Fast movement, rage
2nd	+2	+3	+0	+0	Rage power, uncanny dodge
3rd	+3	+3	+1	+1	Trap sense +1
4th	+4	+4	+1	+1	Rage power
5th	+5	+4	+1	+1	Improved uncanny dodge
6th	+6/+1	+5	+2	+2	Rage power, trap sense +2
7th	+7/+2	+5	+2	+2	Damage reduction 1/-
8th	+8/+3	+6	+2	+2	Rage power
9th	+9/+4	+6	+3	+3	Trap sense +3
10th	+10/+5	+7	+3	+3	Damage reduction 2/-, rage power
11th	+11/+6/+1	+7	+3	+3	Greater rage
12th	+12/+7/+2	+8	+4	+4	Rage power, trap sense +4
13th	+13/+8/+3	+8	+4	+4	Damage reduction 3/-
14th	+14/+9/+4	+9	+4	+4	Indomitable will, rage power
15th	+15/+10/+5	+9	+5	+5	Trap sense +5
16th	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/-, rage power
17th	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18th	+18/+13/+8/+3	+11	+6	+6	Rage power, trap sense +6
19th	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/-
20th	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage power

CLASS FEATURES

All of the following are class features of the barbarian.

WEAPON AND ARMOR PROFICIENCY

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

FAST MOVEMENT

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

RAGE

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

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

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

RAGE POWERS

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

Animal Fury

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

Clear Mind

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

Fearless Rage

While raging, the barbarian is immune to the shaken and frightened conditions. A barbarian must be at least 12th level before selecting this rage power.

Guarded Stance

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

Increased Damage Reduction

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

Internal Fortitude

While raging, the barbarian is immune to the sickened and nauseated conditions. A barbarian must be at least 8th level before selecting this rage power.

Intimidating Glare

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

Knockback

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

Low-Light Vision

The barbarian's senses sharpen and she gains low-light vision while raging.

Mighty Swing

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

Moment of Clarity

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

Night Vision

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

No Escape

The barbarian can move up to double her normal speed as an immediate action but she can only use this ability when an adjacent foe uses a withdraw action to move away from her. She must end her movement adjacent to the enemy that used the withdraw action. The barbarian provokes attacks of opportunity as normal during this movement. This power can only be used once per rage.

Powerful Blow

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

Quick Reflexes

While raging, the barbarian can make one additional attack of opportunity per round.

Raging Climber

When raging, the barbarian adds her level as an enhancement bonus on all Climb skill checks.

Raging Leaper

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

Raging Swimmer

When raging, the barbarian adds her level as an enhancement bonus on all Swim skill checks.

Renewed Vigor

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

Rolling Dodge

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

Roused Anger

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

Scent

The barbarian gains the scent ability while raging and can use this ability to locate unseen foes (see Special Abilities for rules on the scent ability).

Strength Surge

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

Superstition

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

Surprise Accuracy

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

Swift Foot

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

Terrifying Howl

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

Unexpected Strike

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

UNCANNY DODGE

At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A barbarian with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

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

TRAP SENSE

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

IMPROVED UNCANNY DODGE

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

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

DAMAGE REDUCTION

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

GREATER RAGE

At 11th level, when a barbarian enters rage, the morale bonus to her Strength and Constitution increases to +6 and the morale bonus on her Will saves increases to +3.

INDOMITABLE WILL

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

TIRELESS RAGE

Starting at 17th level, a barbarian no longer becomes fatigued at the end of her rage.

MIGHTY RAGE

At 20th level, when a barbarian enters rage, the morale bonus to her Strength and Constitution increases to +8 and the morale bonus on her Will saves increases to +4.

EX-BARBARIANS

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

BARD

Hit Die: d8 | **Alignment:** Any.

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

ROLE

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

STARTING WEALTH

The following table lists the starting gold piece value for bard characters. In addition, each character begins play with an outfit worth 10 gp or less.

CLASS	STARTING WEALTH	AVERAGE
Bard	3d6 × 10 gp	105 gp

CLASS SKILLS

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

SKILL RANKS PER LEVEL

6 + Int modifier.

Table: Bard

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	1ST	2ND	3RD	4TH	5TH	6TH
1st	+0	+0	+2	+2	Bardic knowledge, bardic performance, cantrips, countersong, distraction, fascinate, inspire courage +1	1	–	–	–	–	–
2nd	+1	+0	+3	+3	Versatile performance, well-versed	2	–	–	–	–	–
3rd	+2	+1	+3	+3	Inspire competence +2	3	–	–	–	–	–
4th	+3	+1	+4	+4		3	1	–	–	–	–
5th	+3	+1	+4	+4	Inspire courage +2, lore master 1/day	4	2	–	–	–	–
6th	+4	+2	+5	+5	Suggestion, versatile performance	4	3	–	–	–	–
7th	+5	+2	+5	+5	Inspire competence +3	4	3	1	–	–	–
8th	+6/+1	+2	+6	+6	Dirge of doom	4	4	2	–	–	–
9th	+6/+1	+3	+6	+6	Inspire greatness	5	4	3	–	–	–
10th	+7/+2	+3	+7	+7	Jack-of-all-trades, versatile performance	5	4	3	1	–	–
11th	+8/+3	+3	+7	+7	Inspire competence +4, inspire courage +3, lore master 2/day	5	4	4	2	–	–
12th	+9/+4	+4	+8	+8	Soothing performance	5	5	4	3	–	–
13th	+9/+4	+4	+8	+8		5	5	4	3	1	–
14th	+10/+5	+4	+9	+9	Frightening tune, versatile performance	5	5	4	4	2	–
15th	+11/+6/+1	+5	+9	+9	Inspire competence +5, inspire heroics	5	5	5	4	3	–
16th	+12/+7/+2	+5	+10	+10		5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Inspire courage +4, lore master 3/day	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Mass suggestion, versatile performance	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Inspire competence +6	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Deadly performance	5	5	5	5	5	5

Table: Bard Spells Known

LEVEL	0	1ST	2ND	3RD	4TH	5TH	6TH
1st	4	2	–	–	–	–	–
2nd	5	3	–	–	–	–	–
3rd	6	4	–	–	–	–	–
4th	6	4	2	–	–	–	–
5th	6	4	3	–	–	–	–
6th	6	4	4	–	–	–	–
7th	6	5	4	2	–	–	–
8th	6	5	4	3	–	–	–
9th	6	5	4	4	–	–	–
10th	6	5	5	4	2	–	–
11th	6	6	5	4	3	–	–
12th	6	6	5	4	4	–	–
13th	6	6	5	5	4	2	–
14th	6	6	6	5	4	3	–
15th	6	6	6	5	4	4	–
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

CLASS FEATURES

All of the following are class features of the bard.

WEAPON AND ARMOR PROFICIENCY

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

SPELLS

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

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

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

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

A bard need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

BARDIC KNOWLEDGE

A bard adds half his class level (minimum 1) on all Knowledge skill checks and may make all Knowledge skill checks untrained.

BARDIC PERFORMANCE

A bard is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard can use bardic performance for 2 additional rounds per day. Each round, the bard can produce any one of the types of bardic performance that he has mastered, as indicated by his level.

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

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

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

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

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

Countersong

At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Distraction

At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Fascinate

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

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

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

Inspire Courage

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

Inspire Competence

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

Suggestion

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

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

Dirge of Doom

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

Inspire Greatness

A bard of 9th level or higher can use his performance to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels the bard attains beyond 9th, he can target an additional ally while using this performance (up to a maximum of four targets at 18th level). To inspire greatness, all of the targets must be able to see and hear the bard. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire greatness is a mind-affecting ability and it relies on audible and visual components.

Soothing Performance

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

Frightening Tune

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

Inspire Heroics

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

Mass Suggestion

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

Deadly Performance

A bard of 20th level or higher can use his performance to cause one enemy to die from joy or sorrow. To be affected, the target must be able to see and hear the bard perform for 1 full round and be within 30 feet. The target receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the target is staggered for 1d4 rounds, and the bard cannot use deadly performance on that creature again for 24 hours. If a creature's saving throw fails, it dies. Deadly performance is a mind-affecting death effect that relies on audible and visual components.

CANTRIPS

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

VERSATILE PERFORMANCE

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

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

WELL-VERSED

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

LORE MASTER

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

JACK-OF-ALL-TRADES

At 10th level, the bard can use any skill, even if the skill normally requires him to be trained. At 16th level, the bard considers all skills to be class skills. At 19th level, the bard can take 10 on any skill check, even if it is not normally allowed.

CLERIC

Hit Die: d8 | **Alignment:** A cleric's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis (see Additional Rules).

In faith and the miracles of the divine, many find a greater purpose. Called to serve powers beyond most mortal understanding, all priests preach wonders and provide for the spiritual needs of their people. Clerics are more than mere priests, though; these emissaries of the divine work the will of their deities through strength of arms and the magic of their gods. Devoted to the tenets of the religions and philosophies that inspire them, these ecclesiastics quest to spread the knowledge and influence of their faith. Yet while they might share similar abilities, clerics prove as different from one another as the divinities they serve, with some offering healing and redemption, others judging law and truth, and still others spreading conflict and corruption. The ways of the cleric are varied, yet all who tread these paths walk with the mightiest of allies and bear the arms of the gods themselves.

ROLE

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

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

STARTING WEALTH

The following table lists the starting gold piece value for cleric characters. In addition, each character begins play with an outfit worth 10 gp or less.

CLASS	STARTING WEALTH	AVERAGE
Cleric	4d6 × 10 gp	140 gp

CLASS SKILLS

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

SKILL RANKS PER LEVEL

2 + Int modifier.

Table: Cleric

LEVEL	BAB	FORT	REF	WILL	SPECIAL	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	+0	+2	+0	+2	Aura, channel energy 1d6,domains, orisons	3	1+1	-	-	-	-	-	-	-	-
2nd	+1	+3	+0	+3		4	2+1	-	-	-	-	-	-	-	-
3rd	+2	+3	+1	+3	Channel energy 2d6	4	2+1	1+1	-	-	-	-	-	-	-
4th	+3	+4	+1	+4		4	3+1	2+1	-	-	-	-	-	-	-
5th	+3	+4	+1	+4	Channel energy 3d6	4	3+1	2+1	1+1	-	-	-	-	-	
6th	+4	+5	+2	+5		4	3+1	3+1	2+1	-	-	-	-	-	-
7th	+5	+5	+2	+5	Channel energy 4d6	4	4+1	3+1	2+1	1+1	-	-	-	-	
8th	+6/+1	+6	+2	+6		4	4+1	3+1	3+1	2+1	-	-	-	-	
9th	+6/+1	+6	+3	+6	Channel energy 5d6	4	4+1	4+1	3+1	2+1	1+1	-	-	-	
10th	+7/+2	+7	+3	+7		4	4+1	4+1	3+1	3+1	2+1	-	-	-	
11th	+8/+3	+7	+3	+7	Channel energy 6d6	4	4+1	4+1	4+1	3+1	2+1	1+1	-	-	
12th	+9/+4	+8	+4	+8		4	4+1	4+1	4+1	3+1	3+1	2+1	-	-	
13th	+9/+4	+8	+4	+8	Channel energy 7d6	4	4+1	4+1	4+1	4+1	3+1	2+1	1+1	-	
14th	+10/+5	+9	+4	+9		4	4+1	4+1	4+1	4+1	3+1	3+1	2+1	-	
15th	+11/+6/+1	+9	+5	+9	Channel energy 8d6	4	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1	
16th	+12/+7/+2	+10	+5	+10		4	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	
17th	+12/+7/+2	+10	+5	+10	Channel energy 9d6	4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1
18th	+13/+8/+3	+11	+6	+11		4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1
19th	+14/+9/+4	+11	+6	+11	Channel energy 10d6	4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1
20th	+15/+10/+5	+12	+6	+12		4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1

Note: "+1" represents the domain spell slot

CLASS FEATURES

The following are class features of the cleric.

WEAPON AND ARMOR PROFICIENCY

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

AURA

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

SPELLS

A cleric casts divine spells which are drawn from the cleric spell list presented in Spell Lists. Her alignment, however, may restrict her from casting certain spells opposed to her moral or ethical beliefs; see chaotic, evil, good, and lawful spells. A cleric must choose and prepare her spells in advance.

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

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Cleric. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells).

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

CHANNEL ENERGY

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

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

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

DOMAINS

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

Each domain grants a number of domain powers, dependent upon the level of the cleric, as well as a number of bonus spells. A cleric gains one domain spell slot for each level of cleric spell she can cast, from 1st on up. Each day, a cleric can prepare one of the spells from her two domains in that slot. If a domain spell is not on the cleric spell list, a cleric can prepare it only in her domain spell slot. Domain spells cannot be used to cast spells spontaneously.

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

Air Domain

Granted Powers

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

Lightning Arc

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

Electricity Resistance

At 6th level, you gain resist electricity 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to electricity.

Domain Spells

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

Animal Domain

Granted Powers

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

Speak with Animals

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

Animal Companion

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

Domain Spells

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

Artifice Domain

Granted Powers

You can repair damage to objects, animate objects with life, and create objects from nothing.

Artificer's Touch

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

Dancing Weapons

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

Domain Spells

1st-*animate rope*, 2nd-*wood shape*, 3rd-*stone shape*, 4th-*minor creation*, 5th-*fabricate*, 6th-*major creation*, 7th-*wall of iron*, 8th-*statue*, 9th-*prismatic sphere*.

Chaos Domain

Granted Powers

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

Touch of Chaos

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

Chaos Blade

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

Domain Spells

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

Charm Domain

Granted Powers

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

Dazing Touch

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

Charming Smile

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

Domain Spells

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

Community Domain

Granted Powers

Your touch can heal wounds, and your presence instills unity and strengthens emotional bonds.

Calming Touch

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

Unity

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

Domain Spells

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

Darkness Domain

Granted Power

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

Touch of Darkness

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

Eyes of Darkness

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

Domain Spells

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

Death Domain

Granted Powers

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

Bleeding Touch

As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for a number of rounds equal to 1/2 your cleric level (minimum 1) or until stopped with a DC 15 Heal check or any spell or effect that heals damage. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Death's Embrace

At 8th level, you heal damage instead of taking damage from channeled negative energy. If the channeled negative energy targets undead, you heal hit points just like undead in the area.

Domain Spells

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

Destruction Domain**Granted Powers**

You revel in ruin and devastation, and can deliver particularly destructive attacks.

Destructive Smite

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

Destructive Aura

At 8th level, you can emit a 30-foot aura of destruction for a number of rounds per day equal to your cleric level. All attacks made against targets in this aura (including you) gain a morale bonus on damage equal to 1/2 your cleric level and all critical threats are automatically confirmed. These rounds do not need to be consecutive.

Domain Spells

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

Earth Domain**Granted Powers**

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

Acid Dart

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

Acid Resistance

At 6th level, you gain resist acid 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to acid.

Domain Spells

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

Evil Domain

Granted Powers

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

Touch of Evil

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

Scythe of Evil

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

Domain Spells

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

Fire Domain

Granted Powers

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

Fire Bolt

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

Fire Resistance

At 6th level, you gain resist fire 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to fire.

Domain Spells

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

Glory Domain

Granted Powers

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

Touch of Glory

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

Divine Presence

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

Domain Spells

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

Good Domain

Granted Powers

You have pledged your life and soul to goodness and purity.

Touch of Good

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

Holy Lance

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

Domain Spells

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

Healing Domain

Granted Powers

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

Rebuke Death

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

Healer's Blessing

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

Domain Spells

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

Knowledge Domain**Granted Powers**

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

Lore Keeper

You can touch a creature to learn about its abilities and weaknesses. With a successful touch attack, you gain information as if you made the appropriate Knowledge skill check with a result equal to 15 + your cleric level + your Wisdom modifier.

Remote Viewing

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

Domain Spells

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

Law Domain**Granted Powers**

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

Touch of Law

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

Staff of Order

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

Domain Spells

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

Liberation Domain

Granted Powers

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

Liberation

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

Freedom's Call

At 8th level, you can emit a 30-foot aura of freedom for a number of rounds per day equal to your cleric level. Allies within this aura are not affected by the confused, grappled, frightened, panicked, paralyzed, pinned, or shaken conditions. This aura only suppresses these effects, and they return once a creature leaves the aura or when the aura ends, if applicable. These rounds do not need to be consecutive.

Domain Spells

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

Luck Domain

Granted Powers

You are infused with luck, and your mere presence can spread good fortune.

Bit of Luck

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

Good Fortune

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

Domain Spells

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

Madness Domain

Granted Powers

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

Vision of Madness

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

Aura of Madness

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

Domain Spells

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

Magic Domain

Granted Powers

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

Hand of the Acolyte

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

Dispelling Touch

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

Domain Spells

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

Nobility Domain**Granted Powers**

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

Inspiring Word

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

Leadership

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

Domain Spells

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

Plant Domain**Granted Powers**

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

Wooden Fist

As a free action, your hands can become as hard as wood, covered in tiny thorns. While you have wooden fists, your unarmed strikes do not provoke attacks of opportunity, deal lethal damage, and gain a bonus on damage rolls equal to 1/2 your cleric level (minimum +1). You can use this ability for a number of rounds per day equal to 3 + your Wisdom modifier. These rounds do not need to be consecutive.

Bramble Armor

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

Domain Spells

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

Protection Domain

Granted Powers

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

Resistant Touch

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

Aura of Protection

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

Domain Spells

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

Repose Domain

Granted Powers

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

Gentle Rest

Your touch can fill a creature with lethargy, causing a living creature to become staggered for 1 round as a melee touch attack. If you touch a staggered living creature, that creature falls asleep for 1 round instead. Undead creatures touched are staggered for a number of rounds equal to your Wisdom modifier. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Ward Against Death

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

Domain Spells

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

Rune Domain

Granted Powers

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

Blast Rune

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

Spell Rune

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

Domain Spells

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

Strength Domain

Granted Powers

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

Strength Surge

As a standard action, you can touch a creature to give it great strength. For 1 round, the target gains an enhancement bonus equal to 1/2 your cleric level (minimum +1) to melee attacks, combat maneuver checks that rely on Strength, Strength-based skills, and Strength checks. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Might of the Gods

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

Domain Spells

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

Sun Domain

Granted Powers

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

Sun's Blessing

Whenever you channel positive energy to harm undead creatures, add your cleric level to the damage dealt. Undead do not add their channel resistance to their saves when you channel positive energy.

Nimbus of Light

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

Domain Spells

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

Travel Domain

Granted Powers

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

Agile Feet

As a free action, you can gain increased mobility for 1 round. For the next round, you ignore all difficult terrain and do not take any penalties for moving through it. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Dimensional Hop

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

Domain Spells

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

Trickery Domain

Granted Powers

You are a master of illusions and deceptions. Bluff, Disguise, and Stealth are class skills.

Copycat

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

Master's Illusion

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

Domain Spells

1st–*disguise self* , 2nd–*invisibility* , 3rd–*nondetection* , 4th–*confusion* , 5th–*false vision* , 6th–*mislead* , 7th–*screen* , 8th–*mass invisibility* , 9th–*time stop*.

War Domain**Granted Powers**

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

Battle Rage

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

Weapon Master

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

Domain Spells

1st–*magic weapon* , 2nd–*spiritual weapon* , 3rd–*magic vestment* , 4th–*divine power* , 5th–*flame strike* , 6th–*blade barrier* , 7th–*power word blind* , 8th–*power word stun* , 9th–*power word kill*.

Water Domain**Granted Powers**

You can manipulate water and mist and ice, conjure creatures of water, and resist cold.

Icicle

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

Cold Resistance

At 6th level, you gain resist cold 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to cold.

Domain Spells

1st–*obscuring mist*, 2nd–*fog cloud*, 3rd–*water breathing*, 4th–*control water*, 5th–*ice storm*, 6th–*cone of cold*, 7th–*elemental body IV*(water only), 8th–*horrid wilting*, 9th–*elemental swarm*(water spell only).

Weather Domain

Granted Powers

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

Storm Burst

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

Lightning Lord

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

Domain Spells

1st–*obscuring mist*, 2nd–*fog cloud*, 3rd–*call lightning*, 4th–*sleet storm*, 5th–*ice storm*, 6th–*control winds*, 7th–*control weather*, 8th–*whirlwind*, 9th–*storm of vengeance*.

ORISONS

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

SPONTANEOUS CASTING

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

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

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

CHAOTIC, EVIL, GOOD, AND LAWFUL SPELLS

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

BONUS LANGUAGES

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

EX-CLERICS

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

DOMAINS

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

DRUID

Hit Die: d8 | **Alignment:** Any neutral.

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

ROLE

While some druids might keep to the fringe of battle, allowing companions and summoned creatures to fight while they confound foes with the powers of nature, others transform into deadly beasts and savagely wade into combat. Druids worship personifications of elemental forces, natural powers, or nature itself. Typically this means devotion to a nature deity, though druids are just as likely to revere vague spirits, animalistic demigods, or even specific awe-inspiring natural wonders.

STARTING WEALTH

The following table lists the starting gold piece value for druid characters. In addition, each character begins play with an outfit worth 10 gp or less.

CLASS	STARTING WEALTH	AVERAGE
Druid	2d6 × 10 gp	70 gp

CLASS SKILLS

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

SKILL RANKS PER LEVEL

4 + Int modifier.

Table: Druid

LEVEL	BAB	FORT	REF	WILL	SPECIAL	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	+0	+2	+0	+2	Nature bond, nature sense, orisons, wild empathy	3	1	-	-	-	-	-	-	-	-
2nd	+1	+3	+0	+3	Woodland stride	4	2	-	-	-	-	-	-	-	-
3rd	+2	+3	+1	+3	Trackless step	4	2	1	-	-	-	-	-	-	-
4th	+3	+4	+1	+4	Resist nature's lure, Wild shape (1/day)	4	3	2	-	-	-	-	-	-	-
5th	+3	+4	+1	+4		4	3	2	1	-	-	-	-	-	-
6th	+4	+5	+2	+5	Wild shape (2/day)	4	3	3	2	-	-	-	-	-	-
7th	+5	+5	+2	+5		4	4	3	2	1	-	-	-	-	-
8th	+6/+1	+6	+2	+6	Wild shape (3/day)	4	4	3	3	2	-	-	-	-	-
9th	+6/+1	+6	+3	+6	Venom immunity	4	4	4	3	2	1	-	-	-	-
10th	+7/+2	+7	+3	+7	Wild shape (4/day)	4	4	4	3	3	2	-	-	-	-
11th	+8/+3	+7	+3	+7		4	4	4	4	3	2	1	-	-	-
12th	+9/+4	+8	+4	+8	Wild shape (5/day)	4	4	4	4	3	3	2	-	-	-
13th	+9/+4	+8	+4	+8	A thousand faces	4	4	4	4	4	3	2	1	-	-
14th	+10/+5	+9	+4	+9	Wild shape (6/day)	4	4	4	4	4	3	3	2	-	-
15th	+11/+6/+1	+9	+5	+9	Timeless body	4	4	4	4	4	4	3	2	1	-
16th	+12/+7/+2	+10	+5	+10	Wild shape (7/day)	4	4	4	4	4	4	3	3	2	-
17th	+12/+7/+2	+10	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+13/+8/+3	+11	+6	+11	Wild shape (8/day)	4	4	4	4	4	4	4	3	3	2
19th	+14/+9/+4	+11	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+15/+10/+5	+12	+6	+12	Wild shape (at will)	4	4	4	4	4	4	4	4	4	4

CLASS FEATURES

All of the following are class features of the druid.

WEAPON AND ARMOR PROFICIENCY

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

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

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

SPELLS

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

To prepare or cast a spell, the druid must have a Wisdom score equal to at least 10 + 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.

Like other spellcasters, a druid can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Druid. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells).

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

SPONTANEOUS CASTING

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

CHAOTIC, EVIL, GOOD, AND LAWFUL SPELLS

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

ORISONS

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

BONUS LANGUAGES

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

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

Druidic has its own alphabet.

NATURE BOND

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

The second option is to form a close bond with an animal companion. A druid may begin play with any of the animals listed in Animal Choices. This animal is a loyal companion that accompanies the druid on her adventures.

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

NATURE SENSE

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

WILD EMPATHY

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

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

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

WOODLAND STRIDE

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

TRACKLESS STEP

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

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

WILD SHAPE

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

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

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

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

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

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

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

VENOM IMMUNITY

At 9th level, a druid gains immunity to all poisons.

A THOUSAND FACES

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

TIMELESS BODY

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

EX-DRUIDS

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

ANIMAL COMPANIONS

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

TABLE: ANIMAL COMPANION BASE STATISTICS

CLASS LEVEL	HD	BAB	FORT	REF	WILL	SKILLS	FEATS	NATURAL ARMOR BONUS	STR/DEX BONUS	BONUS TRICKS	SPECIAL
1st	2	+1	+3	+3	+0	2	1	+0	+0	1	Link, share spells
2nd	3	+2	+3	+3	+1	3	2	+0	+0	1	–
3rd	3	+2	+3	+3	+1	3	2	+2	+1	2	Evasion
4th	4	+3	+4	+4	+1	4	2	+2	+1	2	Ability score increase
5th	5	+3	+4	+4	+1	5	3	+2	+1	2	–
6th	6	+4	+5	+5	+2	6	3	+4	+2	3	Devotion
7th	6	+4	+5	+5	+2	6	3	+4	+2	3	–
8th	7	+5	+5	+5	+2	7	4	+4	+2	3	–
9th	8	+6	+6	+6	+2	8	4	+6	+3	4	Ability score increase, Multiattack
10th	9	+6	+6	+6	+3	9	5	+6	+3	4	–
11th	9	+6	+6	+6	+3	9	5	+6	+3	4	–
12th	10	+7	+7	+7	+3	10	5	+8	+4	5	–
13th	11	+8	+7	+7	+3	11	6	+8	+4	5	–
14th	12	+9	+8	+8	+4	12	6	+8	+4	5	Ability score increase
15th	12	+9	+8	+8	+4	12	6	+10	+5	6	Improved evasion
16th	13	+9	+8	+8	+4	13	7	+10	+5	6	–
17th	14	+10	+9	+9	+4	14	7	+10	+5	6	–
18th	15	+11	+9	+9	+5	15	8	+12	+6	7	–
19th	15	+11	+9	+9	+5	15	8	+12	+6	7	–
20th	16	+12	+10	+10	+5	16	8	+12	+6	7	Ability score increase

CLASS LEVEL

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

HD

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

BAB

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

FORT/REF/WILL

These are the animal companion's base saving throw bonuses. An animal companion has good Fortitude and Reflex saves.

SKILLS

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

FEATS

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

NATURAL ARMOR BONUS

The number noted here is an improvement to the animal companion's existing natural armor bonus.

STR/DEX BONUS

Add this modifier to the animal companion's Strength and Dexterity scores.

BONUS TRICKS

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

SPECIAL

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

Link

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

Share Spells

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

Evasion

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

Ability Score Increase

The animal companion adds +1 to one of its ability scores.

Devotion

An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Multiattack

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

Improved Evasion

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

ANIMAL SKILLS

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

ANIMAL FEATS

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

ANIMAL CHOICES

Each animal companion has different starting sizes, speed, attacks, ability scores, and special qualities. All animal attacks are made using the creature's full base attack bonus unless otherwise noted. Animal attacks add the animal's Strength modifier to the damage roll, unless it is its only attack, in which case it adds 1-1/2 its Strength modifier. Some have special abilities, such as scent. See Special Abilities for more information on these abilities. As you gain levels, your animal companion improves as well, usually at 4th or 7th level, in addition to the standard bonuses noted on Table: Animal Companion Base Statistics. Instead of taking the listed benefit at 4th or 7th level, you can instead choose to increase the companion's Dexterity and Constitution by 2.

The specific animal companion options (Ape, Badger, Bear, Bird, Boar, Camel, Cat, Crocodile, Dinosaur, Dog, Horse, Pony, Shark, Snake, and Wolf), with their full starting statistics, are Bestiary-style stat blocks and are deferred to the future core Bestiary batch rather than duplicated here.

FIGHTER

Hit Die: d10 | **Alignment:** Any.

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

ROLE

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

STARTING WEALTH

The following table lists the starting gold piece value for fighter characters. In addition, each character begins play with an outfit worth 10 gp or less.

CLASS	STARTING WEALTH	AVERAGE
Fighter	5d6 x 10 gp	175 gp

CLASS SKILLS

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

SKILL RANKS PER LEVEL

2 + Int modifier.

Table: Fighter

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	Bonus feat, bravery +1
3rd	+3	+3	+1	+1	Armor training 1
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	Weapon training 1
6th	+6/+1	+5	+2	+2	Bonus feat, bravery +2
7th	+7/+2	+5	+2	+2	Armor training 2
8th	+8/+3	+6	+2	+2	Bonus feat
9th	+9/+4	+6	+3	+3	Weapon training 2
10th	+10/+5	+7	+3	+3	Bonus feat, bravery +3
11th	+11/+6/+1	+7	+3	+3	Armor training 3
12th	+12/+7/+2	+8	+4	+4	Bonus feat
13th	+13/+8/+3	+8	+4	+4	Weapon training 3
14th	+14/+9/+4	+9	+4	+4	Bonus feat, bravery +4
15th	+15/+10/+5	+9	+5	+5	Armor training 4
16th	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17th	+17/+12/+7/+2	+10	+5	+5	Weapon training 4
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat, bravery +5
19th	+19/+14/+9/+4	+11	+6	+6	Armor mastery
20th	+20/+15/+10/+5	+12	+6	+6	Bonus feat, weapon mastery

CLASS FEATURES

The following are class features of the fighter.

WEAPON AND ARMOR PROFICIENCY

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

BONUS FEATS

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

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

BRAVERY

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

ARMOR TRAINING

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

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

WEAPON TRAINING

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

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

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

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

Axes

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

Blades, Heavy

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

Blades, Light

dagger, kama, kukri, rapier, sickle, starknife, and short sword.

Bows

composite longbow, composite shortbow, longbow, and shortbow.

Close

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

Crossbows

hand crossbow, heavy crossbow, light crossbow, heavy repeating crossbow, and light repeating crossbow.

Double

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

Flails

dire flail, flail, heavy flail, morningstar, nunchaku, spiked chain, and whip.

Hammers

club, greatclub, heavy mace, light hammer, light mace, and warhammer.

Monk

kama, nunchaku, quarterstaff, sai, shuriken, siangham, and unarmed strike.

Natural

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

Pole Arms

glaive, guisarme, halberd, and ranseur.

Spears

javelin, lance, longspears, shortspear, spear, and trident.

Thrown

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

ARMOR MASTERY

At 19th level, a fighter gains DR 5/— whenever he is wearing armor or using a shield.

WEAPON MASTERY

At 20th level, a fighter chooses one weapon, such as the longsword, greataxe, or longbow. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 (x2 becomes x3, for example). In addition, he cannot be disarmed while wielding a weapon of this type.

MONK

Hit Die: d8 | **Alignment:** Any lawful.

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

ROLE

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

STARTING WEALTH

The following table lists the starting gold piece value for monk characters. In addition, each character begins play with an outfit worth 10 gp or less.

CLASS	STARTING WEALTH	AVERAGE
Monk	1d6 × 10 gp	35 gp

CLASS SKILLS

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

SKILL RANKS PER LEVEL

4 + Int modifier.

Table: Monk

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	FLURRY OF BLOWS ATTACK BONUS	UNARMED DAMAGE	AC BONUS	FAST MOVEMENT
1st	+0	+2	+2	+2	Bonus feat, flurry of blows, stunning fist, unarmed strike	-1/-1	1d6	+0	+0 ft.
2nd	+1	+3	+3	+3	Bonus feat, evasion	+0/+0	1d6	+0	+0 ft.
3rd	+2	+3	+3	+3	Fast movement, maneuver training, still mind	+1/+1	1d6	+0	+10 ft.
4th	+3	+4	+4	+4	Ki pool (magic), slow fall 20 ft.	+2/+2	1d8	+1	+10 ft.
5th	+3	+4	+4	+4	High jump, purity of body	+3/+3	1d8	+1	+10 ft.
6th	+4	+5	+5	+5	Bonus feat, slow fall 30 ft.	+4/+4/-1	1d8	+1	+20 ft.
7th	+5	+5	+5	+5	Ki pool (cold iron/silver), wholeness of body	+5/+5/+0	1d8	+1	+20 ft.
8th	+6/+1	+6	+6	+6	Slow fall 40 ft.	+6/+6/+1/+1	1d10	+2	+20 ft.
9th	+6/+1	+6	+6	+6	Improved evasion	+7/+7/+2/+2	1d10	+2	+30 ft.
10th	+7/+2	+7	+7	+7	Bonus feat, ki pool (lawful), slow fall 50 ft.	+8/+8/+3/+3	1d10	+2	+30 ft.
11th	+8/+3	+7	+7	+7	Diamond body	+9/+9/+4/+4/-1	1d10	+2	+30 ft.
12th	+9/+4	+8	+8	+8	Abundant step, slow fall 60 ft.	+10/+10/+5/+5/+0	2d6	+3	+40 ft.
13th	+9/+4	+8	+8	+8	Diamond soul	+11/+11/+6/+6/+1	2d6	+3	+40 ft.
14th	+10/+5	+9	+9	+9	Bonus feat, slow fall 70 ft.	+12/+12/+7/+7/+2	2d6	+3	+40 ft.
15th	+11/+6/+1	+9	+9	+9	Quivering palm	+13/+13/+8/+8/+3/+3	2d6	+3	+50 ft.
16th	+12/+7/+2	+10	+10	+10	Ki pool (adamantine), slow fall 80 ft.	+14/+14/+9/+9/+4/+4/-1	2d8	+4	+50 ft.
17th	+12/+7/+2	+10	+10	+10	Timeless body, tongue of the sun and moon	+15/+15/+10/+10/+5/+5/+0	2d8	+4	+50 ft.
18th	+13/+8/+3	+11	+11	+11	Bonus feat, slow fall 90 ft.	+16/+16/+11/+11/+6/+6/+1	2d8	+4	+60 ft.
19th	+14/+9/+4	+11	+11	+11	Empty body	+17/+17/+12/+12/+7/+7/+2	2d8	+4	+60 ft.
20th	+15/+10/+5	+12	+12	+12	Perfect self, slow fall any distance	+18/+18/+13/+13/+8/+8/+3	2d10	+5	+60 ft.

CLASS FEATURES

All of the following are class features of the monk.

WEAPON AND ARMOR PROFICIENCY

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

Monks are not proficient with any armor or shields.

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

AC BONUS

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

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

FLURRY OF BLOWS

Starting at 1st level, a monk can make a flurry of blows as a full-attack action. When doing so, he may make one additional attack, taking a -2 penalty on all of his attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be any combination of unarmed strikes and attacks with a monk special weapon (he does not need to use two weapons to use this ability). For the purpose of these attacks, the monk's base attack bonus from his monk class levels is equal to his monk level. For all other purposes, such as qualifying for a feat or a prestige class, the monk uses his normal base attack bonus.

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

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

A monk applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. A monk may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. A monk cannot use any weapon other than an unarmed strike or a special monk weapon as part of a flurry of blows. A monk with natural weapons cannot use such weapons as part of a flurry of blows, nor can he make natural attacks in addition to his flurry of blows attacks.

UNARMED STRIKE

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

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

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

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

Small or Large Monk Unarmed Damage

LEVEL	DAMAGE (SMALL MONK)	DAMAGE (LARGE MONK)
1st-3rd	1d4	1d8
4th-7th	1d6	2d6
8th-11th	1d8	2d8
12th-15th	1d10	3d6
16th-19th	2d6	3d8
20th	2d8	4d8

BONUS FEAT

At 1st level, 2nd level, and every 4 levels thereafter, a monk may select a bonus feat. These feats must be taken from the following list: Catch Off-Guard, Combat Reflexes, Deflect Arrows, Dodge, Improved Grapple, Scorpion Style, and Throw Anything. At 6th level, the following feats are added to the list: Gorgon's Fist, Improved Bull Rush, Improved Disarm, Improved Feint, Improved Trip, and Mobility. At 10th level, the following feats are added to the list: Improved Critical, Medusa's Wrath, Snatch Arrows, and Spring Attack. A monk need not have any of the prerequisites normally required for these feats to select them.

STUNNING FIST

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

EVASION

At 2nd level or higher, a monk can avoid damage from many area-effect attacks. If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

FAST MOVEMENT

At 3rd level, a monk gains an enhancement bonus to his land speed, as shown on Table: Monk. A monk in armor or carrying a medium or heavy load loses this extra speed.

MANEUVER TRAINING

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

STILL MIND

A monk of 3rd level or higher gains a +2 bonus on saving throws against enchantment spells and effects.

KI POOL

At 4th level, a monk gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's ki pool is equal to $1/2$ his monk level + his Wisdom modifier. As long as he has at least 1 point in his ki pool, he can make a ki strike. At 4th level, ki strike allows his unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction. At 7th level, his unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction. At 10th level, his unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction. At 16th level, his unarmed attacks are treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness.

By spending 1 point from his ki pool, a monk can make one additional attack at his highest attack bonus when making a flurry of blows attack. In addition, he can spend 1 point to increase his speed by 20 feet for 1 round. Finally, a monk can spend 1 point from his ki pool to give himself a +4 dodge bonus to AC for 1 round. Each of these powers is activated as a swift action. A monk gains additional powers that consume points from his ki pool as he gains levels.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

SLOW FALL

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

HIGH JUMP

At 5th level, a monk adds his level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics. By spending 1 point from his ki pool as a swift action, a monk gains a +20 bonus on Acrobatics checks made to jump for 1 round.

PURITY OF BODY

At 5th level, a monk gains immunity to all diseases, including supernatural and magical diseases.

WHOLENESS OF BODY

At 7th level or higher, a monk can heal his own wounds as a standard action. He can heal a number of hit points of damage equal to his monk level by using 2 points from his ki pool.

IMPROVED EVASION

At 9th level, a monk's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

DIAMOND BODY

At 11th level, a monk gains immunity to poisons of all kinds.

ABUNDANT STEP

At 12th level or higher, a monk can slip magically between spaces, as if using the spell dimension door. Using this ability is a move action that consumes 2 points from his ki pool. His caster level for this effect is equal to his monk level. He cannot take other creatures with him when he uses this ability.

DIAMOND SOUL

At 13th level, a monk gains spell resistance equal to his current monk level + 10. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the monk's spell resistance.

QUIVERING PALM

Starting at 15th level, a monk can set up vibrations within the body of another creature that can thereafter be fatal if the monk so desires. He can use this quivering palm attack once per day, and he must announce his intent before making his attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter, the monk can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to his monk level. To make such an attempt, the monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 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. A monk can have no more than 1 quivering palm in effect at one time. If a monk uses quivering palm while another is still in effect, the previous effect is negated.

TIMELESS BODY

At 17th level, a monk no longer takes penalties to his ability scores for aging and cannot be magically aged. Any such penalties that he has already taken, however, remain in place. Age bonuses still accrue, and the monk still dies of old age when his time is up.

TONGUE OF THE SUN AND MOON

A monk of 17th level or higher can speak with any living creature.

EMPTY BODY

At 19th level, a monk gains the ability to assume an ethereal state for 1 minute as though using the spell *etherealness*. Using this ability is a move action that consumes 3 points from his ki pool. This ability only affects the monk and cannot be used to make other creatures ethereal.

PERFECT SELF

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

EX-MONKS

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

PALADIN

Hit Die: d10 | **Alignment:** Lawful good.

Through a select, worthy few shines the power of the divine. Called paladins, these noble souls dedicate their swords and lives to the battle against evil. Knights, crusaders, and law-bringers, paladins seek not just to spread divine justice but to embody the teachings of the virtuous deities they serve. In pursuit of their lofty goals, they adhere to ironclad laws of morality and discipline. As reward for their righteousness, these holy champions are blessed with boons to aid them in their quests: powers to banish evil, heal the innocent, and inspire the faithful. Although their convictions might lead them into conflict with the very souls they would save, paladins weather endless challenges of faith and dark temptations, risking their lives to do right and fighting to bring about a brighter future.

ROLE

Paladins serve as beacons for their allies within the chaos of battle. While deadly opponents of evil, they can also empower goodly souls to aid in their crusades. Their magic and martial skills also make them well suited to defending others and blessing the fallen with the strength to continue fighting.

STARTING WEALTH

The following table lists the starting gold piece value for paladin characters. In addition, each character begins play with an outfit worth 10 gp or less.

CLASS	STARTING WEALTH	AVERAGE
Paladin	5d6 × 10 gp	175 gp

CLASS SKILLS

The paladin's class skills are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility)(Int), Knowledge (religion)(Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

SKILL RANKS PER LEVEL

2 + Int modifier.

Table: Paladin

LEVEL	BAB	FORT	REF	WILL	SPECIAL	1ST	2ND	3RD	4TH
1st	+1	+2	+0	+2	Aura of good, detect evil, smite evil 1/day	-	-	-	-
2nd	+2	+3	+0	+3	Divine grace, lay on hands	-	-	-	-
3rd	+3	+3	+1	+3	Aura of courage, divine health, mercy	-	-	-	-
4th	+4	+4	+1	+4	Channel positive energy, smite evil 2/day	0	-	-	-
5th	+5	+4	+1	+4	Divine bond	1	-	-	-
6th	+6/+1	+5	+2	+5	Mercy	1	-	-	-
7th	+7/+2	+5	+2	+5	Smite evil 3/day	1	0	-	-
8th	+8/+3	+6	+2	+6	Aura of resolve	1	1	-	-
9th	+9/+4	+6	+3	+6	Mercy	2	1	-	-
10th	+10/+5	+7	+3	+7	Smite evil 4/day	2	1	0	-
11th	+11/+6/+1	+7	+3	+7	Aura of justice	2	1	1	-
12th	+12/+7/+2	+8	+4	+8	Mercy	2	2	1	-
13th	+13/+8/+3	+8	+4	+8	Smite evil 5/day	3	2	1	0
14th	+14/+9/+4	+9	+4	+9	Aura of faith	3	2	1	1
15th	+15/+10/+5	+9	+5	+9	Mercy	3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+10	Smite evil 6/day	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+10	Aura of righteousness	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+11	Mercy	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+11	Smite evil 7/day	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+12	Holy champion	4	4	3	3

CLASS FEATURES

All of the following are class features of the paladin.

WEAPON AND ARMOR PROFICIENCY

Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

AURA OF GOOD

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

DETECT EVIL

At will, a paladin can use detect evil, as the spell. A paladin can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the paladin does not detect evil in any other object or individual within range.

SMITE EVIL

Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if any) to her attack rolls and adds her paladin level to all damage rolls made against the target of her smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the paladin possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, the paladin gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the paladin targets a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time the paladin rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table: Paladin, to a maximum of seven times per day at 19th level.

DIVINE GRACE

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

LAY ON HANDS

Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to $1/2$ her paladin level plus her Charisma modifier. With one use of this ability, a paladin can heal 1d6 hit points of damage for every two paladin levels she possesses. Using this ability is a standard action, unless the paladin targets herself, in which case it is a swift action. Despite the name of this ability, a paladin only needs one free hand to use this ability.

Alternatively, a paladin can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage for every two levels the paladin possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

AURA OF COURAGE

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

DIVINE HEALTH

At 3rd level, a paladin is immune to all diseases, including supernatural and magical diseases, including mummy rot.

MERCY

At 3rd level, and every three levels thereafter, a paladin can select one mercy. Each mercy adds an effect to the paladin's lay on hands ability. Whenever the paladin uses lay on hands to heal damage to one target, the target also receives the additional effects from all of the mercies possessed by the paladin. A mercy can remove a condition caused by a curse, disease, or poison without curing the affliction. Such conditions return after 1 hour unless the mercy actually removes the affliction that causes the condition.

At 3rd level, the paladin can select from the following initial mercies.

Fatigued

The target is no longer fatigued.

Shaken

The target is no longer shaken.

Sickened

The target is no longer sickened.

At 6th level, a paladin adds the following mercies to the list of those that can be selected.

Dazed

The target is no longer dazed.

Diseased

The paladin's lay on hands ability also acts as remove disease, using the paladin's level as the caster level.

Staggered

The target is no longer staggered, unless the target is at exactly 0 hit points.

At 9th level, a paladin adds the following mercies to the list of those that can be selected.

Cursed

The paladin's lay on hands ability also acts as remove curse, using the paladin's level as the caster level.

Exhausted

The target is no longer exhausted. The paladin must have the fatigue mercy before selecting this mercy.

Frightened

The target is no longer frightened. The paladin must have the shaken mercy before selecting this mercy.

Nauseated

The target is no longer nauseated. The paladin must have the sickened mercy before selecting this mercy.

Poisoned

The paladin's lay on hands ability also acts as neutralize poison, using the paladin's level as the caster level.

At 12th level, a paladin adds the following mercies to the list of those that can be selected.

Blinded

The target is no longer blinded.

Deafened

The target is no longer deafened.

Paralyzed

The target is no longer paralyzed.

Stunned

The target is no longer stunned.

These abilities are cumulative. For example, a 12th-level paladin's lay on hands ability heals 6d6 points of damage and might also cure fatigued and exhausted conditions as well as removing diseases and neutralizing poisons. Once a condition or spell effect is chosen, it can't be changed.

CHANNEL POSITIVE ENERGY

When a paladin reaches 4th level, she gains the supernatural ability to channel positive energy like a cleric. Using this ability consumes two uses of her lay on hands ability. A paladin uses her level as her effective cleric level when channeling positive energy. This is a Charisma-based ability.

SPELLS

Beginning at 4th level, a paladin gains the ability to cast a small number of divine spells which are drawn from the paladin spell list presented in Spell Lists. A paladin must choose and prepare her spells in advance.

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

Like other spellcasters, a paladin can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Paladin. In addition, she receives bonus spells per day if she has a high Charisma score (see Table: Ability Modifiers and Bonus Spells). When Table: Paladin indicates that the paladin gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Charisma score for that spell level.

A paladin must spend 1 hour each day in quiet prayer and meditation to regain her daily allotment of spells. A paladin may prepare and cast any spell on the paladin spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

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

DIVINE BOND

Upon reaching 5th level, a paladin forms a divine bond with her god. This bond can take one of two forms. Once the form is chosen, it cannot be changed.

The first type of bond allows the paladin to enhance her weapon as a standard action by calling upon the aid of a celestial spirit for 1 minute per paladin level. When called, the spirit causes the weapon to shed light as a torch. At 5th level, this spirit grants the weapon a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: axiomatic, brilliant energy, defending, disruption, flaming, flaming burst, holy, keen, merciful, and speed. Adding these properties consumes an amount of bonus equal to the property's cost (see Table: Melee Weapon Special Abilities). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the weapon is held by anyone other than the paladin but resumes giving bonuses if returned to the paladin. These bonuses apply to only one end of a double weapon. A paladin can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

If a weapon bonded with a celestial spirit is destroyed, the paladin loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the paladin takes a -1 penalty on attack and weapon damage rolls.

The second type of bond allows a paladin to gain the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil. This mount is usually a heavy horse (for a Medium paladin) or a pony (for a Small paladin), although more exotic mounts, such as a boar, camel, or dog are also suitable. This mount functions as a druid's animal companion, using the paladin's level as her effective druid level. Bonded mounts have an Intelligence of at least 6.

Once per day, as a full-round action, a paladin may magically call her mount to her side. This ability is the equivalent of a spell of a level equal to one-third the paladin's level. The mount immediately appears adjacent to the paladin. A paladin can use this ability once per day at 5th level, and one additional time per day for every 4 levels thereafter, for a total of four times per day at 17th level.

At 11th level, the mount gains the celestial template and becomes a magical beast for the purposes of determining which spells affect it. At 15th level, a paladin's mount gains spell resistance equal to the paladin's level + 11.

Should the paladin's mount die, the paladin may not summon another mount for 30 days or until she gains a paladin level, whichever comes first. During this 30-day period, the paladin takes a -1 penalty on attack and weapon damage rolls.

AURA OF RESOLVE

At 8th level, a paladin is immune to charm spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against charm effects.

This ability functions only while the paladin is conscious, not if she is unconscious or dead.

AURA OF JUSTICE

At 11th level, a paladin can expend two uses of her smite evil ability to grant the ability to smite evil to all allies within 10 feet, using her bonuses. Allies must use this smite evil ability by the start of the paladin's next turn and the bonuses last for 1 minute. Using this ability is a free action. Evil creatures gain no benefit from this ability.

AURA OF FAITH

At 14th level, a paladin's weapons are treated as good-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of her is treated as good-aligned for the purposes of overcoming damage reduction.

This ability functions only while the paladin is conscious, not if she is unconscious or dead.

AURA OF RIGHTEOUSNESS

At 17th level, a paladin gains DR 5/evil and immunity to compulsion spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against compulsion effects.

This ability functions only while the paladin is conscious, not if she is unconscious or dead.

HOLY CHAMPION

At 20th level, a paladin becomes a conduit for the power of her god. Her DR increases to 10/evil. Whenever she uses smite evil and successfully strikes an evil outsider, the outsider is also subject to a banishment, using her paladin level as the caster level (her weapon and holy symbol automatically count as objects that the subject hates). After the banishment effect and the damage from the attack is resolved, the smite immediately ends. In addition, whenever she channels positive energy or uses lay on hands to heal a creature, she heals the maximum possible amount.

CODE OF CONDUCT

A paladin must be of lawful good alignment and loses all class features except proficiencies if she ever willingly commits an evil act.

Additionally, a paladin's code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

ASSOCIATES

While she may adventure with good or neutral allies, a paladin avoids working with evil characters or with anyone who consistently offends her moral code. Under exceptional circumstances, a paladin can ally with evil associates, but only to defeat what she believes to be a greater evil. A paladin should seek an atonement spell periodically during such an unusual alliance, and should end the alliance immediately should she feel it is doing more harm than good. A paladin may accept only henchmen, followers, or cohorts who are lawful good.

EX-PALADINS

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

RANGER

Hit Die: d10 | **Alignment:** Any.

For those who relish the thrill of the hunt, there are only predators and prey. Be they scouts, trackers, or bounty hunters, rangers share much in common: unique mastery of specialized weapons, skill at stalking even the most elusive game, and the expertise to defeat a wide range of quarryies. Knowledgeable, patient, and skilled hunters, these rangers hound man, beast, and monster alike, gaining insight into the way of the predator, skill in varied environments, and ever more lethal martial prowess. While some track man-eating creatures to protect the frontier, others pursue more cunning game—even fugitives among their own people.

ROLE

Rangers are deft skirmishers, either in melee or at range, capable of skillfully dancing in and out of battle. Their abilities allow them to deal significant harm to specific types of foes, but their skills are valuable against all manner of enemies.

STARTING WEALTH

The following table lists the starting gold piece value for ranger characters. In addition, each character begins play with an outfit worth 10 gp or less.

CLASS	STARTING WEALTH	AVERAGE
Ranger	5d6 × 10 gp	175 gp

CLASS SKILLS

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

SKILL RANKS PER LEVEL

6 + Int modifier.

Table: Ranger

LEVEL	BAB	FORT	REF	WILL	SPECIAL	1ST	2ND	3RD	4TH
1st	+1	+2	+2	+0	1st favored enemy, track, wild empathy	–	–	–	–
2nd	+2	+3	+3	+0	Combat style feat	–	–	–	–
3rd	+3	+3	+3	+1	Endurance, 1st favored terrain	–	–	–	–
4th	+4	+4	+4	+1	Hunter's bond	0	–	–	–
5th	+5	+4	+4	+1	2nd favored enemy	1	–	–	–
6th	+6/+1	+5	+5	+2	Combat style feat	1	–	–	–
7th	+7/+2	+5	+5	+2	Woodland stride	1	0	–	–
8th	+8/+3	+6	+6	+2	Swift tracker, 2nd favored terrain	1	1	–	–
9th	+9/+4	+6	+6	+3	Evasion	2	1	–	–
10th	+10/+5	+7	+7	+3	3rd favored enemy, combat style feat	2	1	0	–
11th	+11/+6/+1	+7	+7	+3	Quarry	2	1	1	–
12th	+12/+7/+2	+8	+8	+4	Camouflage	2	2	1	–
13th	+13/+8/+3	+8	+8	+4	3rd favored terrain	3	2	1	0
14th	+14/+9/+4	+9	+9	+4	Combat style feat	3	2	1	1
15th	+15/+10/+5	+9	+9	+5	4th favored enemy	3	2	2	1
16th	+16/+11/+6/+1	+10	+10	+5	Improved evasion	3	3	2	1
17th	+17/+12/+7/+2	+10	+10	+5	Hide in plain sight	4	3	2	1
18th	+18/+13/+8/+3	+11	+11	+6	4th favored terrain, combat style feat	4	3	2	2
19th	+19/+14/+9/+4	+11	+11	+6	Improved quarry	4	3	3	2
20th	+20/+15/+10/+5	+12	+12	+6	5th favored enemy, master hunter	4	4	3	3

CLASS FEATURES

All of the following are class features of the ranger.

WEAPON AND ARMOR PROFICIENCY

A ranger is proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).

Ranger Favored Enemies

TYPE (SUBTYPE)

Aberration
Animal
Construct
Dragon
Fey
Humanoid (aquatic)
Humanoid (dwarf)
Humanoid (elf)
Humanoid (giant)
Humanoid (goblinoid)
Humanoid (gnoll)
Humanoid (gnome)
Humanoid (halfling)
Humanoid (human)
Humanoid (orc)
Humanoid (reptilian)
Humanoid (other subtype)
Magical beast
Monstrous humanoid
Ooze
Outsider (air)
Outsider (chaotic)
Outsider (earth)
Outsider (evil)
Outsider (fire)
Outsider (good)
Outsider (lawful)
Outsider (native)
Outsider (water)
Plant
Undead
Vermin

FAVORED ENEMY

At 1st level, a ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

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

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

TRACK

A ranger adds half his level (minimum 1) to Survival skill checks made to follow tracks.

WILD EMPATHY

A ranger can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person (see Using Skills). The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

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

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

COMBAT STYLE FEAT

At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites.

Archery

If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list.

Two-Weapon

If the ranger selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list. The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.

ENDURANCE

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

Favored Terrains

COLD (ICE, GLACIERS, SNOW, AND TUNDRA)

Desert (sand and wastelands)
Forest (coniferous and deciduous)
Jungle
Mountain (including hills)
Plains
Planes (pick one, other than Material Plane)
Swamp
Underground (caves and dungeons)
Urban (buildings, streets, and sewers)
Water (above and below the surface)

FAVORED TERRAIN

At 3rd level, a ranger may select a type of terrain from the Favored Terrains table. The ranger gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 8th level and every five levels thereafter, the ranger may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

HUNTER'S BOND

At 4th level, a ranger forms a bond with his hunting companions. This bond can take one of two forms. Once the form is chosen, it cannot be changed. The first is a bond to his companions. This bond allows him to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the ranger's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

The second option is to form a close bond with an animal companion. A ranger who selects an animal companion can choose from the following list: badger, bird, camel, cat (small), dire rat, dog, horse, pony, snake (viper or constrictor), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the ranger may choose a shark instead. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind. A ranger's animal companion shares his favored enemy and favored terrain bonuses.

This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the ranger's effective druid level is equal to his ranger level - 3.

SPELLS

Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list presented in Spell Lists. A ranger must choose and prepare his spells in advance.

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

Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Ranger. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells). When Table: Ranger indicates that the ranger gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

A ranger must spend 1 hour per day in quiet meditation to regain his daily allotment of spells. A ranger may prepare and cast any spell on the ranger spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a ranger has no caster level. At 4th level and higher, his caster level is equal to his ranger level - 3.

WOODLAND STRIDE

Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, however, still affect him.

SWIFT TRACKER

Beginning at 8th level, a ranger can move at his normal speed while using Survival to follow tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

EVASION

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

QUARRY

At 11th level, a ranger can, as a standard action, denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, a ranger can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he receives a +2 insight bonus on attack rolls made against his quarry, and all critical threats are automatically confirmed. A ranger can have no more than one quarry at a time and the creature's type must correspond to one of his favored enemy types. He can dismiss this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If the ranger sees proof that his quarry is dead, he can select a new quarry after waiting 1 hour.

CAMOUFLAGE

A ranger of 12th level or higher can use the Stealth skill to hide in any of his favored terrains, even if the terrain doesn't grant cover or concealment.

IMPROVED EVASION

At 16th level, a ranger's evasion improves. This ability works like evasion, except that while the ranger still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless ranger does not gain the benefit of improved evasion.

HIDE IN PLAIN SIGHT

While in any of his favored terrains, a ranger of 17th level or higher can use the Stealth skill even while being observed.

IMPROVED QUARRY

At 19th level, the ranger's ability to hunt his quarry improves. He can now select a quarry as a free action, and can now take 20 while using Survival to track his quarry, while moving at normal speed without penalty. His insight bonus to attack his quarry increases to +4. If his quarry is killed or dismissed, he can select a new one after 10 minutes have passed.

MASTER HUNTER

A ranger of 20th level becomes a master hunter. He can always move at full speed while using Survival to follow tracks without penalty. He can, as a standard action, make a single attack against a favored enemy at his full attack bonus. If the attack hits, the target takes damage normally and must make a Fortitude save or die. The DC of this save is equal to $10 + \frac{1}{2}$ the ranger's level + the ranger's Wisdom modifier. A ranger can choose instead to deal an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. A ranger can use this ability once per day against each favored enemy type he possesses, but not against the same creature more than once in a 24-hour period.

ROGUE

Hit Die: d8 | **Alignment:** Any.

Life is an endless adventure for those who live by their wits. Ever just one step ahead of danger, rogues bank on their cunning, skill, and charm to bend fate to their favor. Never knowing what to expect, they prepare for everything, becoming masters of a wide variety of skills, training themselves to be adept manipulators, agile acrobats, shadowy stalkers, or masters of any of dozens of other professions or talents. Thieves and gamblers, fast talkers and diplomats, bandits and bounty hunters, and explorers and investigators all might be considered rogues, as well as countless other professions that rely upon wits, prowess, or luck. Although many rogues favor cities and the innumerable opportunities of civilization, some embrace lives on the road, journeying far, meeting exotic people, and facing fantastic danger in pursuit of equally fantastic riches. In the end, any who desire to shape their fates and live life on their own terms might come to be called rogues.

ROLE

Rogues excel at moving about unseen and catching foes unaware, and tend to avoid head-to-head combat. Their varied skills and abilities allow them to be highly versatile, with great variations in expertise existing between different rogues. Most, however, excel in overcoming hindrances of all types, from unlocking doors and disarming traps to outwitting magical hazards and conning dull-witted opponents.

STARTING WEALTH

The following table lists the starting gold piece value for rogue characters. In addition, each character begins play with an outfit worth 10 gp or less.

CLASS	STARTING WEALTH	AVERAGE
Rogue	4d6 × 10 gp	140 gp

CLASS SKILLS

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

SKILL RANKS PER LEVEL

8 + Int modifier.

Table: Rogue

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+2	+0	Sneak attack +1d6, trapfinding
2nd	+1	+0	+3	+0	Evasion, rogue talent
3rd	+2	+1	+3	+1	Sneak attack +2d6, trap sense +1
4th	+3	+1	+4	+1	Rogue talent, uncanny dodge
5th	+3	+1	+4	+1	Sneak attack +3d6
6th	+4	+2	+5	+2	Rogue talent, trap sense +2
7th	+5	+2	+5	+2	Sneak attack +4d6
8th	+6/+1	+2	+6	+2	Improved uncanny dodge, rogue talent
9th	+6/+1	+3	+6	+3	Sneak attack +5d6, trap sense +3
10th	+7/+2	+3	+7	+3	Advanced talents, rogue talent
11th	+8/+3	+3	+7	+3	Sneak attack +6d6
12th	+9/+4	+4	+8	+4	Rogue talent, trap sense +4
13th	+9/+4	+4	+8	+4	Sneak attack +7d6
14th	+10/+5	+4	+9	+4	Rogue talent
15th	+11/+6/+1	+5	+9	+5	Sneak attack +8d6, trap sense +5
16th	+12/+7/+2	+5	+10	+5	Rogue talent
17th	+12/+7/+2	+5	+10	+5	Sneak attack +9d6
18th	+13/+8/+3	+6	+11	+6	Rogue talent, trap sense +6
19th	+14/+9/+4	+6	+11	+6	Sneak attack +10d6
20th	+15/+10/+5	+6	+12	+6	Master strike, rogue talent

CLASS FEATURES

The following are class features of the rogue.

WEAPON AND ARMOR PROFICIENCY

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

SNEAK ATTACK

If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

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

The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment.

TRAPFINDING

A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

EVASION

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

ROGUE TALENTS

As a rogue gains experience, she learns a number of talents that aid her and confound her foes. Starting at 2nd level, a rogue gains one rogue talent. She gains an additional rogue talent for every 2 levels of rogue attained after 2nd level. A rogue cannot select an individual talent more than once.

Talents marked with an asterisk add effects to a rogue's sneak attack. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made.

Bleeding Attack*

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

Combat Trick

A rogue that selects this talent gains a bonus combat feat (see Feats).

Fast Stealth

This ability allows a rogue to move at full speed using the Stealth skill without penalty.

Finesse Rogue

A rogue that selects this talent gains Weapon Finesse as a bonus feat.

Ledge Walker

This ability allows a rogue to move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, a rogue with this talent is not flat-footed when using Acrobatics to move along narrow surfaces.

Major Magic

A rogue with this talent gains the ability to cast a 1st-level spell from the sorcerer/wizard spell list two times a day as a spell-like ability. The caster level for this ability is equal to the rogue's level. The save DC for this spell is 11 + the rogue's Intelligence modifier. The rogue must have an Intelligence of at least 11 to select this talent. A rogue must have the minor magic rogue talent before choosing this talent.

Minor Magic

A rogue with this talent gains the ability to cast a 0-level spell from the sorcerer/wizard spell list. This spell can be cast three times a day as a spell-like ability. The caster level for this ability is equal to the rogue's level. The save DC for this spell is 10 + the rogue's Intelligence modifier. The rogue must have an Intelligence of at least 10 to select this talent.

Quick Disable

It takes a rogue with this ability half the normal amount of time to disable a trap using the Disable Device skill (minimum 1 round).

Resiliency

Once per day, a rogue with this ability can gain a number of temporary hit points equal to the rogue's level. Activating this ability is an immediate action that can only be performed when she is brought to below 0 hit points. This ability can be used to prevent her from dying. These temporary hit points last for 1 minute. If the rogue's hit points drop below 0 due to the loss of these temporary hit points, she falls unconscious and is dying as normal.

Rogue Crawl

While prone, a rogue with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A rogue with this talent can take a 5-foot step while crawling.

Slow Reactions*

Opponents damaged by the rogue's sneak attack can't make attacks of opportunity for 1 round.

Stand Up

A rogue with this ability can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Surprise Attack

During the surprise round, opponents are always considered flat-footed to a rogue with this ability, even if they have already acted.

Trap Spotter

Whenever a rogue with this talent comes within 10 feet of a trap, she receives an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.

Weapon Training

A rogue that selects this talent gains Weapon Focus as a bonus feat.

TRAP SENSE

At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

UNCANNY DODGE

Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A rogue with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against her.

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

IMPROVED UNCANNY DODGE

A rogue of 8th level or higher can no longer be flanked.

This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

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

ADVANCED TALENTS

At 10th level, and every two levels thereafter, a rogue can choose one of the following advanced talents in place of a rogue talent.

Crippling Strike*

A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage.

Defensive Roll

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

Dispelling Attack*

Opponents that are dealt sneak attack damage by a rogue with this ability are affected by a targeted dispel magic, targeting the lowest-level spell effect active on the target. The caster level for this ability is equal to the rogue's level. A rogue must have the major magic rogue talent before choosing dispelling attack.

Improved Evasion

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

Opportunist

Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery

The rogue becomes so confident in the use of certain skills that she can use them reliably even under adverse conditions.

Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A rogue may gain this special ability multiple times, selecting additional skills for skill mastery to apply to each time.

Slippery Mind

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

Feat

A rogue may gain any feat that she qualifies for in place of a rogue talent.

MASTER STRIKE

Upon reaching 20th level, a rogue becomes incredibly deadly when dealing sneak attack damage. Each time the rogue deals sneak attack damage, she can choose one of the following three effects: the target can be put to sleep for 1d4 hours, paralyzed for 2d6 rounds, or slain. Regardless of the effect chosen, the target receives a Fortitude save to negate the additional effect. The DC of this save is equal to 10 + 1/2 the rogue's level + the rogue's Intelligence modifier. Once a creature has been the target of a master strike, regardless of whether or not the save is made, that creature is immune to that rogue's master strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability.

SORCERER

Hit Die: d6 | **Alignment:** Any.

Scions of innately magical bloodlines, the chosen of deities, the spawn of monsters, pawns of fate and destiny, or simply flukes of fickle magic, sorcerers look within themselves for arcane prowess and draw forth might few mortals can imagine. Emboldened by lives ever threatening to be consumed by their innate powers, these magic-touched souls endlessly indulge in and refine their mysterious abilities, gradually learning how to harness their birthright and coax forth ever greater arcane feats. Just as varied as these innately powerful spellcasters' abilities and inspirations are the ways in which they choose to utilize their gifts. While some seek to control their abilities through meditation and discipline, becoming masters of their fantastic birthright, others give in to their magic, letting it rule their lives with often explosive results. Regardless, sorcerers live and breathe that which other spellcasters devote their lives to mastering, and for them magic is more than a boon or a field of study; it is life itself.

ROLE

Sorcerers excel at casting a selection of favored spells frequently, making them powerful battle mages. As they become familiar with a specific and ever-widening set of spells, sorcerers often discover new and versatile ways of making use of magics other spellcasters might overlook. Their bloodlines also grant them additional abilities, assuring that no two sorcerers are ever quite alike.

STARTING WEALTH

The following table lists the starting gold piece value for sorcerer characters. In addition, each character begins play with an outfit worth 10 gp or less.

CLASS	STARTING WEALTH	AVERAGE
Sorcerer	2d6 × 10 gp	70 gp

CLASS SKILLS

The sorcerer's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana)(Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

SKILL RANKS PER LEVEL

2 + Int modifier.

Table: Sorcerer Spells Known

LEVEL	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	4	2	–	–	–	–	–	–	–	–
2nd	5	2	–	–	–	–	–	–	–	–
3rd	5	3	–	–	–	–	–	–	–	–
4th	6	3	1	–	–	–	–	–	–	–
5th	6	4	2	–	–	–	–	–	–	–
6th	7	4	2	1	–	–	–	–	–	–
7th	7	5	3	2	–	–	–	–	–	–
8th	8	5	3	2	1	–	–	–	–	–
9th	8	5	4	3	2	–	–	–	–	–
10th	9	5	4	3	2	1	–	–	–	–
11th	9	5	5	4	3	2	–	–	–	–
12th	9	5	5	4	3	2	1	–	–	–
13th	9	5	5	4	4	3	2	–	–	–
14th	9	5	5	4	4	3	2	1	–	–
15th	9	5	5	4	4	4	3	2	–	–
16th	9	5	5	4	4	4	3	2	1	–
17th	9	5	5	4	4	4	3	3	2	–
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

CLASS FEATURES

All of the following are class features of the sorcerer.

WEAPON AND ARMOR PROFICIENCY

Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a sorcerer’s gestures, which can cause her spells with somatic components to fail (see Arcane Spells and Armor).

SPELLS

A sorcerer casts arcane spells drawn primarily from the sorcerer/wizard spell list presented in Spell Lists. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a sorcerer must have a Charisma score equal to at least 10 + 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.

Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Sorcerer. In addition, she receives bonus spells per day if she has a high Charisma score (see Table: Ability Modifiers and Bonus Spells).

A sorcerer's selection of spells is extremely limited. A sorcerer begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new sorcerer level, she gains one or more new spells, as indicated on Table: Sorcerer Spells Known. (Unlike spells per day, the number of spells a sorcerer knows is not affected by her Charisma score; the numbers on Table: Sorcerer Spells Known are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the sorcerer has gained some understanding of through study.

Upon reaching 4th level, and at every even-numbered sorcerer level after that (6th, 8th, and so on), a sorcerer can choose to learn a new spell in place of one she already knows. In effect, the sorcerer loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A sorcerer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Unlike a wizard or a cleric, a sorcerer need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

BLOODLINE

Each sorcerer has a source of magic somewhere in her heritage that grants her spells, bonus feats, an additional class skill, and other special abilities. This source can represent a blood relation or an extreme event involving a creature somewhere in the family's past. For example, a sorcerer might have a dragon as a distant relative or her grandfather might have signed a terrible contract with a devil. Regardless of the source, this influence manifests in a number of ways as the sorcerer gains levels. A sorcerer must pick one bloodline upon taking her first level of sorcerer. Once made, this choice cannot be changed.

At 3rd level, and every two levels thereafter, a sorcerer learns an additional spell, derived from her bloodline. These spells are in addition to the number of spells given on Table: Sorcerer Spells Known. These spells cannot be exchanged for different spells at higher levels.

At 7th level, and every six levels thereafter, a sorcerer receives one bonus feat, chosen from a list specific to each bloodline. The sorcerer must meet the prerequisites for these bonus feats.

CANTRIPS

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

ESCHEW MATERIALS

A sorcerer gains Eschew Materials as a bonus feat at 1st level.

SORCERER BLOODLINES

The following bloodlines represent only some of the possible sources of power that a sorcerer can draw upon. Unless otherwise noted, most sorcerers are assumed to have the arcane bloodline.

ABERRANT

There is a taint in your blood, one that is alien and bizarre. You tend to think in odd ways, approaching problems from an angle that most would not expect. Over time, this taint manifests itself in your physical form.

Class Skill

Knowledge (dungeoneering).

Bonus Spells

enlarge person(3rd), *see invisibility*(5th), *tongues*(7th), *black tentacles*(9th), *feeblemind*(11th), *veil*(13th), *plane shift*(15th), *mind blank*(17th), *shapechange*(19th).

Bonus Feats

Combat Casting, Improved Disarm, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will, Silent Spell, Skill Focus (Knowledge [dungeoneering]).

Bloodline Arcana

Whenever you cast a spell of the polymorph subschool, increase the duration of the spell by 50% (minimum 1 round). This bonus does not stack with the increase granted by the Extend Spell feat.

Bloodline Powers

Aberrant sorcerers show increasing signs of their tainted heritage as they increase in level, although they are only visible when used.

Acidic Ray

Starting at 1st level, you can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. The acidic ray deals 1d6 points of acid damage + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Long Limbs

At 3rd level, your reach increases by 5 feet whenever you are making a melee touch attack. This ability does not otherwise increase your threatened area. At 11th level, this bonus to your reach increases to 10 feet. At 17th level, this bonus to your reach increases to 15 feet.

Unusual Anatomy

At 9th level, your anatomy changes, giving you a 25% chance to ignore any critical hit or sneak attack scored against you. This chance increases to 50% at 13th level.

Alien Resistance

At 15th level, you gain spell resistance equal to your sorcerer level + 10.

Aberrant Form

At 20th level, your body becomes truly unnatural. You are immune to critical hits and sneak attacks. In addition, you gain blindsight with a range of 60 feet and damage reduction 5/-.

ABYSSAL

Generations ago, a demon spread its filth into your heritage. While it does not manifest in all of your kin, for you it is particularly strong. You might sometimes have urges to chaos or evil, but your destiny (and alignment) is up to you.

Class Skill

Knowledge (planes).

Bonus Spells

cause fear (3rd), *bull's strength* (5th), *rage* (7th), *stoneskin* (9th), *dismissal* (11th), *transformation* (13th), *greater teleport* (15th), *unholy aura* (17th), *summon monster IX* (19th).

Bonus Feats

Augment Summoning, Cleave, Empower Spell, Great Fortitude, Improved Bull Rush, Improved Sunder, Power Attack, Skill Focus (Knowledge [planes]).

Bloodline Arcana

Whenever you cast a spell of the summoning subschool, the creatures summoned gain DR/good equal to 1/2 your sorcerer level (minimum 1). This does not stack with any DR the creature might have.

Bloodline Powers

While some would say that you are possessed, you know better. The demonic influence in your blood grows as you gain power.

Claws

At 1st level, you can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. These attacks deal 1d4 points of damage each (1d3 if you are Small) plus your Strength modifier. At 5th level, these claws are considered magic weapons for the purpose of overcoming DR. At 7th level, the damage increases by one step to 1d6 points of damage (1d4 if you are Small). At 11th level, these claws become *flaming weapons*, each dealing an additional 1d6 points of fire damage on a successful hit. You can use your claws for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

Demon Resistances

At 3rd level, you gain resist electricity 5 and a +2 bonus on saving throws made against poison. At 9th level, your resistance to electricity increases to 10 and your bonus on poison saving throws increases to +4.

Strength of the Abyss

At 9th level, you gain a +2 inherent bonus to your Strength. This bonus increases to +4 at 13th level, and to +6 at 17th level.

Added Summonings

At 15th level, whenever you summon a creature with the demon subtype or the fiendish template using a *summon monster* spell, you summon one additional creature of the same kind.

Demonic Might

At 20th level, the power of the Abyss flows through you. You gain immunity to electricity and poison. You also gain resistance to acid 10, cold 10, and fire 10, and gain telepathy with a range of 60 feet (allowing you to communicate with any creature that can speak a language).

ARCANE

Your family has always been skilled in the eldritch art of magic. While many of your relatives were accomplished wizards, your powers developed without the need for study and practice.

Class Skill

Knowledge (any one).

Bonus Spells

identify(3rd), *invisibility*(5th), *dispel magic*(7th), *dimension door*(9th), *overland flight*(11th), *true seeing*(13th), *greater teleport*(15th), *power word stun*(17th), *wish*(19th).

Bonus Feats

Combat Casting, Improved Counterspell, Improved Initiative, Iron Will, Scribe Scroll, Skill Focus (Knowledge [arcana]), Spell Focus, Still Spell.

Bloodline Arcana

Whenever you apply a metamagic feat to a spell that increases the slot used by at least one level, increase the spell's DC by +1. This bonus does not stack with itself and does not apply to spells modified by the Heighten Spell feat.

Bloodline Powers

Magic comes naturally to you, but as you gain levels you must take care to prevent the power from overwhelming you.

Arcane Bond

At 1st level, you gain an arcane bond, as a wizard equal to your sorcerer level. Your sorcerer levels stack with any wizard levels you possess when determining the powers of your familiar or bonded object. This ability does not allow you to have both a familiar and a bonded item. Once per day, your bond item allows you to cast any one of your spells known (unlike a wizard's bonded item, which allows him to cast any one spell in his spellbook).

Metamagic Adept

At 3rd level, you can apply any one metamagic feat you know to a spell you are about to cast without increasing the casting time. You must still expend a higher-level spell slot to cast this spell. You can use this ability once per day at 3rd level and one additional time per day for every four sorcerer levels you possess beyond 3rd, up to five times per day at 19th level. At 20th level, this ability is replaced by arcane apotheosis.

New Arcana

At 9th level, you can add any one spell from the sorcerer/wizard spell list to your list of spells known. This spell must be of a level that you are capable of casting. You can also add one additional spell at 13th level and 17th level.

School Power

At 15th level, pick one school of magic. The DC for any spells you cast from that school increases by +2. This bonus stacks with the bonus granted by Spell Focus.

Arcane Apotheosis

At 20th level, your body surges with arcane power. You can add any metamagic feats that you know to your spells without increasing their casting time, although you must still expend higher-level spell slots. Whenever you use magic items that require charges, you can instead expend spell slots to power the item. For every three levels of spell slots that you expend, you consume one less charge when using a magic item that expends charges.

CELESTIAL

Your bloodline is blessed by a celestial power, either from a celestial ancestor or through divine intervention. Although this power drives you along the path of good, your fate (and alignment) is your own to determine.

Class Skill

Heal.

Bonus Spells

bless(3rd), *resist energy*(5th), *magic circle against evil*(7th), *remove curse*(9th), *flame strike*(11th), *greater dispel magic*(13th), *banishment*(15th), *sunburst*(17th), *gate*(19th).

Bonus Feats

Dodge, Extend Spell, Iron Will, Mobility, Mounted Combat, Ride-By Attack, Skill Focus (Knowledge [religion]), Weapon Finesse.

Bloodline Arcana

Whenever you cast a spell of the summoning subschool, the creatures summoned gain DR/evil equal to 1/2 your sorcerer level (minimum 1). This does not stack with any DR the creature might have.

Bloodline Powers

Your celestial heritage grants you a great many powers, but they come at a price. The lords of the higher planes are watching you and your actions closely.

Heavenly Fire

Starting at 1st level, you can unleash a ray of heavenly fire as a standard action, targeting any foe within 30 feet as a ranged touch attack. Against evil creatures, this ray deals 1d4 points of damage + 1 for every two sorcerer levels you possess. This damage is divine and not subject to energy resistance or immunity. This ray heals good creatures of 1d4 points of damage + 1 for every two sorcerer levels you possess. A good creature cannot benefit from your heavenly fire more than once per day. Neutral creatures are neither harmed nor healed by this effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Celestial Resistances

At 3rd level, you gain resist acid 5 and resist cold 5. At 9th level, your resistances increase to 10.

Wings of Heaven

At 9th level, you can sprout feathery wings and fly for a number of minutes per day equal to your sorcerer level, with a speed of 60 feet and good maneuverability. This duration does not need to be consecutive, but it must be used in 1 minute increments.

Conviction

At 15th level, you can reroll any one ability check, attack roll, skill check, or saving throw you just made. You must decide to use this ability after the die is rolled, but before the results are revealed by the GM. You must take the second result, even if it is worse. You can use this ability once per day.

Ascension

At 20th level, you become infused with the power of the heavens. You gain immunity to acid, cold, and petrification. You also gain resist electricity 10, resist fire 10, and a +4 racial bonus on saves against poison. Finally, you gain unlimited use of the wings of heaven ability. Finally, you gain the ability to speak with any creature that has a language (as per the *tongues* spell).

DESTINED

Your family is destined for greatness in some way. Your birth could have been foretold in prophecy, or perhaps it occurred during an especially auspicious event, such as a solar eclipse. Regardless of your bloodline's origin, you have a great future ahead.

Class Skill

Knowledge (history).

Bonus Spells

: *alarm*(3rd), *blur*(5th), *protection from energy*(7th), *freedom of movement*(9th), *break enchantment*(11th), *mislead*(13th), *spell turning*(15th), *moment of prescience*(17th), *foresight*(19th).

Bonus Feats

Arcane Strike, Diehard, Endurance, Leadership, Lightning Reflexes, Maximize Spell, Skill Focus (Knowledge [history]), Weapon Focus.

Bloodline Arcana

Whenever you cast a spell with a range of "personal," you gain a luck bonus equal to the spell's level on all your saving throws for 1 round.

Bloodline Powers

You are destined for great things, and the powers that you gain serve to protect you.

Touch of Destiny

At 1st level, you can touch a creature as a standard action, giving it an insight bonus on attack rolls, skill checks, ability checks, and saving throws equal to 1/2 your sorcerer level (minimum 1) for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Fated

Starting at 3rd level, you gain a +1 luck bonus on all of your saving throws and to your AC during surprise rounds (see Combat) and when you are otherwise unaware of an attack. At 7th level and every four levels thereafter, this bonus increases by +1, to a maximum of +5 at 19th level.

It Was Meant To Be

At 9th level, you may reroll any one attack roll, critical hit confirmation roll, or level check made to overcome spell resistance. You must decide to use this ability after the first roll is made but before the results are revealed by the GM. You must take the second result, even if it is worse. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day.

Within Reach

At 15th level, your ultimate destiny is drawing near. Once per day, when an attack or spell that causes damage would result in your death, you may attempt a DC 20 Will save. If successful, you are instead reduced to -1 hit points and are automatically stabilized. The bonus from your fated ability applies to this save.

Destiny Realized

At 20th level, your moment of destiny is at hand. Any critical threats made against you only confirm if the second roll results in a natural 20 on the die. Any critical threats you score with a spell are automatically confirmed. Once per day, you can automatically succeed at one caster level check made to overcome spell resistance. You must use this ability before making the roll.

DRACONIC

At some point in your family's history, a dragon interbred with your bloodline, and now its ancient power flows through your veins.

Class Skill

Perception.

Bonus Spells

mage armor(3rd), *resist energy*(5th), *fly*(7th), *fear*(9th), *spell resistance*(11th), *form of the dragon I*(13th), *form of the dragon II*(15th), *form of the dragon III*(17th), *wish*(19th).

Bonus Feats

Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Quicken Spell, Skill Focus (Fly), Skill Focus (Knowledge [arcana]), Toughness.

Bloodline Arcana

Whenever you cast a spell with an energy descriptor that matches your draconic bloodline’s energy type, that spell deals +1 point of damage per die rolled.

Bloodline Powers

The power of dragons flows through you and manifests in a number of ways. At 1st level, you must select one of the chromatic or metallic dragon types. This choice cannot be changed. A number of your abilities grant resistances and deal damage based on your dragon type, as noted on the following table.

Dragon Type

DRAGON TYPE	ENERGY TYPE	BREATH SHAPE
Black	Acid	60-foot line
Blue	Electricity	60-foot line
Green	Acid	30-foot cone
Red	Fire	30-foot cone
White	Cold	30-foot cone
Brass	Fire	60-foot line
Bronze	Electricity	60-foot line
Copper	Acid	60-foot line
Gold	Fire	30-foot cone
Silver	Cold	30-foot cone

Claws

Starting at 1st level, you can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. Each of these attacks deals 1d4 points of damage plus your Strength modifier (1d3 if you are Small). At 5th level, these claws are considered magic weapons for the purpose of overcoming DR. At 7th level, the damage increases by one step to 1d6 points of damage (1d4 if you are Small). At 11th level, these claws deal an additional 1d6 points of damage of your energy type on a successful hit. You can use your claws for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

Dragon Resistances

At 3rd level, you gain resist 5 against your energy type and a +1 natural armor bonus. At 9th level, your energy resistance increases to 10 and natural armor bonus increases to +2. At 15th level, your natural armor bonus increases to +4.

Breath Weapon

At 9th level, you gain a breath weapon. This breath weapon deals 1d6 points of damage of your energy type per sorcerer level. Those caught in the area of the breath receive a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. The shape of the breath weapon depends on your dragon type (as indicated on the above chart). At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day.

Wings

At 15th level, leathery dragon wings grow from your back as a standard action, giving you a fly speed of 60 feet with average maneuverability. You can dismiss the wings as a free action.

Power of Wyrms

At 20th level, your draconic heritage becomes manifest. You gain immunity to paralysis, sleep, and damage of your energy type. You also gain blindsense 60 feet.

ELEMENTAL

The power of the elements resides in you, and at times you can hardly control its fury. This influence comes from an elemental outsider in your family history or a time when you or your relatives were exposed to a powerful elemental force.

Class Skill

Knowledge (planes).

Bonus Spells

*burning hands** (3rd), *scorching ray** (5th), *protection from energy* (7th), *elemental body I* (9th), *elemental body II* (11th), *elemental body III* (13th), *elemental body IV* (15th), *summon monster VIII* (elementals only) (17th), *elemental swarm* (19th).

*These spells always deal a type of damage determined by your element. In addition, the subtype of these spells changes to match the energy type of your element.

Bonus Feats

Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Knowledge [planes]), Weapon Finesse.

Bloodline Arcana

Whenever you cast a spell that deals energy damage, you can change the type of damage to match the type of your bloodline. This also changes the spell's type to match the type of your bloodline.

Bloodline Powers

One of the four elements infuses your being, and you can draw upon its power in times of need. At first level, you must select one of the four elements: air, earth, fire, or water. This choice cannot be changed. A number of your abilities grant resistances and deal damage based on your element, as noted below.

Element

ELEMENT	ENERGY TYPE	ELEMENTAL MOVEMENT
Air	Electricity	Fly 60 feet (average)
Earth	Acid	Burrow 30 feet
Fire	Fire	+30 feet base speed
Water	Cold	Swim 60 feet

Elemental Ray

Starting at 1st level, you can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of damage of your energy type + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Elemental Resistance

At 3rd level, you gain energy resistance 10 against your energy type. At 9th level, your energy resistance increases to 20.

Elemental Blast

At 9th level, you can unleash a blast of elemental power once per day. This 20-foot-radius burst does 1d6 points of damage of your energy type per sorcerer level. Those caught in the area of your blast receive a Reflex save for half damage. Creatures that fail their saves gain vulnerability to your energy type until the end of your next turn. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. This power has a range of 60 feet.

Elemental Movement

At 15th level, you gain a special movement type or bonus. This ability is based on your chosen element, as indicated on the above chart.

Elemental Body

At 20th level, elemental power surges through your body. You gain immunity to sneak attacks, critical hits, and damage from your energy type.

FEY

The capricious nature of the fey runs in your family due to some intermingling of fey blood or magic. You are more emotional than most, prone to bouts of joy and rage.

Class Skill

Knowledge (nature).

Bonus Spells

entangle (3rd), *hideous laughter* (5th), *deep slumber* (7th), *poison* (9th), *tree stride* (11th), *mislead* (13th), *phase door* (15th), *irresistible dance* (17th), *shapechange* (19th).

Bonus Feats

Dodge, Improved Initiative, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Quicken Spell, Skill Focus (Knowledge [nature]).

Bloodline Arcana

Whenever you cast a spell of the compulsion subschool, increase the spell's DC by +2.

Bloodline Powers

You have always had a tie to the natural world, and as your power increases, so does the influence of the fey over your magic.

Laughing Touch

At 1st level, you can cause a creature to burst out laughing for 1 round as a melee touch attack. A laughing creature can only take a move action but can defend itself normally. Once a creature has been affected by laughing touch, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This is a mind-affecting effect.

Woodland Stride

At 3rd level, you can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Fleeting Glance

At 9th level, you can turn invisible for a number of rounds per day equal to your sorcerer level. This ability functions as *greater invisibility*. These rounds need not be consecutive.

Fey Magic

At 15th level, you may reroll any caster level check made to overcome spell resistance. You must decide to use this ability before the results are revealed by the GM. You must take the second result, even if it is worse. You can use this ability at will.

Soul of the Fey

At 20th level, your soul becomes one with the world of the fey. You gain immunity to poison and DR 10/cold iron. Creatures of the animal type do not attack you unless compelled to do so through magic. Once per day, you can cast *shadow walk* as a spell-like ability using your sorcerer level as your caster level.

INFERNAL

Somewhere in your family's history, a relative made a deal with a devil, and that pact has influenced your family line ever since. In you, it manifests in direct and obvious ways, granting you powers and abilities. While your fate is still your own, you can't help but wonder if your ultimate reward is bound to the Pit.

Class Skill

Diplomacy.

Bonus Spells

protection from good(3rd), *scorching ray*(5th), *suggestion*(7th), *charm monster*(9th), *dominate person*(11th), *planar binding*(devils and creatures with the fiendish template only)(13th), *greater teleport*(15th), *power word stun*(17th), *meteor swarm*(19th).

Bonus Feats

Blind-Fight, Combat Expertise, Deceitful, Extend Spell, Improved Disarm, Iron Will, Skill Focus (Knowledge [planes]), Spell Penetration.

Bloodline Arcana

Whenever you cast a spell of the charm subschool, increase the spell's DC by +2.

Bloodline Powers

You can draw upon the power of Hell, although you must be wary of its corrupting influence. Such power does not come without a price.

Corrupting Touch

At 1st level, you can cause a creature to become shaken as a melee touch attack. This effect persists for a number of rounds equal to 1/2 your sorcerer level (minimum 1). Creatures shaken by this ability radiate an aura of evil, as if they were an evil outsider (see *detect evil*). Multiple touches do not stack, but they do add to the duration. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Infernal Resistances

At 3rd level, you gain resist fire 5 and a +2 bonus on saving throws made against poison. At 9th level, your resistance to fire increases to 10 and your bonus on poison saving throws increases to +4.

Hellfire

At 9th level, you can call down a column of hellfire. This 10-foot-radius burst does 1d6 points of fire damage per sorcerer level. Those caught in the area of your blast receive a Reflex save for half damage. Good creatures that fail their saves are shaken for a number of rounds equal to your sorcerer level. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. This power has a range of 60 feet.

On Dark Wings

At 15th level, you can grow fearsome bat wings as a standard action, giving you a fly speed of 60 feet with average maneuverability. The wings can be dismissed as a free action.

Power of the Pit

At 20th level, your form becomes infused with vile power. You gain immunity to fire and poison. You also gain resistance to acid 10 and cold 10, and the ability to see perfectly in darkness of any kind to a range of 60 feet.

UNDEAD

The taint of the grave runs through your family. Perhaps one of your ancestors became a powerful lich or vampire, or maybe you were born dead before suddenly returning to life. Either way, the forces of death move through you and touch your every action.

Class Skill

Knowledge (religion).

Bonus Spells

chill touch(3rd), *false life*(5th), *vampiric touch*(7th), *animate dead*(9th), *waves of fatigue*(11th), *undeath to death*(13th), *finger of death*(15th), *horrid wilting*(17th), *energy drain*(19th).

Bonus Feats

Combat Casting, Diehard, Endurance, Iron Will, Skill Focus (Knowledge [religion]), Spell Focus, Still Spell, Toughness.

Bloodline Arcana

Some undead are susceptible to your mind-affecting spells. Corporeal undead that were once humanoids are treated as humanoids for the purposes of determining which spells affect them.

Bloodline Powers

You can call upon the foul powers of the afterlife. Unfortunately, the more you draw upon them, the closer you come to joining them.

Grave Touch

Starting at 1st level, you can make a melee touch attack as a standard action that causes a living creature to become shaken for a number of rounds equal to 1/2 your sorcerer level (minimum 1). If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer Hit Dice than your sorcerer level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Death's Gift

At 3rd level, you gain resist cold 5 and DR 5/— against nonlethal damage. At 9th level, your resistance to cold increases to 10 and your DR increases to 10/— against nonlethal damage.

Grasp of the Dead

At 9th level, you can cause a swarm of skeletal arms to burst from the ground to rip and tear at your foes. The skeletal arms erupt from the ground in a 20-foot-radius burst. Anyone in this area takes 1d6 points of slashing damage per sorcerer level. Those caught in the area receive a Reflex save for half damage. Those who fail the save are unable to move for 1 round. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. The skeletal arms disappear after 1 round. The arms must burst up from a solid surface. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. This power has a range of 60 feet.

Incorporeal Form

At 15th level, you can become incorporeal for 1 round per sorcerer level. While in this form, you gain the incorporeal subtype. You only take half damage from corporeal sources as long as they are magic (you take no damage from non-magic weapons and objects). Likewise, your spells deal only half damage to corporeal creatures. Spells and other effects that do not deal damage function normally. You can use this ability once per day.

One of Us

At 20th level, your form begins to rot (the appearance of this decay is up to you) and undead see you as one of them. You gain immunity to cold, nonlethal damage, paralysis, and sleep. You also gain DR 5/—. Unintelligent undead do not notice you unless you attack them. You receive a +4 morale bonus on saving throws made against spells and spell-like abilities cast by undead.

WIZARD

Hit Die: d6 | **Alignment:** Any.

Beyond the veil of the mundane hide the secrets of absolute power. The works of beings beyond mortals, the legends of realms where gods and spirits tread, the lore of creations both wondrous and terrible—such mysteries call to those with the ambition and the intellect to rise above the common folk to grasp true might. Such is the path of the wizard. These shrewd magic-users seek, collect, and covet esoteric knowledge, drawing on cultic arts to work wonders beyond the abilities of mere mortals. While some might choose a particular field of magical study and become masters of such powers, others embrace versatility, reveling in the unbounded wonders of all magic. In either case, wizards prove a cunning and potent lot, capable of smiting their foes, empowering their allies, and shaping the world to their every desire.

ROLE

While universalist wizards might study to prepare themselves for any manner of danger, specialist wizards research schools of magic that make them exceptionally skilled within a specific focus. Yet no matter their specialty, all wizards are masters of the impossible and can aid their allies in overcoming any danger.

STARTING WEALTH

The following table lists the starting gold piece value for wizard characters. In addition, each character begins play with an outfit worth 10 gp or less.

CLASS	STARTING WEALTH	AVERAGE
Wizard	2d6 × 10 gp	70 gp

CLASS SKILLS

The wizard's class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all)(Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

SKILL RANKS PER LEVEL

2 + Int modifier.

Table: Wizard

LEVEL	BAB	FORT	REF	WILL	SPECIAL	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	+0	+0	+0	+2	Arcane bond, arcane school, cantrips, Scribe Scroll	3	1	-	-	-	-	-	-	-	-
2nd	+1	+0	+0	+3		4	2	-	-	-	-	-	-	-	-
3rd	+1	+1	+1	+3		4	2	1	-	-	-	-	-	-	-
4th	+2	+1	+1	+4		4	3	2	-	-	-	-	-	-	-
5th	+2	+1	+1	+4	Bonus feat	4	3	2	1	-	-	-	-	-	-
6th	+3	+2	+2	+5		4	3	3	2	-	-	-	-	-	-
7th	+3	+2	+2	+5		4	4	3	2	1	-	-	-	-	-
8th	+4	+2	+2	+6		4	4	3	3	2	-	-	-	-	-
9th	+4	+3	+3	+6		4	4	4	3	2	1	-	-	-	-
10th	+5	+3	+3	+7	Bonus feat	4	4	4	3	3	2	-	-	-	-
11th	+5	+3	+3	+7		4	4	4	4	3	2	1	-	-	-
12th	+6/+1	+4	+4	+8		4	4	4	4	3	3	2	-	-	-
13th	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	-	-
14th	+7/+2	+4	+4	+9		4	4	4	4	4	3	3	2	-	-
15th	+7/+2	+5	+5	+9	Bonus feat	4	4	4	4	4	4	3	2	1	-
16th	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	-
17th	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Bonus feat	4	4	4	4	4	4	4	4	4	4

CLASS FEATURES

The following are the class features of the wizard.

WEAPON AND ARMOR PROFICIENCY

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

SPELLS

A wizard casts arcane spells drawn from the sorcerer/wizard spell list presented in Spell Lists. A wizard must choose and prepare his spells ahead of time.

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

A wizard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Wizard. In addition, he receives bonus spells per day if he has a high Intelligence score (see Table: Ability Modifiers and Bonus Spells).

A wizard may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the wizard decides which spells to prepare.

BONUS LANGUAGES

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

ARCANE BOND

At 1st level, wizards form a powerful bond with an object or a creature. This bond can take one of two forms: a familiar or a bonded object. A familiar is a magical pet that enhances the wizard's skills and senses and can aid him in magic, while a bonded object is an item a wizard can use to cast additional spells or to serve as a magical item. Once a wizard makes this choice, it is permanent and cannot be changed. Rules for bonded items are given below, while rules for familiars are at the end of this section.

Wizards who select a bonded object begin play with one at no cost. Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. If a wizard attempts to cast a spell without his bonded object worn or in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

A bonded object can be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's opposition schools (see arcane school).

A wizard can add additional magic abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a wizard with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Feats). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wizard who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wizard can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

ARCANE SCHOOL

A wizard can choose to specialize in one school of magic, gaining additional spells and powers based on that school. This choice must be made at 1st level, and once made, it cannot be changed. A wizard that does not select a school receives the universalist school instead.

A wizard that chooses to specialize in one school of magic must select two other schools as his opposition schools, representing knowledge sacrificed in one area of arcane lore to gain mastery in another. A wizard who prepares spells from his opposition schools must use two spell slots of that level to prepare the spell. For example, a wizard with evocation as an opposition school must expend two of his available 3rd-level spell slots to prepare a *fireball*. In addition, a specialist takes a –4 penalty on any skill checks made when crafting a magic item that has a spell from one of his opposition schools as a prerequisite. A universalist wizard can prepare spells from any school without restriction.

Each arcane school gives the wizard a number of school powers. In addition, specialist wizards receive an additional spell slot of each spell level he can cast, from 1st on up. Each day, a wizard can prepare a spell from his specialty school in that slot. This spell must be in the wizard's spellbook. A wizard can select a spell modified by a metamagic feat to prepare in his school slot, but it uses up a higher-level spell slot. Wizards with the universalist school do not receive a school slot.

CANTRIPS

Wizards can prepare a number of cantrips, or 0-level spells, each day, as noted on Table: Wizard under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again. A wizard can prepare a cantrip from a prohibited school, but it uses up two of his available slots (see below).

SCRIBE SCROLL

At 1st level, a wizard gains Scribe Scroll as a bonus feat.

BONUS FEATS

At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing those feats.

SPELLBOOKS

A wizard must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook, except for *read magic*, which all wizards can prepare from memory.

A wizard begins play with a spellbook containing all 0-level wizard spells (except those from his prohibited schools, if any; see Arcane Schools) plus three 1st-level spells of his choice. The wizard also selects a number of additional 1st-level spells equal to his Intelligence modifier to add to the spellbook. At each new wizard level, he gains two new spells of any spell level or levels that he can cast (based on his new wizard level) for his spellbook. At any time, a wizard can also add spells found in other wizards' spellbooks to his own (see Magic).

ARCANE SCHOOLS

The following descriptions detail each arcane school and its corresponding powers.

ABJURATION SCHOOL

The abjurer uses magic against itself, and masters the art of defensive and warding magics.

Resistance

You gain resistance 5 to an energy type of your choice, chosen when you prepare spells. This resistance can be changed each day. At 11th level, this resistance increases to 10. At 20th level, this resistance changes to immunity to the chosen energy type.

Protective Ward

As a standard action, you can create a 10-foot-radius field of protective magic centered on you that lasts for a number of rounds equal to your Intelligence modifier. All allies in this area (including you) receive a +1 deflection bonus to their AC. This bonus increases by +1 for every five wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Energy Absorption

At 6th level, you gain an amount of energy absorption equal to 3 times your wizard level per day. Whenever you take energy damage, apply immunity, vulnerability (if any), and resistance first and apply the rest to this absorption, reducing your daily total by that amount. Any damage in excess of your absorption is applied to you normally.

CONJURATION SCHOOL

The conjurer focuses on the study of summoning monsters and magic alike to bend to his will.

Summoner's Charm

Whenever you cast a conjuration (summoning) spell, increase the duration by a number of rounds equal to 1/2 your wizard level (minimum 1). At 20th level, you can change the duration of all *summon monster* spells to permanent. You can have no more than one *summon monster* spell made permanent in this way at one time. If you designate another *summon monster* spell as permanent, the previous spell immediately ends.

Acid Dart

As a standard action you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6 points of acid damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier. This attack ignores spell resistance.

Dimensional Steps

At 8th level, you can use this ability to teleport up to 30 feet per wizard level per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each additional creature brought with you.

DIVINATION SCHOOL

Diviners are masters of remote viewing, prophecies, and using magic to explore the world.

Forewarned

You can always act in the surprise round even if you fail to make a Perception roll to notice a foe, but you are still considered flat-footed until you take an action. In addition, you receive a bonus on initiative checks equal to 1/2 your wizard level (minimum +1). At 20th level, anytime you roll initiative, assume the roll resulted in a natural 20.

Diviner's Fortune

When you activate this school power, you can touch any creature as a standard action to give it an insight bonus on all of its attack rolls, skill checks, ability checks, and saving throws equal to 1/2 your wizard level (minimum +1) for 1 round. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Scrying Adept

At 8th level, you are always aware when you are being observed via magic, as if you had a permanent *detect scrying*. In addition, whenever you scry on a subject, treat the subject as one step more familiar to you. Very familiar subjects get a -10 penalty on their save to avoid your scrying attempts.

ENCHANTMENT SCHOOL

The enchanter uses magic to control and manipulate the minds of his victims.

Enchanting Smile

You gain a +2 enhancement bonus on Bluff, Diplomacy, and Intimidate skill checks. This bonus increases by +1 for every five wizard levels you possess, up to a maximum of +6 at 20th level. At 20th level, whenever you succeed at a saving throw against a spell of the enchantment school, that spell is reflected back at its caster, as per *spell turning*.

Dazing Touch

You can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with more Hit Dice than your wizard level are unaffected. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Aura of Despair

At 8th level, you can emit a 30-foot aura of despair for a number of rounds per day equal to your wizard level. Enemies within this aura take a -2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. These rounds do not need to be consecutive. This is a mind-affecting effect.

EVOCATION SCHOOL

Evokers revel in the raw power of magic, and can use it to create and destroy with shocking ease.

Intense Spells

Whenever you cast an evocation spell that deals hit point damage, add 1/2 your wizard level to the damage (minimum +1). This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. This bonus damage is not increased by Empower Spell or similar effects. This damage is of the same type as the spell. At 20th level, whenever you cast an evocation spell you can roll twice to penetrate a creature's spell resistance and take the better result.

Force Missile

As a standard action you can unleash a force missile that automatically strikes a foe, as *magic missile*. The force missile deals 1d4 points of damage plus the damage from your intense spells evocation power. This is a force effect. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Elemental Wall

At 8th level, you can create a wall of energy that lasts for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This wall deals acid, cold, electricity, or fire damage, determined when you create it. The elemental wall otherwise functions like *wall of fire*.

ILLUSION SCHOOL

Illusionists use magic to weave confounding images, figments, and phantoms to baffle and vex their foes.

Extended Illusions

Any illusion spell you cast with a duration of "concentration" lasts a number of additional rounds equal to $1/2$ your wizard level after you stop maintaining concentration (minimum +1 round). At 20th level, you can make one illusion spell with a duration of "concentration" become permanent. You can have no more than one illusion made permanent in this way at one time. If you designate another illusion as permanent, the previous permanent illusion ends.

Blinding Ray

As a standard action you can fire a shimmering ray at any foe within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round. Creatures with more Hit Dice than your wizard level are dazzled for 1 round instead. You can use this ability a number of times per day equal to $3 +$ your Intelligence modifier.

Invisibility Field

At 8th level, you can make yourself invisible as a swift action for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This otherwise functions as *greater invisibility*.

NECROMANCY SCHOOL

The dread and feared necromancer commands undead and uses the foul power of unlife against his enemies.

Power over Undead

You receive Command Undead or Turn Undead as a bonus feat. You can channel energy a number of times per day equal to $3 +$ your Intelligence modifier, but only to use the selected feat. You can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against these feats is equal to $10 + 1/2$ your wizard level + your Charisma modifier. At 20th level, undead cannot add their channel resistance to the save against this ability.

Grave Touch

As a standard action, you can make a melee touch attack that causes a living creature to become shaken for a number of rounds equal to $1/2$ your wizard level (minimum 1). If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer Hit Dice than your wizard level. You can use this ability a number of times per day equal to $3 +$ your Intelligence modifier.

Life Sight

At 8th level, you gain blindsight to a range of 10 feet for a number of rounds per day equal to your wizard level. This ability only allows you to detect living creatures and undead creatures. This sight also tells you whether a creature is living or undead. Constructs and other creatures that are neither living nor undead cannot be seen with this ability. The range of this ability increases by 10 feet at 12th level, and by an additional 10 feet for every four levels beyond 12th. These rounds do not need to be consecutive.

TRANSMUTATION SCHOOL

Transmuters use magic to change the world around them.

Physical Enhancement

You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. You can change this bonus to a new ability score when you prepare spells. At 20th level, this bonus applies to two physical ability scores of your choice.

Telekinetic Fist

As a standard action you can strike with a telekinetic fist, targeting any foe within 30 feet as a ranged touch attack. The telekinetic fist deals 1d4 points of bludgeoning damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Change Shape

At 8th level, you can change your shape for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This ability otherwise functions like *beast shape II* or *elemental body I*. At 12th level, this ability functions like *beast shape III* or *elemental body II*.

UNIVERSALIST SCHOOL

Wizards who do not specialize (known as universalists) have the most diversity of all arcane spellcasters.

Hand of the Apprentice

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

Metamagic Mastery

At 8th level, you can apply any one metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time. You can use this ability once per day at 8th level and one additional time per day for every two wizard levels you possess beyond 8th. Any time you use this ability to apply a metamagic feat that increases the spell level by more than 1, you must use an additional daily usage for each level above 1 that the feat adds to the spell. Even though this ability does not modify the spell's actual level, you cannot use this ability to cast a spell whose modified spell level would be above the level of the highest-level spell that you are capable of casting.

FAMILIARS

A familiar is an animal chosen by a spellcaster to aid him in his study of magic. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but is now a magical beast for the purpose of effects that depend on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar.

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

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the master's level.

If a familiar is dismissed, lost or dies, it can be replaced 1 week later through a specialized ritual that costs 200 gp per wizard level. The ritual takes 8 hours to complete.

FAMILIAR

FAMILIAR	SPECIAL ABILITY
Bat	Master gains a +3 bonus on Fly checks
Cat	Master gains a +3 bonus on Stealth checks
Hawk	Master gains a +3 bonus on sight-based and opposed Perception checks in bright light
Lizard	Master gains a +3 bonus on Climb checks
Monkey	Master gains a +3 bonus on Acrobatics checks
Owl	Master gains a +3 bonus on sight-based and opposed Perception checks in shadows or darkness
Rat	Master gains a +2 bonus on Fortitude saves
Raven*	Master gains a +3 bonus on Appraise checks
Viper	Master gains a +3 bonus on Bluff checks
Toad	Master gains +3 hit points
Weasel	Master gains a +2 bonus on Reflex saves
*A raven familiar can speak one language of its master's choice as a supernatural ability.	

FAMILIAR BASICS

Use the basic statistics for a creature of the familiar's kind, but with the following changes.

Hit Dice

For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.

Hit Points

The familiar has half the master’s total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

Attacks

Use the master’s base attack bonus, as calculated from all his classes. Use the familiar’s Dexterity or Strength modifier, whichever is greater, to calculate the familiar’s melee attack bonus with natural weapons.

Damage equals that of a normal creature of the familiar’s kind.

Saving Throws

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

Skills

For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master’s skill ranks, whichever is better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar’s total skill modifiers, some skills may remain beyond the familiar’s ability to use. Familiars treat Acrobatics, Climb, Fly, Perception, Stealth, and Swim as class skills.

FAMILIAR ABILITY DESCRIPTIONS

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

Master Class Level

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1st-2nd	+1	6	Alertness, improved evasion, share spells, empathic link
3rd-4th	+2	7	Deliver touch spells
5th-6th	+3	8	Speak with master
7th-8th	+4	9	Speak with animals of its kind
9th-10th	+5	10	–
11th-12th	+6	11	Spell resistance
13th-14th	+7	12	Scry on familiar
15th-16th	+8	13	–
17th-18th	+9	14	–
19th-20th	+10	15	–

Natural Armor Adj.

The number noted here is in addition to the familiar's existing natural armor bonus.

Int

The familiar's Intelligence score.

Alertness

While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion

When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells

The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Empathic Link

The master has an empathic link with his familiar to a 1 mile distance. The master can communicate empathically with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The master has the same connection to an item or place that his familiar does.

Deliver Touch Spells

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master would. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master

If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Kind

If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, monkeys with other simians, rats with rodents, toads with amphibians, and weasels with ermines and minks. Such communication is limited by the Intelligence of the conversing creatures.

Spell Resistance

If the master is 11th level or higher, a familiar gains spell resistance equal to the master's level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

Scry on Familiar

If the master is 13th level or higher, he may scry on his familiar (as if casting the *scrying* spell) once per day.

ARCANE SPELLS AND ARMOR

Armor restricts the complicated gestures required while casting any spell that has a somatic component. The armor and shield descriptions list the arcane spell failure chance for different armors and shields.

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

SKILLS

Skills represent some of the most basic and yet most fundamental abilities your character possesses. As your character advances in level, he can gain new skills and improve his existing skills dramatically.

ACQUIRING SKILLS

Each level, your character gains a number of skill ranks dependent upon your class plus your Intelligence modifier. Investing a rank in a skill represents a measure of training in that skill. You can never have more ranks in a skill than your total number of Hit Dice. In addition, each class has a number of favored skills, called class skills. It is easier for your character to become more proficient in these skills, as they represent part of his professional training and constant practice. You gain a +3 bonus on all class skills that you put ranks into. If you have more than one class and both grant you a class skill bonus, these bonuses do not stack.

TABLE: SKILL RANKS PER LEVEL

CLASS	SKILL RANKS PER LEVEL
Barbarian	4 + Int modifier
Bard	6 + Int modifier
Cleric	2 + Int modifier
Druid	4 + Int modifier
Fighter	2 + Int modifier
Monk	4 + Int modifier
Paladin	2 + Int modifier
Ranger	6 + Int modifier
Rogue	8 + Int modifier
Sorcerer	2 + Int modifier
Wizard	2 + Int modifier

The number of skill ranks you gain when taking a level in one of the base classes is shown above. Humans gain 1 additional skill rank per class level. Characters who take a level in a favored class have the option of gaining 1 additional skill rank or an additional hit point. If you select a level in a new class, all of its class skills are automatically added to your list of class skills, and you gain a +3 bonus on these skills if you have ranks in them.

SKILL CHECKS

When your character uses a skill, he isn't guaranteed success. In order to determine success, whenever you attempt to use a skill, you must make a skill check.

Each skill rank grants a +1 bonus on checks made using that skill. When you make a skill check, you roll 1d20 and then add your ranks and the appropriate ability score modifier to the result of this check. If the skill you're using is a class skill (and you have invested ranks into that skill), you gain a +3 bonus on the check. If you are not trained in the skill (and if the skill may be used untrained), you may still attempt the skill, but you use only the bonus (or penalty) provided by the associated ability score modifier to modify the check. Skills can be further modified by a wide variety of sources – by your race, by a class ability, by equipment, by spell effects or magic items, and so on.

SKILL	SKILL CHECK IS EQUAL TO*
Untrained	1d20 + ability modifier + racial modifier
Trained	1d20 + skill ranks + ability modifier + racial modifier
Trained Class Skill	1d20 + skill ranks + ability modifier + racial modifier + 3

If the result of your skill check is equal to or greater than the difficulty class (or DC) of the task you are attempting to accomplish, you succeed. If it is less than the DC, you fail. Some tasks have varying levels of success and failure depending on how much your check is above or below the required DC. Some skill checks are opposed by the target's skill check. When making an opposed skill check, the attempt is successful if your check result exceeds the result of the target.

TAKING 10 AND TAKING 20

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

Taking 10. When your character is not in immediate danger or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10.

Taking 20. When you have plenty of time, you are faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can take 20. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20. Taking 20 takes 20 times as long as making a single check would take. Since taking 20 assumes that your character will fail many times before succeeding, your character would automatically incur any penalties for failure before completing the task (hence why it is generally not allowed with skills that carry such penalties). Common "take 20" skills include Disable Device (when used to open locks), Escape Artist, and Perception (when attempting to find traps).

The normal take 10 and take 20 rules apply for ability checks. Neither rule applies to concentration checks or caster level checks.

AID ANOTHER

You can help someone achieve success on a skill check by making the same kind of skill check in a cooperative effort. If you roll a 10 or higher on your check, the character you're helping gets a +2 bonus on his or her check. (You can't take 10 on a skill check to aid another.) In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once.

In cases where the skill restricts who can achieve certain results, such as trying to open a lock using Disable Device, you can't aid another to grant a bonus to a task that your character couldn't achieve alone. The GM might impose further restrictions to aiding another on a case-by-case basis as well.

SKILL DESCRIPTIONS

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

ACROBATICS (DEX)

Trained only. Armor check penalty applies.

You can keep your balance while traversing narrow or treacherous surfaces. You can also dive, flip, jump, and roll to avoid attacks and overcome obstacles.

Check

You can use Acrobatics to move on narrow surfaces and uneven ground without falling. A successful check allows you to move at half speed across such surfaces – only one check is needed per round. Use the following table to determine the base DC, which is then modified by the Acrobatics skill modifiers noted below. While you are using Acrobatics in this way, you are considered flat-footed and lose your Dexterity bonus to your AC (if any). If you take damage while using Acrobatics, you must immediately make another Acrobatics check at the same DC to avoid falling or being knocked prone.

SURFACE WIDTH	BASE ACROBATICS DC
Greater than 3 feet wide	0*
1-3 feet wide	5*
7-11 inches wide	10
2-6 inches wide	15
Less than 2 inches wide	20

In addition, you can move through a threatened square without provoking an attack of opportunity from an enemy by using Acrobatics. When moving in this way, you move at half speed. You can move at full speed by increasing the DC of the check by 10. You cannot use Acrobatics to move past foes if your speed is reduced due to carrying a medium or heavy load or wearing medium or heavy armor. If an ability allows you to move at full speed under such conditions, you can use Acrobatics to move past foes. You can use Acrobatics in this way while prone, but doing so requires a full-round action to move 5 feet, and the DC is increased by 5. If you attempt to move through an enemy's space and fail the check, you lose the move action and provoke an attack of opportunity.

SITUATION	BASE AEROBATICS DC*
Move through a threatened area	Opponent's Combat Maneuver Defense
Move through an enemy's space	5 + opponent's Combat Maneuver Defense
Long Jump	Acrobatics DC
—	—
5 feet	5
10 feet	10
15 feet	15
20 feet	20
Greater than 20 feet	+5 per 5 feet
High Jump	Acrobatics DC
—	—
1 foot	4
2 feet	8
3 feet	12
4 feet	16
Greater than 4 feet	+4 per foot

Finally, you can use the Acrobatics skill to make jumps or to soften a fall. The base DC to make a jump is equal to the distance to be crossed (if horizontal) or four times the height to be reached (if vertical). These DCs double if you do not have at least 10 feet of space to get a running start. The only Acrobatics modifiers that apply are those concerning the surface you are jumping from. If you fail this check by 4 or less, you can attempt a DC 20 Reflex save to grab hold of the other side after having missed the jump. If you fail by 5 or more, you fail to make the jump and fall (or land prone, in the case of a vertical jump). Creatures with a base land speed above 30 feet receive a +4 racial bonus on Acrobatics checks made to jump for every 10 feet of their speed above 30 feet. Creatures with a base land speed below 30 feet receive a -4 racial bonus on Acrobatics checks made to jump for every 10 feet of their speed below 30 feet. No jump can allow you to exceed your maximum movement for the round. For a running jump, the result of your Acrobatics check indicates the distance traveled in the jump (and if the check fails, the distance at which you actually land and fall prone). Halve this result for a standing long jump to determine where you land.

When you deliberately fall any distance, even as a result of a missed jump, a DC 15 Acrobatics skill check allows you to ignore the first 10 feet fallen, although you still end up prone if you take damage from a fall. See the falling rules for further details.

Many conditions can affect your chances of success with Acrobatics checks. The following modifiers to target DCs apply to all Acrobatics skill checks. The modifiers stack with one another, but only the most severe modifier for any one condition applies.

ACROBATICS MODIFIERS	DC MODIFIER
Slightly obstructed (gravel, sand)	+2
Severely obstructed (cavern, rubble)	+5
Slightly slippery (wet)	+2
Severely slippery (icy)	+5
Slightly sloped (under 45 deg)	+2
Severely sloped (over 45 deg)	+5
Slightly unsteady (boat in rough water)	+2
Moderately unsteady (boat in a storm)	+5
Severely unsteady (earthquake)	+10
Move at full speed on narrow or uneven surfaces	+5*

Action

None. An Acrobatics check is made as part of another action or as a reaction to a situation.

Special

If you have 3 or more ranks in Acrobatics, you gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2, and a +6 dodge bonus to AC when taking the total defense action instead of the usual +4.

If you have the Acrobatic feat, you get a bonus on Acrobatics checks (see Feats).

APPRAISE (INT)

Trained only. Armor check penalty applies.

You can evaluate the monetary value of an object.

Check

A DC 20 Appraise check determines the value of a common item. If you succeed by 5 or more, you also determine if the item has magic properties, although this success does not grant knowledge of the magic item's abilities. If you fail the check by less than 5, you determine the price of that item to within 20% of its actual value. If you fail this check by 5 or more, the price is wildly inaccurate, subject to GM discretion. Particularly rare or exotic items might increase the DC of this check by 5 or more.

You can also use this check to determine the most valuable item visible in a treasure hoard. The DC of this check is generally 20 but can increase to as high as 30 for a particularly large hoard.

Action

Appraising an item takes 1 standard action. Determining the most valuable object in a treasure hoard takes 1 full-round action.

Try Again

Additional attempts to Appraise an item reveal the same result.

Special

A spellcaster with a raven familiar gains a +3 bonus on Appraise checks.

BLUFF (CHA)

Trained only. Armor check penalty applies.

You know how to tell a lie.

Check

Bluff is an opposed skill check against your opponent's Sense Motive skill. If you use Bluff to fool someone, with a successful check you convince your opponent that what you are saying is true. Bluff checks are modified depending upon the believability of the lie. The following modifiers are applied to the roll of the creature attempting to tell the lie. Note that some lies are so improbable that it is impossible to convince anyone that they are true (subject to GM discretion).

CIRCUMSTANCES	BLUFF MODIFIER
The target wants to believe you	+5
The lie is believable	+0
The lie is unlikely	-5
The lie is far-fetched	-10
The lie is impossible	-20
The target is drunk or impaired	+5
You possess convincing proof	up to +10

Feint

You can use Bluff to feint in combat, causing your opponent to be denied his Dexterity bonus to his AC against your next attack. The DC of this check is equal to 10 + your opponent's base attack bonus + your opponent's Wisdom modifier. If your opponent is trained in Sense Motive, the DC is instead equal to 10 + your opponent's Sense Motive bonus, if higher. For more information on feinting in combat, see Combat.

Secret Messages

You can use Bluff to pass hidden messages along to another character without others understanding your true meaning by using innuendo to cloak your actual message. The DC of this check is 15 for simple messages and 20 for complex messages. If you are successful, the target automatically understands you, assuming you are communicating in a language that it understands. If your check fails by 5 or more, you deliver the wrong message. Other creatures that receive the message can decipher it by succeeding at an opposed Sense Motive check against your Bluff result.

Action

Attempting to deceive someone takes at least 1 round, but can possibly take longer if the lie is elaborate (as determined by the GM on a case-by-case basis).

Feinting in combat is a standard action.

Using Bluff to deliver a secret message takes twice as long as the message would otherwise take to relay.

Try Again

If you fail to deceive someone, further attempts to deceive them are at a -10 penalty and may be impossible (GM discretion).

You can attempt to feint against someone again if you fail. Secret messages can be relayed again if the first attempt fails.

Special

A spellcaster with a viper familiar gains a +3 bonus on Bluff checks.

If you have the Deceitful feat, you get a bonus on Bluff checks (see Feats).

CLIMB (STR)

Trained only. Armor check penalty applies.

You are skilled at scaling vertical surfaces, from smooth city walls to rocky cliffs.

Check

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

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

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

CLIMB DC	EXAMPLE SURFACE OR ACTIVITY
0	A slope too steep to walk up, or a knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope, or a rope affected by the rope trick spell.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
20	An uneven surface with narrow handholds and footholds, such as a typical wall in a dungeon.
25	A rough surface, such as a natural rock wall or a brick wall.
30	An overhang or ceiling with handholds only.
-	A perfectly smooth, flat vertical (or inverted) surface cannot be climbed.
Climb DC Modifier*	Example Surface or Activity
-10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls.
-5	Climbing a corner where you can brace against perpendicular walls.
+5	Surface is slippery.

You need both hands free to climb, but you may cling to a wall with one hand while you cast a spell or take some other action that requires only one hand. While climbing, you can't move to avoid a blow, so you lose your Dexterity bonus to AC (if any). You also can't use a shield while climbing. Anytime you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

Accelerated Climbing

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

Make Your Own Handholds and Footholds

You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 5 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a handaxe or similar implement can cut handholds in an ice wall.

Catch Yourself When Falling

It's practically impossible to catch yourself on a wall while falling, yet if you wish to attempt such a difficult task, you can make a Climb check (DC = wall's DC + 20) to do so. It's much easier to catch yourself on a slope (DC = slope's DC + 10).

Catch a Falling Character While Climbing

If someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if he or she is within your reach. Doing so requires a successful melee touch attack against the falling character (though he or she can voluntarily forego any Dexterity bonus to AC if desired). If you hit, you must immediately attempt a Climb check (DC = wall's DC + 10). Success indicates that you catch the falling character, but his total weight, including equipment, cannot exceed your heavy load limit or you automatically fall. If you fail your Climb check by 4 or less, you fail to stop the character's fall but don't lose your grip on the wall. If you fail by 5 or more, you fail to stop the character's fall and begin falling as well.

Action

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

Special

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

A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC higher than 0, but it can always choose to take 10, even if rushed or threatened while climbing. If a creature with a climb speed chooses an accelerated climb (see above), it moves at double its climb speed (or at its land speed, whichever is slower) and makes a single Climb check at a -5 penalty. Such a creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

If you have the Athletic feat, you get a bonus on Climb checks (see Feats).

CRAFT (INT)

Trained only. Armor check penalty applies.

You are skilled in the creation of a specific group of items, such as armor or weapons. Like Knowledge, Perform, and Profession, Craft is actually a number of separate skills. You could have several Craft skills, each with its own ranks. The most common Craft skills are alchemy, armor, baskets, books, bows, calligraphy, carpentry, cloth, clothing, glass, jewelry, leather, locks, paintings, pottery, sculptures, ships, shoes, stonemasonry, traps, and weapons. A Craft skill is specifically focused on creating something. If nothing is created by the endeavor, it probably falls under the heading of a Profession skill.

Check

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

The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type. The DC depends on the complexity of the item to be created. The DC, your check result, and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

In some cases, the fabricate spell can be used to achieve the results of a Craft check with no actual check involved. You must still make an appropriate Craft check when using the spell to make articles requiring a high degree of craftsmanship.

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

When casting the spell minor creation, you must succeed on an appropriate Craft check to make a complex item.

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

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

- 1 Find the item's price in silver pieces (1 gp = 10 sp).
- 2 Find the item's DC from Table: Craft Skills.
- 3 Pay 1/3 of the item's price for the raw material cost.

Make an appropriate Craft check representing one week's worth of work. If the check succeeds, multiply your check result by the DC. If the result 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.

Progress by the Day

You can make checks by the day instead of by the week. In this case your progress (check result times DC) should be divided by the number of days in a week.

Create Masterwork Items

You can make a masterwork item: a weapon, suit of armor, shield, or tool that conveys a bonus on its use through its exceptional craftsmanship. To create a masterwork item, you create the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own price (300 gp for a weapon or 150 gp for a suit of armor or a shield, see Equipment for the price of other masterwork tools) and a Craft DC of 20. Once both the standard component and the masterwork component are completed, the masterwork item is finished. The cost you pay for the masterwork component is one-third of the given amount, just as it is for the cost in raw materials.

Repair Items

You can repair an item by making checks against the same DC that it took to make the item in the first place. The cost of repairing an item is one-fifth of the item's price.

ITEM CRAFT	SKILL	CRAFT DC
Acid	Alchemy	15
Alchemist's fire, smokestick, or tindertwig	Alchemy	20
Antitoxin, sunrod, tanglefoot bag, or thunderstone	Alchemy	25
Armor or shield	Armor	10 + AC bonus
Longbow, shortbow, or arrows	Bows	12
Composite longbow or composite shortbow	Bows	15
Composite longbow or composite shortbow with high strength rating	Bows	15 + (2 x rating)
Mechanical trap	Traps	Varies*
Crossbow, or bolts	Weapons	15
Simple melee or thrown weapon	Weapons	12
Martial melee or thrown weapon	Weapons	15
Exotic melee or thrown weapon	Weapons	18
Very simple item (wooden spoon)	Varies	5
Typical item (iron pot)	Varies	10
High-quality item (bell)	Varies	15
Complex or superior item (lock)	Varies	20

Action

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

Try Again

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

Special

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

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

A gnome receives a +2 bonus on a Craft or Profession skill of her choice.

DIPLOMACY (CHA)

Trained only. Armor check penalty applies.

You can use this skill to persuade others to agree with your arguments, to resolve differences, and to gather valuable information or rumors from people. This skill is also used to negotiate conflicts by using the proper etiquette and manners suitable to the problem.

Check

You can change the initial attitudes of nonplayer characters with a successful check. The DC of this check depends on the creature's starting attitude toward you, adjusted by its Charisma modifier. If you succeed, the character's attitude toward you is improved by one step. For every 5 by which your check result exceeds the DC, the character's attitude toward you increases by one additional step. A creature's attitude cannot be shifted more than two steps up in this way, although the GM can override this rule in some situations. If you fail the check by 4 or less, the character's attitude toward you is unchanged. If you fail by 5 or more, the character's attitude toward you is decreased by one step.

You cannot use Diplomacy against a creature that does not understand you or has an Intelligence of 3 or less. Diplomacy is generally ineffective in combat and against creatures that intend to harm you or your allies in the immediate future. Any attitude shift caused through Diplomacy generally lasts for 1d4 hours but can last much longer or shorter depending upon the situation (GM discretion).

STARTING ATTITUDE	DIPLOMACY DC
Hostile	25 + creature's Cha modifier
Unfriendly	20 + creature's Cha modifier
Indifferent	15 + creature's Cha modifier
Friendly	10 + creature's Cha modifier
Helpful	0 + creature's Cha modifier

If a creature's attitude toward you is at least indifferent, you can make requests of the creature. This is an additional Diplomacy check, using the creature's current attitude to determine the base DC, with one of the following modifiers. Once a creature's attitude has shifted to helpful, the creature gives in to most requests without a check, unless the request is against its nature or puts it in serious peril. Some requests automatically fail if the request goes against the creature's values or its nature, subject to GM discretion.

REQUEST	DIPLOMACY DC MODIFIER
Give simple advice or directions	-5
Give detailed advice	+0
Give simple aid	+0
Reveal an unimportant secret	+5
Give lengthy or complicated aid	+5
Give dangerous aid	+10
Reveal an important secret	+10 or more
Give aid that could result in punishment	+15 or more
Additional requests	+5 per request

Gather Information

You can also use Diplomacy to gather information about a specific topic or individual. To do this, you must spend at least 1d4 hours canvassing people at local taverns, markets, and gathering places. The DC of this check depends on the obscurity of the information sought, but for most commonly known facts or rumors it is 10. For obscure or secret knowledge, the DC might increase to 20 or higher. The GM might rule that some topics are simply unknown to common folk.

Action

Using Diplomacy to influence a creature's attitude takes 1 minute of continuous interaction. Making a request of a creature takes 1 or more rounds of interaction, depending upon the complexity of the request. Using Diplomacy to gather information takes 1d4 hours of work searching for rumors and informants.

Try Again

You cannot use Diplomacy to influence a given creature's attitude more than once in a 24-hour period. If a request is refused, the result does not change with additional checks, although other requests might be made. You can retry Diplomacy checks made to gather information.

Special

If you have the Persuasive feat, you gain a bonus on Diplomacy checks (see Feats).

DISABLE DEVICE (DEX)

Trained only. Armor check penalty applies.

You are skilled at disarming traps and opening locks. In addition, this skill lets you sabotage simple mechanical devices, such as catapults, wagon wheels, and doors.

Check

When disarming a trap or other device, the Disable Device check is made secretly, so that you don't necessarily know whether you've succeeded.

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

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

DEVICE	TIME	DISABLE DEVICE DC*	EXAMPLE
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Extreme	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device
Lock Quality	Disable Device DC		
—	—		
Simple	20		
Average	25		
Good	30		
Superior	40		

Open Locks

The DC for opening a lock depends on its quality. If you do not have a set of thieves' tools, these DCs increase by 10.

Action

The amount of time needed to make a Disable Device check depends on the task, as noted above. Disabling a simple device takes 1 round and is a full-round action. A tricky or difficult device requires 1d4 or 2d4 rounds. Attempting to open a lock is a full-round action.

Try Again

Varies. You can retry checks made to disable traps if you miss the check by 4 or less. You can retry checks made to open locks.

Special

If you have the Deft Hands feat, you get a bonus on Disable Device checks (see Feats).

A rogue who beats a trap's DC by 10 or more can study the trap, figure out how it works, and bypass it without disarming it. A rogue can rig a trap so her allies can bypass it as well.

Restriction

Characters with the trapfinding ability (like rogues) can disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

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

DISGUISE (CHA)

Trained only. Armor check penalty applies.

You are skilled at changing your appearance.

Check

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

You get only one Disguise check per use of the skill, even if several people make Perception checks against it. The Disguise check is made secretly, so that you can’t be sure how good the result is.

The effectiveness of your disguise depends on how much you’re changing your appearance. Disguise can be used to make yourself appear like a creature that is one size category larger or smaller than your actual size. This does not change your actual size or reach, should you enter combat while wearing such a disguise.

DISGUISE	CHECK MODIFIER
Minor details only	+5
Disguised as different gender	-2
Disguised as different race	-2
Disguised as different age category	-2 per step
Disguised as different size category	-10
Familiarity	Viewer’s Perception Check Bonus
—	—
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

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 above. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

An individual makes a Perception check to see through your disguise immediately upon meeting you and again every hour thereafter. If you casually meet a large number of different creatures, each for a short time, check once per day or hour, using an average Perception modifier for the group.

Action

Creating a disguise requires 1d3 x 10 minutes of work. Using magic (such as the disguise self spell) reduces this action to the time required to cast the spell or trigger the effect.

Try Again

Yes. You may try to redo a failed disguise, but once others know that a disguise was attempted, they'll be more suspicious.

Special

Magic that alters your form, such as alter self, disguise self, polymorph, or shapechange, grants you a +10 bonus on Disguise checks (see the individual spell descriptions). Divination magic that allows people to see through illusions (such as true seeing) does not penetrate a mundane disguise, but it can negate the magical component of a magically enhanced one.

You must make a Disguise check when you cast a simulacrum spell to determine how good the likeness is.

If you have the Deceitful feat, you gain a bonus on Disguise checks (see Feats).

ESCAPE ARTIST (DEX)

Trained only. Armor check penalty applies.

Your training allows you to slip out of bonds and escape from grapples.

Check

The table below gives the DCs needed to escape various forms of restraints.

Ropes

The DC of your Escape Artist check is equal to the binder's Combat Maneuver Bonus +20.

Manacles and Masterwork Manacles

The DC for manacles is set by their construction (see the table below).

Tight Space

The DC noted is for getting through a space through which your head fits but your shoulders don't. If the space is long, you may need to make multiple checks. You can't squeeze through a space that your head does not fit through.

Grappler

You can make an Escape Artist check in place of a combat maneuver check to escape a grapple (see Combat) or a pin.

RESTRAINT	ESCAPE ARTIST DC
Rope/bindings	Binder's CMB +20
Net, animate rope, command plants, control plants, or entangle	20
Snare spell	23
Manacles	30
Tight space	30
Masterwork manacles	35
Grappler	Grappler's CMD

Action

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

Try Again

Varies. You can make another check after a failed check if you're squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks, or even take 20, as long as you're not being actively opposed. If the DC to escape from rope or bindings is higher than 20 + your Escape Artist skill bonus, you cannot escape from the bonds using Escape Artist.

Special

If you have the Stealthy feat, you gain a bonus on Escape Artist checks (see Feats).

FLY (DEX)

Trained only. Armor check penalty applies.

You are skilled at flying, through either the use of wings or magic, and can perform daring or complex maneuvers while airborne. Note that this skill does not give you the ability to fly.

Check

You generally need only make a Fly check when you are attempting a complex maneuver. Without making a check, a flying creature can remain flying at the end of its turn so long as it moves a distance greater than half its speed. It can also turn up to 45 degrees by sacrificing 5 feet of movement, can rise at half speed at an angle of 45 degrees, and can descend at any angle at normal speed. Note that these restrictions only apply to movement taken during your current turn. At the beginning of the next turn, you can move in a different direction than you did the previous turn without making a check. Taking any action that violates these rules requires a Fly check. The difficulty of these maneuvers varies depending upon the maneuver you are attempting, as noted on the following chart.

FLYING MANEUVER	FLY DC
Move less than half speed and remain flying	10
Hover	15
Turn greater than 45 deg by spending 5 feet of movement	15
Turn 180 deg by spending 10 feet of movement	20
Fly up at greater than 45 deg angle	20

Attacked While Flying

You are not considered flat-footed while flying. If you are flying using wings and you take damage while flying, you must make a DC 10 Fly check to avoid losing 10 feet of altitude. This descent does not provoke an attack of opportunity and does not count against a creature's movement.

Collision While Flying

If you are using wings to fly and you collide with an object equal to your size or larger, you must immediately make a DC 25 Fly check to avoid plummeting to the ground, taking the appropriate falling damage.

Avoid Falling Damage

If you are falling and have the ability to fly, you can make a DC 10 Fly check to negate the damage. You cannot make this check if you are falling due to a failed Fly check or a collision.

High Wind Speeds

Flying in high winds adds penalties on your Fly checks as noted on Table: Wind Effects on Flight. “Checked” means that creatures of that size or smaller must succeed on a DC 20 Fly check to move at all so long as the wind persists. “Blown away” means that creatures of that size or smaller must make a DC 25 Fly check or be blown back 2d6 x 10 feet and take 2d6 points of nonlethal damage. This check must be made every round the creature remains airborne. A creature that is blown away must still make a DC 20 Fly check to move due to also being checked.

WIND FORCE	WIND SPEED	CHECKED SIZE	BLOWN AWAY SIZE	FLY PENALTY
Light	0-10 mph	-	-	-
Moderate	11-20 mph	-	-	-
Strong	21-30 mph	Tiny	-	-2
Severe	31-50 mph	Small	Tiny	-4
Windstorm	51-74 mph	Medium	Small	-8
Hurricane	75-174 mph	Large	Medium	-12
Tornado	175+ mph	Huge	Large	-16

Action

None. A Fly check doesn’t require an action; it is made as part of another action or as a reaction to a situation.

Try Again

Varies. You can attempt a Fly check to perform the same maneuver on subsequent rounds. If you are using wings and you fail a Fly check by 5 or more, you plummet to the ground, taking the appropriate falling damage (see Environment).

Special

A spellcaster with a bat familiar gains a +3 bonus on Fly checks.

Creatures with a fly speed treat the Fly skill as a class skill. A creature with a natural fly speed receives a bonus (or penalty) on Fly skill checks depending on its maneuverability: Clumsy -8, Poor -4, Average +0, Good +4, Perfect +8. Creatures without a listed maneuverability rating are assumed to have average maneuverability.

A creature larger or smaller than Medium takes a size bonus or penalty on Fly checks depending on its size category: Fine +8, Diminutive +6, Tiny +4, Small +2, Large -2, Huge -4, Gargantuan -6, Colossal -8.

You cannot take ranks in this skill without a natural means of flight or gliding. Creatures can also take ranks in Fly if they possess a reliable means of flying every day (either through a spell or other special ability).

If you have the Acrobatic feat, you get a bonus on Fly checks (see Feats).

HANDLE ANIMAL (CHA)

Trained only. Armor check penalty applies.

You are trained at working with animals, and can teach them tricks, get them to follow your simple commands, or even domesticate them.

Check

The DC depends on what you are trying to do.

TASK	HANDLE ANIMAL DC
Handle an animal	10
"Push" an animal	25
Teach an animal a trick	15 or 20*
Train an animal for a general purpose	15 or 20*
Rear a wild animal	15 + HD of animal

Handle an Animal

This task involves commanding an animal to perform a task or trick that it knows. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

"Push" an Animal: To push an animal means to get it to perform a task or trick that it doesn't know but is physically capable of performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

Teach an Animal a Trick

You can teach an animal a specific trick with 1 week of work and a successful Handle Animal check against the indicated DC. An animal with an Intelligence score of 1 can learn a maximum of three tricks, while an animal with an Intelligence score of 2 can learn a maximum of six tricks. Possible tricks (and their associated DCs) include, but are not necessarily limited to, the following: Attack (DC 20), Come (DC 15), Defend (DC 20), Down (DC 15), Fetch (DC 15), Guard (DC 20), Heel (DC 15), Perform (DC 15), Seek (DC 15), Stay (DC 15), Track (DC 20), Work (DC 15).

Train an Animal for a General Purpose

Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme, such as guarding or heavy labor. The animal must meet all the normal prerequisites for all tricks included in the training package. If the package includes more than three tricks, the animal must have an Intelligence score of 2 or higher.

An animal can be trained for only one general purpose, though if the creature is capable of learning additional tricks (above and beyond those included in its general purpose), it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks does, but no less time: Combat Training (DC 20, 6 weeks), Fighting (DC 20, 3 weeks), Guarding (DC 20, 4 weeks), Heavy Labor (DC 15, 2 weeks), Hunting (DC 20, 6 weeks), Performance (DC 15, 5 weeks), Riding (DC 15, 3 weeks).

Rear a Wild Animal

To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once.

A successfully domesticated animal can be taught tricks at the same time it's being raised, or it can be taught as a domesticated animal later.

Action

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

Try Again

Yes, except for rearing an animal.

Special

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

A druid or ranger gains a +4 circumstance bonus on Handle Animal checks involving an animal companion.

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

If you have the Animal Affinity feat, you get a bonus on Handle Animal checks (see Feats).

Untrained

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

HEAL [WIS]

Trained only. Armor check penalty applies.

You are skilled at tending to wounds and ailments.

Check

The DC and effect of a Heal check depend on the task you attempt.

TASK	DC
First aid	15
Long-term care	15
Treat wounds from caltrops, spike growth, or spike stones	15
Treat deadly wounds	20
Treat poison	Poison's save DC
Treat disease	Disease's save DC

First Aid

You usually use first aid to save a dying character. If a character has negative hit points and is losing hit points (at the rate of 1 per round, 1 per hour, or 1 per day), you can make him stable. A stable character regains no hit points but stops losing them. First aid also stops a character from losing hit points due to effects that cause bleed (see Conditions for rules on bleed damage).

Long-Term Care

Providing long-term care means treating a wounded person for a day or more. If your Heal check is successful, the patient recovers hit points or ability score points lost to ability damage at twice the normal rate: 2 hit points per level for a full 8 hours of rest in a day, or 4 hit points per level for each full day of complete rest; 2 ability score points for a full 8 hours of rest in a day, or 4 ability score points for each full day of complete rest.

You can tend to as many as six patients at a time. You need a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself.

Treat Wounds from Caltrops, Spike Growth, or Spike Stones

A creature wounded by stepping on a caltrop moves at half normal speed. A successful Heal check removes this movement penalty.

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

Treat Deadly Wounds

When treating deadly wounds, you can restore hit points to a damaged creature. Treating deadly wounds restores 1 hit point per level of the creature. If you exceed the DC by 5 or more, add your Wisdom modifier (if positive) to this amount. A creature can only benefit from its deadly wounds being treated within 24 hours of being injured and never more than once per day. You must expend two uses from a healer's kit to perform this task. You take a -2 penalty on your Heal skill check for each use from the healer's kit that you lack.

Treat Poison

To treat poison means to tend to a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you make a Heal check. If your Heal check exceeds the DC of the poison, the character receives a +4 competence bonus on his saving throw against the poison.

Treat Disease

To treat a disease means to tend to a single diseased character. Every time the diseased character makes a saving throw against disease effects, you make a Heal check. If your Heal check exceeds the DC of the disease, the character receives a +4 competence bonus on his saving throw against the disease.

Action

Providing first aid, treating a wound, or treating poison is a standard action. Treating a disease or tending a creature wounded by a spike growth or spike stones spell takes 10 minutes of work. Treating deadly wounds takes 1 hour of work. Providing long-term care requires 8 hours of light activity.

Try Again

Varies. Generally speaking, you can't try a Heal check again without witnessing proof of the original check's failure. You can always retry a check to provide first aid, assuming the target of the previous attempt is still alive.

Special

A character with the Self-Sufficient feat gets a bonus on Heal checks (see Feats).

A healer's kit gives you a +2 circumstance bonus on Heal checks.

INTIMIDATE (CHA)

Trained only. Armor check penalty applies.

You can use this skill to frighten an opponent or to get them to act in a way that benefits you. This skill includes verbal threats and displays of prowess.

Check

You can use Intimidate to force an opponent to act friendly toward you for 1d6 x 10 minutes with a successful check. The DC of this check is equal to 10 + the target's Hit Dice + the target's Wisdom modifier. If successful, the target gives you the information you desire, takes actions that do not endanger it, or otherwise offers limited assistance. After the Intimidate expires, the target treats you as unfriendly and may report you to local authorities. If you fail this check by 5 or more, the target attempts to deceive you or otherwise hinder your activities.

Demoralize

You can use this skill to cause an opponent to become shaken for a number of rounds. The DC of this check is equal to 10 + the target's Hit Dice + the target's Wisdom modifier. If you are successful, the target is shaken for 1 round. This duration increases by 1 round for every 5 by which you beat the DC. You can only threaten an opponent in this way if they are within 30 feet and can clearly see and hear you. Using demoralize on the same creature only extends the duration; it does not create a stronger fear condition.

Action

Using Intimidate to change an opponent's attitude requires 1 minute of conversation. Demoralizing an opponent is a standard action.

Try Again

You can attempt to Intimidate an opponent again, but each additional check increases the DC by +5. This increase resets after 1 hour has passed.

Special

You also gain a +4 bonus on Intimidate checks if you are larger than your target and a -4 penalty on Intimidate checks if you are smaller than your target.

If you have the Persuasive feat, you get a bonus on Intimidate checks (see Feats).

A half-orc gets a +2 bonus on Intimidate checks.

Skill descriptions continue in [Skills \(Knowledge-Use Magic Device\)](#).

SKILLS (CONTINUED)

Continued from [Skills](#) (Acrobatics through Intimidate).

KNOWLEDGE (INT)

Trained only. Armor check penalty applies.

You are educated in a field of study and can answer both simple and complex questions. Like the Craft, Perform, and Profession skills, Knowledge actually encompasses a number of different specialties. Below are listed typical fields of study: Arcana (ancient mysteries, magic traditions, arcane symbols, constructs, dragons, magical beasts), Dungeoneering (aberrations, caverns, oozes, spelunking), Engineering (buildings, aqueducts, bridges, fortifications), Geography (lands, terrain, climate, people), History (wars, colonies, migrations, founding of cities), Local (legends, personalities, inhabitants, laws, customs, traditions, humanoids), Nature (animals, fey, monstrous humanoids, plants, seasons and cycles, weather, vermin), Nobility (lineages, heraldry, personalities, royalty), Planes (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, planar magic), Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead).

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).

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 CR. For common monsters, such as goblins, the DC of this check equals 5 + the monster's CR. For particularly rare monsters, such as the tarrasque, the DC of this check equals 15 + the monster's CR, or more. A successful check allows you to remember a bit of useful information about that monster. For every 5 points by which your check result exceeds the DC, you recall another piece of useful information. Many of the Knowledge skills have specific uses as noted on Table: Knowledge Skill DCs.

TASK	KNOWLEDGE SKILL	DC
Identify auras while using detect magic	Arcana	15 + spell level
Identify a spell effect that is in place	Arcana	20 + spell level
Identify materials manufactured by magic	Arcana	20 + spell level
Identify a spell that just targeted you	Arcana	25 + spell level
Identify the spells cast using a specific material component	Arcana	20
Identify underground hazard	Dungeoneering	15 + hazard's CR
Identify mineral, stone, or metal	Dungeoneering	10
Determine slope	Dungeoneering	15
Determine depth underground	Dungeoneering	20
Identify dangerous construction	Engineering	10
Determine a structure's style or age	Engineering	15
Determine a structure's weakness	Engineering	20
Identify a creature's ethnicity or accent	Geography	10
Recognize regional terrain features	Geography	15
Know location of nearest community or noteworthy site	Geography	20
Know recent or historically significant event	History	10
Determine approximate date of a specific event	History	15
Know obscure or ancient historical event	History	20
Know local laws, rulers, and popular locations	Local	10
Know a common rumor or local tradition	Local	15
Know hidden organizations, rulers, and locations	Local	20
Identify natural hazard	Nature	15 + hazard's CR
Identify a common plant or animal	Nature	10
Identify unnatural weather phenomenon	Nature	15
Determine artificial nature of feature	Nature	20
Know current rulers and their symbols	Nobility	10
Know proper etiquette	Nobility	15
Know line of succession	Nobility	20
Know the names of the planes	Planes	10
Recognize current plane	Planes	15
Identify a creature's planar origin	Planes	20
Recognize a common deity's symbol or clergy	Religion	10
Know common mythology and tenets	Religion	15
Recognize an obscure deity's symbol or clergy	Religion	20
Identify a monster's abilities and weaknesses	Varies	10 + monster's CR

Action

Usually none. In most cases, a Knowledge check doesn't take an action (but see "Untrained," below).

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.

Untrained

You cannot make an untrained Knowledge check with a DC higher than 10. If you have access to an extensive library that covers a specific skill, this limit is removed. The time to make checks using a library, however, increases to 1d4 hours. Particularly complete libraries might even grant a bonus on Knowledge checks in the fields that they cover.

LINGUISTICS (INT)

Trained only. Armor check penalty applies.

You are skilled at working with language, in both its spoken and written forms. You can speak multiple languages, and can decipher nearly any tongue given enough time. Your skill in writing allows you to create and detect forgeries as well.

Check

You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing. If the check succeeds, you understand the general content of a piece of writing about one page long (or the equivalent). If the check fails, make a DC 5 Wisdom check to see if you avoid drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.)

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

CONDITION	LINGUISTICS 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
Document contradicts orders or knowledge	+2

Create or Detect Forgeries

Forgery requires writing materials appropriate to the document being forged. To forge a document on which the handwriting is not specific to a person, 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 Linguistics check is made secretly, so that you're not sure how good your forgery is. As with Disguise, you don't make a check until someone examines the work. Your Linguistics check is opposed by the Linguistics check of the person who examines the document to verify its authenticity. The examiner gains modifiers if any of the conditions are listed on the table above.

Learn a Language

Whenever you put a rank into this skill, you learn to speak and read a new language. Common languages (and their typical speakers) include: Abyssal (demons and other chaotic evil outsiders), Aklo (derros, inhuman or otherworldly monsters, evil fey), Aquan (aquatic creatures), Auran (flying creatures), Celestial (angels and other good outsiders), Common (humans and the core races), Draconic (dragons, reptilian humanoids), Druidic (druids only), Dwarven (dwarves), Elven (elves, half-elves), Giant (cyclopes, ettins, giants, ogres, trolls), Gnome (gnomes), Goblin (bugbears, goblins, hobgoblins), Gnoll (gnolls), Halfling (halflings), Ignan (fire-based creatures), Infernal (devils and other lawful evil outsiders), Orc (orcs, half-orcs), Sylvan (centaurs, fey creatures, plant creatures, unicorns), Terran (earth-based creatures), Undercommon (drow, duergar, morlocks, svirfneblin).

Action

Varies. Deciphering a page of ordinary text takes 1 minute (10 consecutive rounds). Creating a forgery can take anywhere from 1 minute to 1d4 minutes per page. Detecting a forgery using Linguistics takes 1 round of examination per page.

Try Again

Yes.

Special

You must be trained to use this skill, but you can always attempt to read archaic and strange forms of your own racial bonus languages. In addition, you can also always attempt to detect a forgery.

PERCEPTION (WIS)

Trained only. Armor check penalty applies.

Your senses allow you to notice fine details and alert you to danger. Perception covers all five senses, including sight, hearing, touch, taste, and smell.

Check

Perception has a number of uses, the most common of which is an opposed check versus an opponent's Stealth check to notice the opponent and avoid being surprised. If you are successful, you notice the opponent and can react accordingly. If you fail, your opponent can take a variety of actions, including sneaking past you and attacking you.

Perception is also used to notice fine details in the environment. The DC to notice such details varies depending upon distance, the environment, and how noticeable the detail is. The following table gives a number of guidelines.

DETAIL	PERCEPTION DC
Hear the sound of battle	-10
Notice the stench of rotting garbage	-10
Detect the smell of smoke	0
Hear the details of a conversation	0
Notice a visible creature	0
Determine if food is spoiled	5
Hear the sound of a creature walking	10
Hear the details of a whispered conversation	15
Find the average concealed door	15
Hear the sound of a key being turned in a lock	20
Find the average secret door	20
Hear a bow being drawn	25
Sense a burrowing creature underneath you	25
Notice a pickpocket	Opposed by Sleight of Hand
Notice a creature using Stealth	Opposed by Stealth
Find a hidden trap	Varies by trap
Identify the powers of a potion through taste	15 + the potion's caster level
Perception Modifiers	DC Modifier
Distance to the source, object, or creature	+1/10 feet
Through a closed door	+5
Through a wall	+10/foot of thickness
Favorable conditions	-2
Unfavorable conditions	+2
Terrible conditions	+5
Creature making the check is distracted	+5
Creature making the check is asleep	+10
Creature or object is invisible	+20

Action

Most Perception checks are reactive, made in response to observable stimulus. Intentionally searching for stimulus is a move action.

Try Again

Yes. You can try to sense something you missed the first time, so long as the stimulus is still present.

Special

Elves, half-elves, gnomes, and halflings receive a +2 racial bonus on Perception checks. Creatures with the scent special quality have a +8 bonus on Perception checks made to detect a scent. Creatures with the tremorsense special quality have a +8 bonus on Perception checks against creatures touching the ground and automatically make any such checks within their range. For more on special qualities, see Special Abilities.

A spellcaster with a hawk or owl familiar gains a +3 bonus on Perception checks. If you have the Alertness feat, you get a bonus on Perception checks (see Feats).

PERFORM (CHA)

Trained only. Armor check penalty applies.

You are skilled at one form of entertainment, from singing to acting to playing an instrument. 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 of the nine categories of the Perform skill includes a variety of methods, instruments, or techniques, a small sample of which is provided for each category below: Act (comedy, drama, pantomime), 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, trumpet), Sing (ballad, chant, melody).

Check

You can impress audiences with your talent and skill in your chosen performance type.

PERFORM DC	PERFORMANCE
10	Routine performance. Trying to earn money by playing in public is akin to begging. You can earn 1d10 cp/day.
15	Enjoyable performance. In a prosperous city, you can earn 1d10 sp/day.
20	Great performance. In a prosperous city, you can earn 3d10 sp/day. In time, you may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, you can earn 1d6 gp/day. In time, you may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, you can earn 3d6 gp/day. In time, you may draw attention from distant patrons, or even from extraplanar beings.

A masterwork musical instrument gives you a +2 circumstance bonus on all Perform checks that involve its use.

Action

Varies. Trying to earn money by playing in public requires anywhere from an evening's work to a full day's 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.)

Special

A bard must have ranks in specific Perform categories to use some of his Bardic Performance abilities.

PROFESSION (WIS)

Trained only. Armor check penalty applies.

You are skilled at a specific job. Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks. While a Craft skill represents ability in creating an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. The most common Profession skills are architect, baker, barrister, brewer, butcher, clerk, cook, courtesan, driver, engineer, farmer, fisherman, gambler, gardener, herbalist, innkeeper, librarian, merchant, midwife, miller, miner, porter, sailor, scribe, shepherd, stable master, soldier, tanner, trapper, and woodcutter.

Check

You can earn 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. You can also answer questions about your Profession. Basic questions are DC 10, while more complex questions are DC 15 or higher.

Action

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

Try Again

Varies. An attempt to use a Profession skill to earn income cannot be retried. You are stuck with whatever weekly wage your check result brought you. Another check may be made after a week to determine a new income for the next period of time. An attempt to accomplish some specific task can usually be retried.

Untrained

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

Special

A gnome gets a +2 bonus on a Craft or Profession skill of her choice.

RIDE (DEX)

Trained only. Armor check penalty applies.

You are skilled at riding mounts, usually a horse, but possibly something more exotic, like a griffon or pegasus. If you attempt to ride a creature that is ill suited as a mount, you take a -5 penalty on your Ride checks.

Check

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

TASK	RIDE DC
Guide with knees	5
Stay in saddle	5
Fight with a combat-trained mount	10
Cover	15
Soft fall	15
Leap	15
Spur mount	15
Control mount in battle	20
Fast mount or dismount	20

Guide with Knees

You can guide your mount with your knees so 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. This does not take an action.

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 a Combat-Trained Mount

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. Using this option is an immediate action, but recovering from this position is a move action (no check required).

Soft Fall

You negate damage when you fall off a mount. If you fail the Ride check, you take 1d6 points of damage and are prone. This usage does not take an action.

Leap

You can get your mount to leap obstacles as part of its movement. If the Ride check to make the leap succeeds, make a check using your Ride modifier or the mount's jump modifier, which 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 1d3 points of damage to the creature. You can use this ability every round, but the mount becomes fatigued after a number of rounds equal to its Constitution score. This ability cannot be used on a fatigued mount.

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 horses or ponies trained for combat.

Fast Mount or Dismount

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

Action

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

Special

If you are riding bareback, you take a -5 penalty on Ride checks.

If you have the Animal Affinity feat, you get a bonus on Ride checks (see Feats).

If you use a military saddle you get a +2 circumstance bonus on Ride checks related to staying in the saddle.

Ride is a prerequisite for Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge, and Trample.

SENSE MOTIVE (WIS)

Trained only. Armor check penalty applies.

You are skilled at detecting falsehoods and true intentions.

Check

A successful check lets you avoid being bluffed (see the Bluff 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 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.

Discern Secret Message

You may use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill. In this case, your Sense Motive check is opposed by the Bluff check of the character transmitting the message. For each piece of information relating to the message that you are missing, you take a -2 penalty on your Sense Motive check. 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 might infer false information.

Action

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

Try Again

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

Special

A ranger gains a bonus on Sense Motive checks when using this skill against a favored enemy.

If you have the Alertness feat, you get a bonus on Sense Motive checks (see Feats).

SLEIGHT OF HAND (DEX)

Trained only. Armor check penalty applies.

Your training allows you to pick pockets, draw hidden weapons, and take a variety of actions without being noticed.

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 of anyone frisking you. In the latter case, the searcher gains a +4 bonus on the Perception 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 a creature, you must make a DC 20 Sleight of Hand check. The opponent makes a Perception check to detect the attempt, opposed by the 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 cannot use this skill to take an object from another creature during combat if the creature is aware of your presence.

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

SLEIGHT OF HAND DC	TASK
10	Palm a coin-sized object, make a coin disappear
20	Lift a small object from a person

Action

Any Sleight of Hand check is normally a standard action. However, you may perform a Sleight of Hand check as a move 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.

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.

Special

If you have the Deft Hands feat, you get a bonus on Sleight of Hand checks (see Feats).

SPELLCRAFT (INT)

Trained only. Armor check penalty applies.

You are skilled at the art of casting spells, identifying magic items, crafting magic items, and identifying spells as they are being cast.

Check

Spellcraft is used whenever your knowledge and skill of the technical art of casting a spell or crafting a magic item comes into question. This skill is also used to identify the properties of magic items in your possession through the use of spells such as detect magic and identify. The DC of this check varies depending upon the task at hand.

Action

Identifying a spell as it is being cast requires no action, but you must be able to clearly see the spell as it is being cast, and this incurs the same penalties as a Perception skill check due to distance, poor conditions, and other factors. Learning a spell from a spellbook takes 1 hour per level of the spell (0-level spells take 30 minutes). Preparing a spell from a borrowed spellbook does not add any time to your spell preparation. Making a Spellcraft check to craft a magic item is made as part of the creation process. Attempting to ascertain the properties of a magic item takes 3 rounds per item to be identified and you must be able to thoroughly examine the object.

Retry

You cannot retry checks made to identify a spell. If you fail to learn a spell from a spellbook or scroll, you must wait at least 1 week before you can try again. If you fail to prepare a spell from a borrowed spellbook, you cannot try again until the next day. When using detect magic or identify to learn the properties of magic items, you can only attempt to ascertain the properties of an individual item once per day. Additional attempts reveal the same results.

Special

If you are a specialist wizard, you get a +2 bonus on Spellcraft checks made to identify, learn, and prepare spells from your chosen school. Similarly, you take a -5 penalty on similar checks made concerning spells from your opposition schools.

An elf gets a +2 racial bonus on Spellcraft checks to identify the properties of magic items.

If you have the Magical Aptitude feat, you gain a bonus on Spellcraft checks (see Feats).

TASK	SPELLCRAFT DC
Identify a spell as it is being cast	15 + spell level
Learn a spell from a spellbook or scroll	15 + spell level
Prepare a spell from a borrowed spellbook	15 + spell level
Identify the properties of a magic item using detect magic	15 + item's caster level
Decipher a scroll	20 + spell level
Craft a magic item	Varies by item

STEALTH (DEX)

Trained only. Armor check penalty applies.

You are skilled at avoiding detection, allowing you to slip past foes or strike from an unseen position. This skill covers hiding and moving silently.

Check

Your Stealth check is opposed by the Perception check of anyone who might notice you. Creatures that fail to beat your Stealth check are not aware of you and treat you as if you had total concealment. You can move up to half your normal speed and use Stealth at no penalty. When moving at a speed greater than half but less than your normal speed, you take a -5 penalty. It's impossible to use Stealth while attacking, running, or charging.

Creatures gain a bonus or penalty on Stealth checks based on their size: Fine +16, Diminutive +12, Tiny +8, Small +4, Medium +0, Large -4, Huge -8, Gargantuan -12, Colossal -16.

If people are observing you using any of their senses (but typically sight), you can't use Stealth. Against most creatures, finding cover or concealment allows you to use Stealth. If your observers are momentarily distracted (such as by a Bluff check), you can attempt to use Stealth. While the others turn their attention from you, you can attempt a Stealth check if you can get to an unobserved place of some kind. This check, however, is made at a -10 penalty because you have to move fast.

Breaking Stealth

When you start your turn using Stealth, you can leave cover or concealment and remain unobserved as long as you succeed at a Stealth check and end your turn in cover or concealment. Your Stealth immediately ends after you make an attack roll, whether or not the attack is successful (except when sniping as noted below).

Sniping

If you've already successfully used Stealth at least 10 feet from your target, you can make one ranged attack and then immediately use Stealth again. You take a -20 penalty on your Stealth check to maintain your obscured location.

Creating a Diversion to Hide

You can use Bluff to allow you to use Stealth. A successful Bluff check can give you the momentary diversion you need to attempt a Stealth check while people are aware of you.

Action

Usually none. Normally, you make a Stealth check as part of movement, so it doesn't take a separate action. However, using Stealth immediately after a ranged attack (see Sniping, above) is a move action.

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.

If you have the Stealthy feat, you get a bonus on Stealth checks (see Feats).

SURVIVAL (WIS)

Trained only. Armor check penalty applies.

You are skilled at surviving in the wild and at navigating in the wilderness. You also excel at following trails and tracks left by others.

Check

You can keep yourself and others safe and fed in the wild. The table below gives the DCs for various tasks that require Survival checks.

SURVIVAL DC	TASK
10	Get along in the wild. Move up to half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.
15	Gain a +2 bonus on all Fortitude saves against severe weather while moving up to half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15.
15	Keep from getting lost or avoid natural hazards, such as quicksand.
15	Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.

Follow Tracks

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. If you are not trained in this skill, you can make untrained checks to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Perception skill to find a footprint or similar sign of a creature’s passage using the same DCs, but you can’t use Perception to follow tracks, even if someone else has already found them.

You move at half your normal speed while following tracks (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.

SURFACE		SURVIVAL 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).

CONDITION	SURVIVAL DC MODIFIER
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked:	
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 since the trail was made	+10
Poor visibility:	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

Several modifiers may apply to the Survival check, as given on the table above.

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. For getting along in the wild or for gaining the Fortitude save bonus noted in the first 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.

Special

If you are trained in Survival, you can automatically determine where true north lies in relation to yourself.

A ranger gains a bonus on Survival checks when using this skill to find or follow the tracks of a favored enemy.

If you have the Self-Sufficient feat, you get a bonus on Survival checks (see Feats).

SWIM (STR)

Trained only. Armor check penalty applies.

You know how to swim and can do so even in stormy water.

Check

Make a Swim check once per round while you are in the water. Success means you may swim at up to half your speed (as a full-round action) or at a quarter of your speed (as a move action). If you fail by 4 or less, you make no progress. If you fail by 5 or more, you go underwater.

If you are underwater, either because you failed a Swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to twice 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 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. 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*

Each hour that you swim, you must make a DC 20 Swim check or take 1d6 points of nonlethal damage from fatigue.

Action

A successful Swim check allows you to swim a quarter of your speed as a move action or half your speed as a full-round action.

Special

A creature with a swim speed can move through water at its indicated speed without making Swim checks. It gains a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. The creature can always choose to take 10 on a Swim check, even if distracted or endangered when swimming. Such a creature can use the run action while swimming, provided that it swims in a straight line.

If you have the Athletic feat, you get a bonus on Swim checks (see Feats).

USE MAGIC DEVICE (CHA)

Trained only. Armor check penalty applies.

You are skilled at activating magic items, even if you are not otherwise trained in their use.

Check

You can use this skill to read a spell or to activate a magic item. Use Magic Device lets you use a magic item as if you had the spell ability or class features of another class, as if you were a different race, or as if you were of a different alignment.

You make a Use Magic Device check each time you activate a device such as a wand. If you are using the check to emulate an alignment or some other quality in an ongoing manner, you need to make the relevant Use Magic Device check once per hour.

You must consciously choose which requirement to emulate. That is, you must know what you are trying to emulate when you make a Use Magic Device check for that purpose. The DCs for various tasks involving Use Magic Device checks are summarized on the table below.

TASK	USE MAGIC DEVICE DC
Activate blindly	25
Decipher a written spell	25 + spell level
Use a scroll	20 + caster level
Use a wand	20
Emulate a class feature	20
Emulate an ability score	See text
Emulate a race	25
Emulate an alignment	30

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 +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 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 risk 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 that 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 member of a race of your choice. You can emulate only one race at a time.

Use a Scroll

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.

This use of the skill also applies to other spell completion magic items.

Use a Wand, Staff, or Other Spell Trigger Item

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. Failing the roll does not expend a charge.

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.

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.

If you have the Magical Aptitude feat, you gain a bonus on Use Magic Device checks (see Feats).

COMBAT FEATS

Combat feats govern the tactics and techniques available to a character in battle: improved maneuvers, weapon specializations, and combat styles. This page covers all 101 core-rulebook Combat feats, alphabetized.

AGILE MANEUVERS

Combat

You've learned to use your quickness in place of brute force when performing combat maneuvers.

Benefits: You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see *Combat*) instead of your Strength bonus.

Normal: You add your Strength bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus.

ARCANE ARMOR MASTERY

Combat

You have mastered the ability to cast spells while wearing armor.

Prerequisites: Arcane Armor Training, Medium Armor Proficiency, caster level 7th.

Benefits: As a swift action, reduce the arcane spell failure chance due to the armor you are wearing by 20% for any spells you cast this round. This bonus replaces, and does not stack with, the bonus granted by Arcane Armor Training.

ARCANE ARMOR TRAINING

Combat

You have learned how to cast spells while wearing armor.

Prerequisites: Light Armor Proficiency, caster level 3rd.

Benefits: As a swift action, reduce the arcane spell failure chance due to the armor you are wearing by 10% for any spells you cast this round.

ARCANE STRIKE

Combat

You draw upon your arcane power to enhance your weapons with magical energy.

Prerequisites: Ability to cast arcane spells.

Benefits: As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.

ARMOR PROFICIENCY, HEAVY

Combat

You are skilled at wearing heavy armor.

Prerequisites: Light Armor Proficiency, Medium Armor Proficiency.

Benefits: See Armor Proficiency, Light.

Normal: See Armor Proficiency, Light.

Special: Fighters and paladins automatically have Heavy Armor Proficiency as a bonus feat. They need not select it.

ARMOR PROFICIENCY, LIGHT

Combat

You are skilled at wearing light armor.

Benefits: When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

Special: All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

ARMOR PROFICIENCY, MEDIUM

Combat

You are skilled at wearing medium armor.

Prerequisites: Light Armor Proficiency.

Benefits: See Armor Proficiency, Light.

Normal: See Armor Proficiency, Light.

Special: Barbarians, clerics, druids, fighters, paladins, and rangers automatically have Medium Armor Proficiency as a bonus feat. They need not select it.

BLIND-FIGHT

Combat

You are skilled at attacking opponents that you cannot clearly perceive.

Benefits: In melee, every time you miss because of concealment (see Combat), 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 do not need to make Acrobatics skill checks to move at full speed while blinded.

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.

CATCH OFF-GUARD

Combat

Foes are surprised by your skilled use of unorthodox and improvised weapons.

Benefits: You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed against any attacks you make with an improvised melee weapon.

Normal: You take a -4 penalty on attack rolls made with an improvised weapon.

CHANNEL SMITE

Combat

You can channel your divine energy through a melee weapon you wield.

Prerequisites: Channel energy class feature.

Benefits: Before you make a melee attack roll, you can choose to spend one use of your channel energy ability as a swift action. If you channel positive energy and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your channel positive energy ability. If you channel negative energy and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your channel negative energy ability. Your target can make a Will save, as normal, to halve this additional damage. If your attack misses, the channel energy ability is still expended with no effect.

CLEAVE

Combat

You can strike two adjacent foes with a single swing.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefits: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

COMBAT EXPERTISE

Combat

You can increase your defense at the expense of your accuracy.

Prerequisites: Int 13.

Benefits: You can choose to take a -1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

COMBAT REFLEXES

Combat

You can make additional attacks of opportunity.

Benefits: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

CRITICAL FOCUS

Combat

You are trained in the art of causing pain.

Prerequisites: Base attack bonus +9.

Benefits: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

CRITICAL MASTERY

Combat

Your critical hits cause two additional effects.

Prerequisites: Critical Focus, any two critical feats, 14th-level fighter.

Benefits: When you score a critical hit, you can apply the effects of two critical feats in addition to the damage dealt.

Normal: You can only apply the effects of one critical feat to a given critical hit in addition to the damage dealt.

DAZZLING DISPLAY

Combat

Your skill with your favored weapon can frighten enemies.

Prerequisites: Weapon Focus, proficiency with the selected weapon.

Benefits: While wielding the weapon in which you have Weapon Focus, you can perform a bewildering show of prowess as a full-round action. Make an Intimidate check to demoralize all foes within 30 feet who can see your display.

DEADLY AIM

Combat

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

Prerequisites: Dex 13, base attack bonus +1.

Benefits: You can choose to take a -1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

DEADLY STROKE

Combat

With a well-placed strike, you can bring a swift and painful end to most foes.

Prerequisites: Dazzling Display, Greater Weapon Focus, Shatter Defenses, Weapon Focus, proficiency with the selected weapon, base attack bonus +11.

Benefits: As a standard action, make a single attack with the weapon for which you have Greater Weapon Focus against a stunned or flat-footed opponent. If you hit, you deal double the normal damage and the target takes 1 point of Constitution bleed (see Conditions). The additional damage and bleed is not multiplied on a critical hit.

DEFENSIVE COMBAT TRAINING

Combat

You excel at defending yourself from all manner of combat maneuvers.

Benefits: You treat your total Hit Dice as your base attack bonus when calculating your Combat Maneuver Defense (see Combat).

DEFLECT ARROWS

Combat

You can knock arrows and other projectiles off course, preventing them from hitting you.

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefits: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from 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 attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

DISRUPTIVE

Combat

Your training makes it difficult for enemy spellcasters to safely cast spells near you.

Prerequisites: 6th-level fighter.

Benefits: The DC to cast spells defensively increases by +4 for all enemies that are within your threatened area. This increase to casting spells defensively only applies if you are aware of the enemy's location and are capable of taking an attack of opportunity. If you can only take one attack of opportunity per round and have already used that attack, this increase does not apply.

DODGE

Combat

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisites: Dex 13.

Benefits: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

DOUBLE SLICE

Combat

Your off-hand weapon while dual-wielding strikes with greater power.

Prerequisites: Dex 15, Two-Weapon Fighting.

Benefits: Add your Strength bonus to damage rolls made with your off-hand weapon.

Normal: You normally add only half of your Strength modifier to damage rolls made with a weapon wielded in your off-hand.

EXOTIC WEAPON PROFICIENCY

Combat

Choose one type of exotic weapon, such as the spiked chain or whip. You understand how to use that type of exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.

Prerequisites: Base attack bonus +1.

Benefits: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon with which he 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.

FAR SHOT

Combat

You are more accurate at longer ranges.

Prerequisites: Point-Blank Shot.

Benefits: You only suffer a -1 penalty per full range increment between you and your target when using a ranged weapon.

Normal: You suffer a -2 penalty per full range increment between you and your target.

GORGON'S FIST

Combat

With one well-placed blow, you leave your target reeling.

Prerequisites: Improved Unarmed Strike, Scorpion Style, base attack bonus +6.

Benefits: As a standard action, make a single unarmed melee attack against a foe whose speed is reduced (such as from Scorpion Style). If the attack hits, you deal damage normally and the target is staggered until the end of your next turn unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier). This feat has no effect on targets that are staggered.

GREAT CLEAVE

Combat

You can strike many adjacent foes with a single blow.

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

Benefits: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

GREATER BULL RUSH

Combat

Your bull rush attacks throw enemies off balance.

Prerequisites: Improved Bull Rush, Power Attack, base attack bonus +6, Str 13.

Benefits: You receive a +2 bonus on checks made to bull rush a foe. This bonus stacks with the bonus granted by Improved Bull Rush. Whenever you bull rush an opponent, his movement provokes attacks of opportunity from all of your allies (but not you).

Normal: Creatures moved by bull rush do not provoke attacks of opportunity.

GREATER DISARM

Combat

You can knock weapons far from an enemy's grasp.

Prerequisites: Combat Expertise, Improved Disarm, base attack bonus +6, Int 13.

Benefits: You receive a +2 bonus on checks made to disarm a foe. This bonus stacks with the bonus granted by Improved Disarm. Whenever you successfully disarm an opponent, the weapon lands 15 feet away from its previous wielder, in a random direction.

Normal: Disarmed weapons and gear land at the feet of the disarmed creature.

GREATER FEINT

Combat

You are skilled at making foes overreact to your attacks.

Prerequisites: Combat Expertise, Improved Feint, base attack bonus +6, Int 13.

Benefits: Whenever you use feint to cause an opponent to lose his Dexterity bonus, he loses that bonus until the beginning of your next turn, in addition to losing his Dexterity bonus against your next attack.

Normal: A creature you feint loses its Dexterity bonus against your next attack.

GREATER GRAPPLE

Combat

Maintaining a grapple is second nature to you.

Prerequisites: Improved Grapple, Improved Unarmed Strike, base attack bonus +6, Dex 13.

Benefits: You receive a +2 bonus on checks made to grapple a foe. This bonus stacks with the bonus granted by Improved Grapple. Once you have grappled a creature, maintaining the grapple is a move action. This feat allows you to make two grapple checks each round (to move, harm, or pin your opponent), but you are not required to make two checks. You only need to succeed at one of these checks to maintain the grapple.

Normal: Maintaining a grapple is a standard action.

GREATER OVERRUN

Combat

Enemies must dive to avoid your dangerous move.

Prerequisites: Improved Overrun, Power Attack, base attack bonus +6, Str 13.

Benefits: You receive a +2 bonus on checks made to overrun a foe. This bonus stacks with the bonus granted by Improved Overrun. Whenever you overrun opponents, they provoke attacks of opportunity if they are knocked prone by your overrun.

Normal: Creatures knocked prone by your overrun do not provoke an attack of opportunity.

GREATER PENETRATING STRIKE

Combat

Your attacks penetrate the defenses of most foes.

Prerequisites: Penetrating Strike, Weapon Focus, 16th-level fighter.

Benefits: Your attacks with weapons selected with Weapon Focus ignore up to 10 points of damage reduction. This amount is reduced to 5 points for damage reduction without a type (such as DR 10/-).

GREATER SHIELD FOCUS

Combat

You are skilled at deflecting blows with your shield.

Prerequisites: Shield Focus, Shield Proficiency, base attack bonus +1, 8th-level fighter.

Benefits: Increase the AC bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus.

GREATER SUNDER

Combat

Your devastating strikes cleave through weapons and armor and into their wielders, damaging both item and wielder alike in a single terrific strike.

Prerequisites: Improved Sunder, Power Attack, base attack bonus +6, Str 13.

Benefits: You receive a +2 bonus on checks made to sunder an item. This bonus stacks with the bonus granted by Improved Sunder. Whenever you sunder to destroy a weapon, shield, or suit of armor, any excess damage is applied to the item's wielder. No damage is transferred if you decide to leave the item with 1 hit point.

GREATER TRIP

Combat

You can make free attacks on foes that you knock down.

Prerequisites: Combat Expertise, Improved Trip, base attack bonus +6, Int 13.

Benefits: You receive a +2 bonus on checks made to trip a foe. This bonus stacks with the bonus granted by Improved Trip. Whenever you successfully trip an opponent, that opponent provokes attacks of opportunity.

Normal: Creatures do not provoke attacks of opportunity from being tripped.

GREATER TWO-WEAPON FIGHTING

Combat

You are incredibly skilled at fighting with two weapons at the same time.

Prerequisites: Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Benefits: You get a third attack with your off-hand weapon, albeit at a -10 penalty.

GREATER VITAL STRIKE

Combat

You can make a single attack that deals incredible damage.

Prerequisites: Improved Vital Strike, Vital Strike, base attack bonus +16.

Benefits: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack four times and add the results together before adding bonuses from Strength, weapon abilities (such as *flaming*), precision based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

GREATER WEAPON FOCUS

Combat

Choose one type of weapon (including unarmed strike or grapple) for which you have already selected Weapon Focus. You are a master at your chosen weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, base attack bonus +1, 8th-level fighter.

Benefits: You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Special: You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

GREATER WEAPON SPECIALIZATION

Combat

Choose one type of weapon (including unarmed strike or grapple) for which you possess the Weapon Specialization feat. Your attacks with the chosen weapon are more devastating than normal.

Prerequisites: Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, 12th-level fighter.

Benefits: You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus to damage stacks with other damage roll bonuses, including any you gain from Weapon Specialization.

Special: You can gain Greater Weapon Specialization multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

IMPROVED BULL RUSH

Combat

You are skilled at pushing your foes around.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefits: You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

Normal: You provoke an attack of opportunity when performing a bull rush combat maneuver.

IMPROVED CRITICAL

Combat

Attacks made with your chosen weapon are quite deadly.

Prerequisites: Proficient with weapon, base attack bonus +8.

Benefits: When using the weapon 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 type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

IMPROVED DISARM

Combat

You are skilled at knocking weapons from a foe's grasp.

Prerequisites: Int 13, Combat Expertise.

Benefits: You do not provoke an attack of opportunity when performing a disarm combat maneuver. In addition, you receive a +2 bonus on checks made to disarm a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to disarm you.

Normal: You provoke an attack of opportunity when performing a disarm combat maneuver.

IMPROVED FEINT

Combat

You are skilled at fooling your opponents in combat.

Prerequisites: Int 13, Combat Expertise.

Benefits: You can make a Bluff check to feint in combat as a move action.

Normal: Feinting in combat is a standard action.

IMPROVED GRAPPLE

Combat

You are skilled at grappling opponents.

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefits: You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you.

Normal: You provoke an attack of opportunity when performing a grapple combat maneuver.

IMPROVED INITIATIVE

Combat

Your quick reflexes allow you to react rapidly to danger.

Benefits: You get a +4 bonus on initiative checks.

IMPROVED OVERRUN

Combat

You are skilled at running down your foes.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefits: You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not choose to avoid you.

Normal: You provoke an attack of opportunity when performing an overrun combat maneuver.

IMPROVED PRECISE SHOT

Combat

Your ranged attacks ignore anything but total concealment and cover.

Prerequisites: Dex 19, Point-Blank Shot, Precise Shot, base attack bonus +11.

Benefits: 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.

Normal: See the normal rules on the effects of cover and concealment in Combat.

IMPROVED SHIELD BASH

Combat

You can protect yourself with your shield, even if you use it to attack.

Prerequisites: Shield Proficiency.

Benefits: When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Normal: Without this feat, a character that performs a shield bash loses the shield's shield bonus to AC until his next turn (see Equipment).

IMPROVED SUNDER

Combat

You are skilled at damaging your foes' weapons and armor.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefits: You do not provoke an attack of opportunity when performing a sunder combat maneuver. In addition, you receive a +2 bonus on checks made to sunder an item. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to sunder your gear.

Normal: You provoke an attack of opportunity when performing a sunder combat maneuver.

IMPROVED TRIP

Combat

You are skilled at sending your opponents to the ground.

Prerequisites: Int 13, Combat Expertise.

Benefits: You do not provoke an attack of opportunity when performing a trip combat maneuver. In addition, you receive a +2 bonus on checks made to trip a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to trip you.

Normal: You provoke an attack of opportunity when performing a trip combat maneuver.

IMPROVED TWO-WEAPON FIGHTING

Combat

You are skilled at fighting with two weapons.

Prerequisites: Dex 17, Two-Weapon Fighting, base attack bonus +6.

Benefits: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

IMPROVED UNARMED STRIKE

Combat

You are skilled at fighting while unarmed.

Benefits: You are considered to be armed even when unarmed—you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

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.

IMPROVED VITAL STRIKE

Combat

You can make a single attack that deals a large amount of damage.

Prerequisites: Vital Strike, base attack bonus +11.

Benefits: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack three times and add the results together before adding bonuses from Strength, weapon special abilities (such as *flaming*), precision based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

IMPROVISED WEAPON MASTERY

Combat

You can turn nearly any object into a deadly weapon, from a razor-sharp chair leg to a sack of flour.

Prerequisites: Catch Off-Guard or Throw Anything, base attack bonus +8.

Benefits: You do not suffer any penalties for using an improvised weapon. Increase the amount of damage dealt by the improvised weapon by one step (for example, 1d4 becomes 1d6) to a maximum of 1d8 (2d6 if the improvised weapon is two-handed). The improvised weapon has a critical threat range of 19-20, with a critical multiplier of ×2.

INTIMIDATING PROWESS

Combat

Your physical might is intimidating to others.

Benefits: Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

LIGHTNING STANCE

Combat

The speed at which you move makes it nearly impossible for opponents to strike you.

Prerequisites: Dex 17, Dodge, Wind Stance, base attack bonus +11.

Benefits: If you take two actions to move or a withdraw action in a turn, you gain 50% concealment for 1 round.

LUNGE

Combat

You can strike foes that would normally be out of reach.

Prerequisites: Base attack bonus +6.

Benefits: You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a -2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

MANYSHOT

Combat

You can fire multiple arrows at a single target.

Prerequisites: Dex 17, Point-Blank Shot, Rapid Shot, base attack bonus +6.

Benefits: When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.

MARTIAL WEAPON PROFICIENCY

Combat

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Benefits: You make attack rolls with the selected weapon normally (without the non-proficient penalty).

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: Barbarians, fighters, paladins, and rangers are proficient with all martial weapons. They need not select this feat.

You can gain Martial Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of weapon.

MEDUSA'S WRATH

Combat

You can take advantage of your opponent's confusion, delivering multiple blows.

Prerequisites: Improved Unarmed Strike, Gorgon's Fist, Scorpion Style, base attack bonus +11.

Benefits: Whenever you use the full-attack action and make at least one unarmed strike, you can make two additional unarmed strikes at your highest base attack bonus. These bonus attacks must be made against a dazed, flat-footed, paralyzed, staggered, stunned, or unconscious foe.

MOBILITY

Combat

You can easily move through a dangerous melee.

Prerequisites: Dex 13, Dodge.

Benefits: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

MOUNTED ARCHERY

Combat

You are skilled at making ranged attacks while mounted.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefits: 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

Combat

You are adept at guiding your mount through combat.

Prerequisites: Ride 1 rank.

Benefits: Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

PENETRATING STRIKE

Combat

Your attacks are capable of penetrating the defenses of some creatures.

Prerequisites: Weapon Focus, base attack bonus +1, 12th-level fighter, proficiency with weapon.

Benefits: Your attacks with weapons selected with Weapon Focus ignore up to 5 points of damage reduction. This feat does not apply to damage reduction without a type (such as DR 10/-).

PINPOINT TARGETING

Combat

You can target the weak points in your opponent's armor.

Prerequisites: Dex 19, Improved Precise Shot, Point-Blank Shot, Precise Shot, base attack bonus +16.

Benefits: As a standard action, make a single ranged attack. The target does not gain any armor, natural armor, or shield bonuses to its Armor Class. You do not gain the benefit of this feat if you move this round.

POINT-BLANK SHOT

Combat

You are especially accurate when making ranged attacks against close targets.

Benefits: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

POWER ATTACK

Combat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefits: You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

PRECISE SHOT

Combat

You are adept at firing ranged attacks into melee.

Prerequisites: Point-Blank Shot.

Benefits: 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

Combat

You can draw weapons faster than most.

Prerequisites: Base attack bonus +1.

Benefits: 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).

Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

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.

RAPID SHOT

Combat

You can make an additional ranged attack.

Prerequisites: Dex 13, Point-Blank Shot.

Benefits: When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

RIDE-BY ATTACK

Combat

While mounted and charging, you can move, strike at a foe, and then continue moving.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefits: 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.

SCORPION STYLE

Combat

You can perform an unarmed strike that greatly hampers your target's movement.

Prerequisites: Improved Unarmed Strike.

Benefits: To use this feat, you must make a single unarmed attack as a standard action. If this unarmed attack hits, you deal damage normally, and the target's base land speed is reduced to 5 feet for a number of rounds equal to your Wisdom modifier unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier).

SHATTER DEFENSES

Combat

Your skill with your chosen weapon leaves opponents unable to defend themselves if you strike them when their defenses are already compromised.

Prerequisites: Weapon Focus, Dazzling Display, base attack bonus +6, proficiency with weapon.

Benefits: Any shaken, frightened, or panicked opponent hit by you this round is flat-footed to your attacks until the end of your next turn. This includes any additional attacks you make this round.

SHIELD FOCUS

Combat

You are skilled at deflecting blows with your shield.

Prerequisites: Shield Proficiency, base attack bonus +1.

Benefits: Increase the AC bonus granted by any shield you are using by 1.

SHIELD MASTER

Combat

Your mastery of the shield allows you to fight with it without hindrance.

Prerequisites: Improved Shield Bash, Shield Proficiency, Shield Slam, Two-Weapon Fighting, base attack bonus +11.

Benefits: You do not suffer any penalties on attack rolls made with a shield while you are wielding another weapon. Add your shield's enhancement bonus to attacks and damage rolls made with the shield as if it was a weapon enhancement bonus.

SHIELD PROFICIENCY

Combat

You are trained in how to properly use a shield.

Benefits: When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

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.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

SHIELD SLAM

Combat

In the right position, your shield can be used to send opponents flying.

Prerequisites: Improved Shield Bash, Shield Proficiency, Two-Weapon Fighting, base attack bonus +6.

Benefits: Any opponents hit by your shield bash are also hit with a free bull rush attack, substituting your attack roll for the combat maneuver check (see Combat). This bull rush does not provoke an attack of opportunity. Opponents who cannot move back due to a wall or other surface are knocked prone after moving the maximum possible distance. You may choose to move with your target if you are able to take a 5-foot step or to spend an action to move this turn.

SHOT ON THE RUN

Combat

You can move, fire a ranged weapon, and move again before your foes can react.

Prerequisites: Dex 13, Dodge, Mobility, Point-Blank Shot, base attack bonus +4.

Benefits: As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.

Normal: You cannot move before and after an attack with a ranged weapon.

SIMPLE WEAPON PROFICIENCY

Combat

You are trained in the use of basic weapons.

Benefits: You make attack rolls with simple weapons without penalty.

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, and wizards are automatically proficient with all simple weapons. They need not select this feat.

SNATCH ARROWS

Combat

Instead of knocking an arrow or ranged attack aside, you can catch it in mid-flight.

Prerequisites: Dex 15, Deflect Arrows, Improved Unarmed Strike.

Benefits: When using the Deflect Arrows feat you may choose to catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back as an attack against 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.

SPELLBREAKER

Combat

You can strike at enemy spellcasters who fail to cast defensively when you threaten them.

Prerequisites: Disruptive, 10th-level fighter.

Benefits: Enemies in your threatened area that fail their checks to cast spells defensively provoke attacks of opportunity from you.

Normal: Enemies that fail to cast spells defensively do not provoke attacks of opportunity.

SPIRITED CHARGE

Combat

Your mounted charge attacks deal a tremendous amount of damage.

Prerequisites: Ride 1 rank, Mounted Combat, Ride-By Attack.

Benefits: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

SPRING ATTACK

Combat

You can deftly move up to a foe, strike, and withdraw before he can react.

Prerequisites: Dex 13, Dodge, Mobility, base attack bonus +4.

Benefits: As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Normal: You cannot move before and after an attack.

STAND STILL

Combat

You can stop foes that try to move past you.

Prerequisites: Combat Reflexes.

Benefits: When a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.

STEP UP

Combat

You can close the distance when a foe tries to move away.

Prerequisites: Base attack bonus +1.

Benefits: Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

STRIKE BACK

Combat

You can strike at foes that attack you using their superior reach, by targeting their limbs or weapons as they come at you.

Prerequisites: Base attack bonus +11.

Benefits: You can ready an action to make a melee attack against any foe that attacks you in melee, even if the foe is outside of your reach.

STUNNING FIST

Combat

You know just where to strike to temporarily stun a foe.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefits: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your 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 turn). A stunned character drops everything held, can't take actions, 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, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Special: A monk receives Stunning Fist as a bonus feat at 1st level, even if he does not meet the prerequisites. A monk may attempt a stunning attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

THROW ANYTHING

Combat

You are used to throwing things you have on hand.

Benefits: You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Normal: You take a -4 penalty on attack rolls made with an improvised weapon.

TOWER SHIELD PROFICIENCY

Combat

You are trained in how to properly use a tower shield.

Prerequisites: Shield Proficiency.

Benefits: When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Normal: A character using a shield with which he 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 automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

TRAMPLE

Combat

While mounted, you can ride down opponents and trample them under your mount.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefits: 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

Combat

You are skilled at defending yourself while dual-wielding.

Prerequisites: Dex 15, Two-Weapon Fighting.

Benefits: 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

Combat

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

Prerequisites: Dex 15.

Benefits: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Combat.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 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.

TWO-WEAPON REND

Combat

Striking with both of your weapons simultaneously, you can use them to deliver devastating wounds.

Prerequisites: Dex 17, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Benefits: If you hit an opponent with both your primary hand and your off-hand weapon, you deal an additional 1d10 points of damage plus 1-1/2 times your Strength modifier. You can only deal this additional damage once each round.

UNSEAT

Combat

You are skilled at unseating your mounted opponents.

Prerequisites: Str 13, Ride 1 rank, Mounted Combat, Power Attack, Improved Bull Rush, base attack bonus +1.

Benefits: When charging an opponent while mounted and wielding a lance, resolve the attack as normal. If it hits, you may immediately make a free bull rush attempt in addition to the normal damage. If successful, the target is knocked off his horse and lands prone in a space adjacent to his mount that is directly away from you.

VITAL STRIKE

Combat

You make a single attack that deals significantly more damage than normal.

Prerequisites: Base attack bonus +6.

Benefits: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as *flaming*), precision based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

WEAPON FINESSE

Combat

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefits: 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 considered light weapons.

WEAPON FOCUS

Combat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefits: You gain a +1 bonus on all attack rolls you make using the selected weapon.

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 SPECIALIZATION

Combat

You are skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You deal extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

Benefits: You gain a +2 bonus on all damage rolls you make using the selected weapon.

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.

WHIRLWIND ATTACK

Combat

You can strike out at every foe within reach.

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.

Benefits: When you use the full-attack action, you can give up your regular attacks and instead make one melee attack at your highest base attack bonus against each opponent within reach. You must make a separate attack roll against each opponent.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

WIND STANCE

Combat

Your erratic movements make it difficult for enemies to pinpoint your location.

Prerequisites: Dex 15, Dodge, base attack bonus +6.

Benefits: If you move more than 5 feet this turn, you gain 20% concealment for 1 round against ranged attacks.

GENERAL FEATS

General feats represent broadly useful training and aptitude: skill bonuses, survival tricks, and character-building options not tied to combat, spellcasting, or item creation. This page covers all 49 core-rulebook General feats, alphabetized (including Leadership).

ACROBATIC

General

You are skilled at leaping, jumping, and flying.

Benefits: You get a +2 bonus on all Acrobatics and Fly skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

ACROBATIC STEPS

General

You can easily move over and through obstacles.

Prerequisites: Dex 15, Nimble Moves.

Benefits: Whenever you move, you may move through up to 15 feet of difficult terrain each round as if it were normal terrain. The effects of this feat stack with those provided by Nimble Moves (allowing you to move normally through a total of 20 feet of difficult terrain each round).

ALERTNESS

General

You often notice things that others might miss.

Benefits: You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

ALIGNMENT CHANNEL

General

Choose chaos, evil, good, or law. You can channel divine energy to affect outsiders that possess this subtype.

Prerequisites: Ability to channel energy.

Benefits: Instead of its normal effect, you can choose to have your ability to channel energy heal or harm outsiders of the chosen alignment subtype. You must make this choice each time you channel energy. If you choose to heal or harm creatures of the chosen alignment subtype, your channel energy has no effect on other creatures. The amount of damage healed or dealt and the DC to halve the damage is otherwise unchanged.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new alignment subtype. Whenever you channel energy, you must choose which type to effect.

ANIMAL AFFINITY

General

You are skilled at working with animals and mounts.

Benefits: You get a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

ATHLETIC

General

You possess inherent physical prowess.

Benefits: You get a +2 bonus on Climb and Swim skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

AUGMENT SUMMONING

General

Your summoned creatures are more powerful and robust.

Prerequisites: Spell Focus (conjuration).

Benefits: 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.

COMBAT CASTING

General

You are adept at spellcasting when threatened or distracted.

Benefits: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

COMMAND UNDEAD

General

Using foul powers of necromancy, you can command undead creatures, making them into your servants.

Prerequisites: Channel negative energy class feature.

Benefits: As a standard action, you can use one of your uses of channel negative energy to enslave undead within 30 feet. Undead receive a Will save to negate the effect. The DC for this Will save is equal to 10 + 1/2 your cleric level + your Charisma modifier. Undead that fail their saves fall under your control, obeying your commands to the best of their ability, as if under the effects of *control undead*. Intelligent undead receive a new saving throw each day to resist your command. You can control any number of undead, so long as their total Hit Dice do not exceed your cleric level. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures). If an undead creature is under the control of another creature, you must make an opposed Charisma check whenever your orders conflict.

DECEITFUL

General

You are skilled at deceiving others, both with the spoken word and with physical disguises.

Benefits: You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

DEFT HANDS

General

You have exceptional manual dexterity.

Benefits: You get a +2 bonus on Disable Device and Sleight of Hand skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

DIEHARD

General

You are especially hard to kill. Not only do your wounds automatically stabilize when grievously injured, but you can remain conscious and continue to act even at death's door.

Prerequisites: Endurance.

Benefits: When your hit point total is below 0, but you are not dead, you automatically stabilize. You do not need to make a Constitution check each round to avoid losing additional 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 are staggered. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some swift actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If your negative hit points are equal to or greater than your Constitution score, you immediately die.

Normal: A character without this feat who is reduced to negative hit points is unconscious and dying.

ELEMENTAL CHANNEL

General

Choose one elemental subtype, such as air, earth, fire, or water. You can channel your divine energy to harm or heal outsiders that possess your chosen elemental subtype.

Prerequisites: Channel energy class feature.

Benefits: Instead of its normal effect, you can choose to have your ability to channel energy heal or harm outsiders of your chosen elemental subtype. You must make this choice each time you channel energy. If you choose to heal or harm creatures of your elemental subtype, your channel energy has no effect on other creatures. The amount of damage healed or dealt and the DC to halve the damage is otherwise unchanged.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new elemental subtype.

ENDURANCE

General

Harsh conditions or long exertions do not easily tire you.

Benefits: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; 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; and Fortitude saves made to resist damage from suffocation.

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 fatigued the next day.

ESCHEW MATERIALS

General

You can cast many spells without needing to utilize minor material components.

Benefits: You can cast any spell with 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 on hand to cast the spell, as normal.

EXTRA CHANNEL

General

You can channel divine energy more often.

Prerequisites: Channel energy class feature.

Benefits: You can channel energy two additional times per day.

Special: If a paladin with the ability to channel positive energy takes this feat, she can use lay on hands four additional times a day, but only to channel positive energy.

EXTRA KI

General

You can use your ki pool more times per day than most.

Prerequisites: Ki pool class feature.

Benefits: Your *ki* pool increases by 2.

Special: You can gain Extra Ki multiple times. Its effects stack.

EXTRA LAY ON HANDS

General

You can use your lay on hands ability more often.

Prerequisites: Lay on hands class feature.

Benefits: You can use your lay on hands ability two additional times per day.

Special: You can gain Extra Lay On Hands multiple times. Its effects stack.

EXTRA MERCY

General

Your lay on hands ability adds an additional mercy.

Prerequisites: Lay on hands class feature, mercy class feature.

Benefits: Select one additional mercy for which you qualify. When you use lay on hands to heal damage to one target, it also receives the additional effects of this mercy.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, select a new mercy.

EXTRA PERFORMANCE

General

You can use your bardic performance ability more often than normal.

Prerequisites: Bardic performance class feature.

Benefits: You can use bardic performance for 6 additional rounds per day.

Special: You can gain Extra Performance multiple times. Its effects stack.

EXTRA RAGE

General

You can use your rage ability more than normal.

Prerequisites: Rage class feature.

Benefits: You can rage for 6 additional rounds per day.

Special: You can gain Extra Rage multiple times. Its effects stack.

FLEET

General

You are faster than most.

Benefits: While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Special: You can take this feat multiple times. The effects stack.

GREAT FORTITUDE

General

You are resistant to poisons, diseases, and other maladies.

Benefits: You get a +2 bonus on all Fortitude saving throws.

GREATER SPELL FOCUS

General

Choose a school of magic to which you have already applied the Spell Focus feat. Any spells you cast of this school are very hard to resist.

Prerequisites: Spell Focus.

Benefits: 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 to which you already have applied the Spell Focus feat.

GREATER SPELL PENETRATION

General

Your spells break through spell resistance much more easily than most.

Prerequisites: Spell Penetration.

Benefits: 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.

IMPROVED CHANNEL

General

Your channeled energy is harder to resist.

Prerequisites: Channel energy class feature.

Benefits: Add 2 to the DC of saving throws made to resist the effects of your channel energy ability.

IMPROVED COUNTERSPELL

General

You are skilled at countering the spells of others using similar spells.

Benefits: When counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell.

Normal: Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

IMPROVED FAMILIAR

General

This feat allows you to acquire a powerful familiar, but only when you could normally acquire a new familiar.

Prerequisites: Ability to acquire a new familiar, compatible alignment, sufficiently high level (see below).

Benefits: When choosing a familiar, the creatures listed below are also available to you. You may choose a familiar with an alignment up to one step away on each alignment axis (lawful through chaotic, good through evil).

IMPROVED GREAT FORTITUDE

General

You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm.

Prerequisites: Great Fortitude.

Benefits: Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

IMPROVED IRON WILL

General

Your clarity of thought allows you to resist mental attacks.

Prerequisites: Iron Will.

Benefits: Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

IMPROVED LIGHTNING REFLEXES

General

You have a knack for avoiding danger all around you.

Prerequisites: Lightning Reflexes.

Benefits: Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

IRON WILL

General

You are more resistant to mental effects.

Benefits: You get a +2 bonus on all Will saving throws.

LEADERSHIP

General

You attract followers to your cause and a companion to join you on your adventures.

Table: Leadership

LEADERSHIP SCORE	COHORT LEVEL	NUMBER OF FOLLOWERS BY LEVEL
1st	2nd	3rd
1 or lower	–	–
2	1st	–
3	2nd	–
4	3rd	–
5	3rd	–
6	4th	–
7	5th	–
8	5th	–
9	6th	–
10	7th	5
11	7th	6
12	8th	8
13	9th	10
14	10th	15
15	10th	20
16	11th	25
17	12th	30
18	12th	35
19	13th	40
20	14th	50
21	15th	60
22	15th	75
23	16th	90
24	17th	110
25 or higher	17th	135

Prerequisites: Character level 7th.

Benefits: This feat enables you to attract a loyal cohort and a number of devoted subordinates who assist you. A cohort is generally an NPC with class levels, while followers are typically lower level NPCs. See Table: Leadership for what level of cohort and how many followers you can recruit.

Leadership Modifiers

Several factors can affect your Leadership score, causing it to vary from the base score (character level + Cha modifier). Your reputation (from the point of view of the cohort or follower you are trying to attract) raises or lowers your Leadership score:

LIGHTNING REFLEXES

General

You have faster reflexes than normal.

Benefits: You get a +2 bonus on all Reflex saving throws.

MAGICAL APTITUDE

General

You are skilled at spellcasting and using magic items.

Benefits: You get a +2 bonus on all Spellcraft checks and Use Magic Device checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

MASTER CRAFTSMAN

General

Your superior crafting skills allow you to create simple magic items.

Prerequisites: 5 ranks in any Craft or Profession skill.

Benefits: Choose one Craft or Profession skill in which you possess at least 5 ranks. You receive a +2 bonus on your chosen Craft or Profession skill. Ranks in your chosen skill count as your caster level for the purposes of qualifying for the Craft Magic Arms and Armor and Craft Wondrous Item feats. You can create magic items using these feats, substituting your ranks in the chosen skill for your total caster level. You must use the chosen skill for the check to create the item. The DC to create the item still increases for any necessary spell requirements (see the magic item creation rules in Magic Items). You cannot use this feat to create any spell-trigger or spell-activation item.

Normal: Only spellcasters can qualify for the Craft Magic Arms and Armor and Craft Wondrous Item feats.

NATURAL SPELL

General

You can cast spells even while in a form that cannot normally cast spells.

Prerequisites: Wis 13, wild shape class feature.

Benefits: You can complete the verbal and somatic components of spells while using wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell.

You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while using wild shape.

NIMBLE MOVES

General

You can move across a single obstacle with ease.

Prerequisites: Dex 13.

Benefits: Whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain. This feat allows you to take a 5-foot step into difficult terrain.

PERSUASIVE

General

You are skilled at swaying attitudes and intimidating others into your way of thinking.

Benefits: You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

RUN

General

You are swift of foot.

Benefits: 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 Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

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.

SELECTIVE CHANNELING

General

You can choose whom to affect when you channel energy.

Prerequisites: Cha 13, channel energy class feature.

Benefits: When you channel energy, you can choose a number of targets in the area up to your Charisma modifier. These targets are not affected by your channeled energy.

Normal: All targets in a 30-foot burst are affected when you channel energy. You can only choose whether or not you are affected.

SELF-SUFFICIENT

General

You know how to get along in the wild and how to effectively treat wounds.

Benefits: You get a +2 bonus on all Heal checks and Survival checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

SKILL FOCUS

General

Choose a skill. You are particularly adept at that skill.

Benefits: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

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.

SPELL FOCUS

General

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

Benefits: 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

General

You have mastered a small handful of spells, and can prepare these spells without referencing your spellbooks at all.

Prerequisites: 1st-level wizard

Benefits: Each time you take this feat, choose a number of spells that you already know equal to your Intelligence modifier. From that point on, you can prepare these spells without referring to a spellbook.

Normal: Without this feat, you must use a spellbook to prepare all your spells, except *read magic*.

SPELL PENETRATION

General

Your spells break through spell resistance more easily than most.

Benefits: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

STEALTHY

General

You are good at avoiding unwanted attention and slipping out of bonds.

Benefits: You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

TOUGHNESS

General

You have enhanced physical stamina.

Benefits: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

TURN UNDEAD

General

Calling upon higher powers, you cause undead to flee from the might of your unleashed divine energy.

Prerequisites: Channel positive energy class feature.

Benefits: You can, as a standard action, use one of your uses of channel positive energy to cause all undead within 30 feet of you to flee, as if panicked. Undead receive a Will save to negate the effect. The DC for this Will save is equal to 10 + 1/2 your cleric level + your Charisma modifier. Undead that fail their save flee for 1 minute. Intelligent undead receive a new saving throw each round to end the effect. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures).

METAMAGIC, CRITICAL, AND ITEM CREATION FEATS

This page covers the three smaller core-rulebook feat categories: Metamagic feats (which modify how spells are cast), Critical feats (which add extra effects to critical hits), and Item Creation feats (which let a character craft magic items). 25 feats total, alphabetized within this combined list.

BLEEDING CRITICAL

Critical

Your critical hits cause opponents to bleed profusely.

Prerequisites: Critical Focus, base attack bonus +11.

Benefits: Whenever you score a critical hit with a slashing or piercing weapon, your opponent takes 2d6 points of bleed damage (see Conditions) each round on his turn, in addition to the damage dealt by the critical hit. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this feat stack.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

BLINDING CRITICAL

Critical

Your critical hits blind your opponents.

Prerequisites: Critical Focus, base attack bonus +15.

Benefits: Whenever you score a critical hit, your opponent is permanently blinded. A successful Fortitude save reduces this to dazzled for 1d4 rounds. The DC of this Fortitude save is equal to 10 + your base attack bonus. This feat has no effect on creatures that do not rely on eyes for sight or creatures with more than two eyes (although multiple critical hits might cause blindness, at the GM's discretion). Blindness can be cured by *heal*, *regeneration*, *remove blindness*, or similar abilities.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

BREW POTION

Item Creation

You can create magic potions.

Prerequisites: Caster level 3rd.

Benefits: You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. 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. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Magic Items for more information.

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.

CRAFT MAGIC ARMS AND ARMOR

Item Creation

You can create magic armor, shields, and weapons.

Prerequisites: Caster level 5th.

Benefits: You can create magic weapons, armor, or shields. Enhancing a weapon, suit of armor, or shield takes 1 day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must use up raw materials costing half of this total price. See the magic item creation rules in Magic Items for more information.

The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item in the first place.

CRAFT ROD

Item Creation

You can create magic rods.

Prerequisites: Caster level 9th.

Benefits: You can create magic rods. Crafting a rod takes 1 day for each 1,000 gp in its base price. To craft a rod, you must use up raw materials costing half of its base price. See the magic item creation rules in Magic Items for more information.

CRAFT STAFF

Item Creation

You can create magic staves.

Prerequisites: Caster level 11th.

Benefits: You can create any staff whose prerequisites you meet. Crafting a staff takes 1 day for each 1,000 gp in its base price. To craft a staff, you must use up raw materials costing half of its base price. A newly created staff has 10 charges. See the magic item creation rules in Magic Items for more information.

CRAFT WAND

Item Creation

You can create magic wands.

Prerequisites: Caster level 5th.

Benefits: You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes 1 day for each 1,000 gp in its base price. To craft a wand, you must use up raw materials costing half of this base price. A newly created wand has 50 charges. See the magic item creation rules in Magic Items for more information.

CRAFT WONDROUS ITEM

Item Creation

You can create wondrous items, a type of magic item.

Prerequisites: Caster level 3rd.

Benefits: You can create a wide variety of magic wondrous items. Crafting a wondrous item takes 1 day for each 1,000 gp in its price. To create a wondrous item, you must use up raw materials costing half of its base price. See the magic item creation rules in Magic Items for more information.

You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item.

DEAFENING CRITICAL

Critical

Your critical hits cause enemies to lose their hearing.

Prerequisites: Critical Focus, base attack bonus +13.

Benefits: Whenever you score a critical hit against an opponent, the victim is permanently deafened. A successful Fortitude save reduces the deafness to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. This feat has no effect on deaf creatures. This deafness can be cured by *heal*, *regeneration*, *remove deafness*, or a similar ability.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

EMPOWER SPELL

Metamagic

You can increase the power of your spells, causing them to deal more damage.

Benefits: All variable, numeric effects of an empowered spell are increased by half, including bonuses to those dice rolls.

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.

ENLARGE SPELL

Metamagic

You can increase the range of your spells.

Benefits: You can alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level. An enlarged spell uses up a spell slot one level higher than the spell's actual level.

Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not benefit from this feat.

EXHAUSTING CRITICAL

Critical

Your critical hits cause opponents to become exhausted.

Prerequisites: Critical Focus, Tiring Critical, base attack bonus +15.

Benefits: When you score a critical hit on a foe, your target immediately becomes exhausted. This feat has no effect on exhausted creatures.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess the Critical Mastery feat.

EXTEND SPELL

Metamagic

You can make your spells last twice as long.

Benefits: 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.

FORGE RING

Item Creation

You can create magic rings.

Prerequisites: Caster level 7th.

Benefits: You can create magic rings. Crafting a ring takes 1 day for each 1,000 gp in its base price. To craft a ring, you must use up raw materials costing half of the base price. See the magic item creation rules in Magic Items for more information.

You can also mend a broken ring if it is one that you could make. Doing so costs half the raw materials and half the time it would take to forge that ring in the first place.

HEIGHTEN SPELL

Metamagic

You can cast spells as if they were a higher level.

Benefits: A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a *lesser globe of invulnerability*) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

MAXIMIZE SPELL

Metamagic

Your spells have the maximum possible effect.

Benefits: 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. A maximized spell uses up a spell slot three levels higher than the spell's actual level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

QUICKEN SPELL

Metamagic

You can cast spells in a fraction of the normal time.

Benefits: Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 round or 1 full-round action cannot be quickened.

A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

Special: You can apply the effects of this feat to a spell cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the spell's casting time.

SCRIBE SCROLL

Item Creation

You can create magic scrolls.

Prerequisites: Caster level 1st.

Benefits: You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Magic Items for more information.

SICKENING CRITICAL

Critical

Your critical hits cause opponents to become sickened.

Prerequisites: Critical Focus, base attack bonus +11.

Benefits: Whenever you score a critical hit, your opponent becomes sickened for 1 minute. The effects of this feat do not stack. Additional hits instead add to the effect's duration.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

SILENT SPELL

Metamagic

You can cast your spells without making any sound.

Benefits: 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 feat.

STAGGERING CRITICAL

Critical

Your critical hits cause opponents to slow down.

Prerequisites: Critical Focus, base attack bonus +13.

Benefits: Whenever you score a critical hit, your opponent becomes staggered for 1d4+1 rounds. A successful Fortitude save reduces the duration to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

STILL SPELL

Metamagic

You can cast spells without moving.

Benefits: 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 CRITICAL

Critical

Your critical hits cause opponents to become stunned.

Prerequisites: Critical Focus, Staggering Critical, base attack bonus +17.

Benefits: Whenever you score a critical hit, your opponent becomes stunned for 1d4 rounds. A successful Fortitude save reduces this to staggered for 1d4 rounds. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

TIRING CRITICAL

Critical

Your critical hits cause opponents to become fatigued.

Prerequisites: Critical Focus, base attack bonus +13.

Benefits: Whenever you score a critical hit, your opponent becomes fatigued. This feat has no additional effect on a fatigued or exhausted creature.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

WIDEN SPELL

Metamagic

You can cast your spells so that they occupy a larger space.

Benefits: You can alter a burst, emanation, or spread-shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell uses up a spell slot three levels higher than the spell's actual level.

Spells that do not have an area of one of these four sorts are not affected by this feat.

COMBAT

Combat covers the rules for resolving fights: turn structure, initiative, the core combat statistics (attack rolls, Armor Class, damage, saving throws), and creature size effects. See [Actions in Combat](#) for the full action-economy breakdown, and [Special Attacks & Maneuvers](#) for charges, combat maneuvers, mounted combat, and two-weapon fighting.

HOW COMBAT WORKS

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

- 1 When combat begins, all combatants roll initiative.

Determine which characters are aware of their opponents. These characters can act during a surprise round.

- 2 If all the characters are aware of their opponents, proceed with normal rounds. See the surprise section for more information.

- 3 After the surprise round (if any), all combatants are ready to begin the first normal round of combat.

- 4 Combatants act in initiative order (highest to lowest).

- 5 When everyone has had a turn, the next round begins with the combatant with the highest initiative, and steps 4 and 5 repeat until combat ends.

THE COMBAT ROUND

Each round represents 6 seconds in the game world; there are 10 rounds in a minute of combat. A round normally allows each character involved in a combat situation to act.

Each round's activity begins with the character with the highest initiative result and then proceeds in 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](#).)

When the rules refer to a "full round", they usually mean a span of time from a particular initiative count in 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.

INITIATIVE

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, as well as other modifiers from feats, spells, and other effects. Characters act in order, counting down from the highest result to the 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 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 of high enough level have the uncanny dodge extraordinary ability, which means that they cannot be caught flat-footed. Characters with uncanny dodge retain their Dexterity bonus to their AC and can make attacks of opportunity before they have acted in the first round of combat. A flat-footed character can't make attacks of opportunity, unless he has the Combat Reflexes feat.

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.

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. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard or move 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 STATISTICS

This section summarizes the statistics that determine success in combat, then details how to use them.

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 (see the attack action).

ATTACK BONUS

Melee

Your attack bonus with a melee weapon is the following:

Base attack bonus + Strength modifier + size modifier

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 + other modifiers

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 (see Table: Armor and Shields).

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, your AC does not change.

Other Modifiers

Many other factors modify your AC.

Enhancement Bonuses

Enhancement bonuses apply to your armor to increase the armor bonus it provides.

Deflection Bonus

Magical deflection effects ward off attacks and improve your AC.

Natural Armor

If your race has a tough hide, scales, or thick skin you receive a bonus to your AC.

Dodge Bonuses

Dodge bonuses represent actively avoiding blows. 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.

Table: Size Modifiers

SIZE	SIZE MODIFIER
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Size Modifier

You receive a bonus or penalty to your AC based on your size. See Table: Size Modifiers.

Touch Attacks

Some attacks completely disregard armor, including shields and natural armor—the aggressor need only touch a foe for such an attack to take full effect. 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. Some creatures have the ability to make incorporeal touch attacks. These attacks bypass solid objects, such as armor and shields, by passing through them. Incorporeal touch attacks work similarly to normal touch attacks except that they also ignore cover bonuses. Incorporeal touch attacks do not ignore armor bonuses granted by force effects, such as *mage armor* and *bracers of armor*.

DAMAGE

If your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal.

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 nonlethal 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 damage rolls 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 1/2 your Strength bonus. If you have a Strength penalty, the entire penalty applies.

Wielding a Weapon Two-Handed

When you deal damage with a weapon that you are wielding two-handed, you add 1-1/2 times your Strength bonus (Strength penalties are not multiplied). You don't get this higher Strength bonus, however, 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. So if you are asked to double the damage twice, the end result is three times the normal damage.

Exception

Extra damage dice over and above a weapon's normal damage are never multiplied.

Ability Damage

Certain creatures and magical effects can cause temporary or permanent ability damage (a reduction to an ability score).

HIT POINTS

When your hit point total reaches 0, you're disabled. When it reaches -1, you're dying. When it gets to a negative amount equal to your Constitution score, you're dead. See Injury and Death, for more information.

ATTACKS OF OPPORTUNITY

Sometimes a combatant in a melee lets her guard down or takes a reckless action. 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. See the Attacks of Opportunity diagram for an example of how they work.

Threatened Squares

You threaten all squares into which you can make a melee attack, even when it is not your turn. Generally, that means everything in all squares adjacent to your space (including diagonally). An enemy that takes certain actions while in a threatened square 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 square and performing certain actions within a threatened square.

Moving

Moving out of a threatened square usually provokes attacks of opportunity from threatening opponents. There are two common methods of avoiding such an attack—the 5-foot step and the withdraw action.

Performing a Distracting Act

Some actions, when performed in a threatened square, 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 most characters can only make one per round. You don't have to make an attack of opportunity if you don't want to. You make your attack of opportunity at your 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).

Combat Reflexes and Additional Attacks of Opportunity

If you have the Combat Reflexes feat, you can add your Dexterity bonus to the number of attacks of opportunity you can make in a round. This feat does not let you make more than one attack for a given opportunity, but if the same opponent provokes two attacks of opportunity from you, you could make two separate attacks of opportunity (since each one represents a different opportunity). Moving out of more than one square threatened by the same opponent in the same round doesn't count as more than one opportunity for that opponent. All these attacks are at your full normal attack bonus.

In a typical example: the fighter can safely approach an ogre and a goblin without provoking an attack of opportunity if his path avoids every threatened square; approaching through a square both creatures threaten provokes two attacks of opportunity; and a character withdrawing from melee only avoids an attack of opportunity in the first square she leaves, provoking normally from any reach creature as she continues past it (a plain 5-foot step avoids this entirely).

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 size and your armor.

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, half-orcs, and most humanoid monsters 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 running, 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 and level (see Classes), and an associated 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 and unexpected situations. 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.

BIG AND LITTLE CREATURES IN COMBAT

TABLE: CREATURE SIZE AND SCALE

CREATURE SIZE	SPACE	NATURAL REACH*
Fine	1/2 ft.	0
Diminutive	1 ft.	0
Tiny	2-1/2 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.

- ♦ These values are typical for creatures of the indicated size. Some exceptions exist.

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 2-1/2 feet across, so four can fit into a single square. 25 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. This provokes an attack of opportunity from the opponent. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can move past 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 when someone uses a reach weapon, a creature with greater than normal natural reach (more than 5 feet) still threatens squares adjacent to it. A creature with greater than normal natural reach usually gets an attack of opportunity against you if you approach it, because you must enter and move within the range of its reach before you can attack it. This attack of opportunity is not provoked if you take a 5-foot step.

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.

SPECIAL INITIATIVE ACTIONS

Here are ways to change when you act during combat by altering your place in the initiative order.

DELAY

By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point.

You never get back the time you spend waiting to see what's going to happen. You also can't interrupt anyone else's action (as you can with a readied action).

Initiative Consequences of Delaying

Your initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you don't get to take a delayed action (though you can delay again).

If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

READY

The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying is a standard action. It does not provoke an attack of opportunity (though the action that you ready might do so).

Readying an Action

You can ready a standard action, a move action, a swift action, or a free action. To do so, specify the action you will take and the conditions under which you will take it. Then, anytime before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action. Your initiative result changes. For the rest of the encounter, your initiative result is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action.

You can take a 5-foot step as part of your readied action, but only if you don't otherwise move any distance during the round.

Initiative Consequences of Readying

Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

Distracting Spellcasters

You can ready an attack against a spellcaster with the trigger "if she starts casting a spell." If you damage the spellcaster, she may lose the spell she was trying to cast (as determined by her Spellcraft check result).

Readying to Counterspell

You may ready a counterspell against a spellcaster (often with the trigger "if she starts casting a spell"). In this case, when the spellcaster starts a spell, you get a chance to identify it with a Spellcraft check (DC 15 + spell level). If you do, and if you can cast that same spell (and are able to cast it and have it prepared, if you prepare spells), you can cast the spell as a counterspell and automatically ruin the other spellcaster's spell. Counterspelling works even if one spell is divine and the other arcane.

A spellcaster can use *dispel magic* to counterspell another spellcaster, but it doesn't always work.

Readying a Weapon against a Charge

You can ready weapons with the brace feature, setting them to receive charges. A readied weapon of this type deals double damage if you score a hit with it against a charging character.

ACTIONS IN COMBAT

This page details every action available during a combat round (standard, move, full-round, swift, immediate, and free actions) including attacking, casting spells in combat, and using special abilities. See [Combat](#) for turn structure and core statistics, and [Special Attacks & Maneuvers](#) for charges, combat maneuvers, and mounted combat.

ACTIONS IN COMBAT

During one turn, there are a wide variety of actions that your character can perform, from swinging a sword to casting a spell.

TABLE: ACTIONS IN COMBAT

STANDARD ACTION	ATTACK OF OPPORTUNITY ¹
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Activate a magic item other than a potion or oil	No
Aid another	Maybe ²
Cast a spell (1 standard action casting time)	Yes
Channel energy	No
Concentrate to maintain an active spell	No
Dismiss a spell	No
Draw a hidden weapon (see Sleight of Hand skill)	No
Drink a potion or apply an oil	Yes
Escape a grapple	No
Feint	No
Light a torch with a tindertwig	Yes
Lower spell resistance	No
Read a scroll	Yes
Ready (triggers a standard action)	No
Stabilize a dying friend (see Heal skill)	Yes
Total defense	No
Use extraordinary ability	No
Use skill that takes 1 action	Usually
Use spell-like ability	Yes
Use supernatural ability	No
Move Action	Attack of Opportunity ¹
Move	Yes
Control a frightened mount	Yes
Direct or redirect an active spell	No
Draw a weapon ³	No
Load a hand crossbow or light crossbow	Yes
Open or close a door	No
Mount/dismount a steed	No
Move a heavy object	Yes

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 six types of actions: standard actions, move actions, full-round actions, swift actions, immediate 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 swift action and 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 to 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 up to your speed or perform an action that takes a similar amount of time. See Table: Actions in Combat for other move actions.

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 action 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 and swift actions (see below). See Table: Actions in Combat for a list of full-round actions.

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 detail which actions allow this option.

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, as decided by the GM.

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.

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, such as nocking an arrow as part of an attack with a bow.

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 and swift 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).

STANDARD ACTIONS

Most of the common actions characters take, aside from movement, fall into the realm of 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 (see natural attacks).

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 bludgeoning damage (plus your Strength modifier, as normal). A Small character's unarmed strike deals 1d2 points of bludgeoning damage, while a Large character's unarmed strike deals 1d4 points of bludgeoning 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 10 range increments. Some ranged weapons have shorter maximum ranges, as specified in their descriptions.

Natural Attacks

Attacks made with natural weapons, such as claws and bites, are melee attacks that can be made against any creature within your reach (usually 5 feet). These attacks are made using your full attack bonus and deal an amount of damage that depends on their type (plus your Strength modifier, as normal). You do not receive additional natural attacks for a high base attack bonus. Instead, you receive additional attack rolls for multiple limb and body parts capable of making the attack (as noted by the race or ability that grants the attacks). If you possess only one natural attack (such as a bite—two claw attacks do not qualify), you add 1-1/2 times your Strength bonus on damage rolls made with that attack.

Some natural attacks are denoted as secondary natural attacks, such as tails and wings. Attacks with secondary natural attacks are made using your base attack bonus minus 5. These attacks deal an amount of damage depending on their type, but you only add half your Strength modifier on damage rolls.

You can make attacks with natural weapons in combination with attacks made with a melee weapon and unarmed strikes, so long as a different limb is used for each attack. For example, you cannot make a claw attack and also use that hand to make attacks with a longsword. When you make additional attacks in this way, all of your natural attacks are treated as secondary natural attacks, using your base attack bonus minus 5 and adding only 1/2 of your Strength modifier on damage rolls. Feats such as Two-Weapon Fighting and Multiattack can reduce these penalties.

Multiple Attacks

A character who can make more than one attack per round must use the full-attack action (see Full-Round Actions) 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.

If your target is two size categories larger than the friendly characters it is engaged with, this penalty is reduced to -2. There is no penalty for firing at a creature that is three size categories larger than the friendly characters it is engaged with.

Precise Shot

If you have the Precise Shot feat, you don't take this penalty.

Fighting Defensively as a Standard Action

You can choose to fight defensively when attacking. If you do so, you take a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC until the start of your next turn.

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," meaning the hit might be a critical hit (or "crit"). To find out if it's a critical hit, you immediately make an attempt to "confirm" the critical hit—another attack roll with all the same modifiers as the attack roll you just made. If the confirmation 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 confirmation 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 $\times 2$.

Exception

Precision damage (such as from a rogue's sneak attack class feature) and additional damage dice from special weapon abilities (such as *flaming*) are not multiplied when you score a critical hit.

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 (see Equipment).

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. If a spell causes ability damage or drain (see Special Abilities), the damage or drain is doubled on a critical hit.

Activate Magic Item

Many magic items don't need to be activated. Certain magic items, however, do need to be activated, especially potions, scrolls, wands, rods, and staves. Unless otherwise noted, activating a magic item is a standard action.

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.

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 components are elaborate, preparing them is a free action. For material components and focuses whose costs are not listed in the spell description, you can assume that you have them if you have your spell component pouch.

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. The check's DC depends on what is threatening your concentration (see Magic). If you fail, the spell fizzles with no effect. If you prepare spells, it is lost from preparation. If you cast at will, 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 10 + points of damage taken + the spell's 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 15 + double the spell's level) to successfully cast the spell. Failure means that 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. In the same round that you cast the spell, you may also touch (or attempt to touch) as a free action. 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. The act of casting a spell, however, 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 as long as the spell deals damage. 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 charge indefinitely. You can continue to make touch attacks round after round. If you touch anything or anyone while holding a charge, even unintentionally, the spell discharges. If you cast another spell, the touch spell dissipates. You can touch one friend as a standard action or up to six friends as a full-round action. 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 normally 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.

Ranged Touch Spells in Combat

Some spells allow you to make a ranged touch attack as part of the casting of the spell. These attacks are made as part of the spell and do not require a separate action. Ranged touch attacks provoke an attack of opportunity, even if the spell that causes the attacks was cast defensively. Unless otherwise noted, ranged touch attacks cannot be held until a later turn.

Dismiss a Spell

Dismissing an active spell is a standard action that doesn't provoke attacks of opportunity.

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.

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 fighting defensively or with the benefit of the Combat Expertise feat. You can’t make attacks of opportunity while using total defense.

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 15 + double the spell’s 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.

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 (up to one-quarter of your speed) and swimming (up to one-quarter of your speed).

Accelerated Climbing

You can climb at half your speed as a move action by accepting a -5 penalty on your Climb check.

Crawling

You can crawl 5 feet as a move action. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl. A crawling character is considered prone and must take a move action to stand up, provoking an attack of opportunity.

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.

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.

Manipulate an Item

Moving or manipulating an item is usually 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.

Mount/Dismount a Steed

Mounting or dismounting 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. 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.

Ready or Drop 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 drop a shield as a free action combined with a regular move.

Dropping a carried (but not worn) shield is a free action.

Stand Up

Standing up from a prone position requires a move action and provokes attacks of opportunity.

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 (see Base Attack Bonus in Classes), 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 get multiple attacks because your base attack bonus is high enough, you must make the attacks in order from highest bonus to lowest. 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 and assuming you have not already taken a move action this round. 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.

Fighting Defensively as a Full-Round Action

You can choose to fight defensively when taking a full-attack action. If you do so, you take a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for until the start your next turn.

Cast a Spell

A spell that takes one 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 1 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 1 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.

Casting a Metamagic Spell

Sorcerers and bards must take more time to cast a metamagic spell (one enhanced by a metamagic feat) than a regular spell. If a spell's normal casting time is 1 standard action, casting a metamagic version of the spell is a full-round action for a sorcerer or bard (except for spells modified by the Quicken Spell feat, which take 1 swift action to cast). Note that this isn't the same as a spell with a 1-round casting time. Spells that take a full-round action to cast take effect in the same round that you begin casting, and you are not required to continue the invocations, gestures, and concentration until your next turn. For spells with a longer casting time, it takes an extra full-round action to cast the metamagic spell.

Clerics and druids must take more time to spontaneously cast a metamagic version of a cure, inflict, or summon spell. Spontaneously casting a metamagic version of a spell with a casting time of 1 standard action is a full-round action, and spells with longer casting times take an extra full-round action to cast.

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. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally.

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 13 miles per hour for an unencumbered human.

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. The square you start out in is not considered threatened by any opponent you can see, and therefore visible enemies do not get attacks of opportunity against you when you move from that square. 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.

Note that despite the name of this action, you don't actually have to leave combat entirely.

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.

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.

Cease Concentration on Spell

You can stop concentrating on a spell as a free action.

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 a few sentences is generally beyond the limit of a free action.

SWIFT ACTIONS

A swift action consumes a very small amount of time, but represents a larger expenditure of effort than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. You can, however, perform only one single swift action per turn, regardless of what other actions you take. You can take a swift action anytime you would normally be allowed to take a free action. Swift actions usually involve spellcasting, activating a feat, or the activation of magic items.

Cast a Quickened Spell

You can cast a quickened spell (see the Quicken Spell feat), or any spell whose casting time is designated as a free or swift action, as a swift 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 as a swift action doesn't incur an attack of opportunity.

IMMEDIATE ACTIONS

Much like a swift action, an immediate action consumes a very small amount of time but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Casting *feather fall* is an immediate action, since the spell can be cast at any time.

Using an immediate action on your turn is the same as using a swift action and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are flat-footed.

MISCELLANEOUS ACTIONS

The following actions take a variable amount of time to accomplish or otherwise work differently than other 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 that you move any distance.

You can take a 5-foot step before, during, or after your other actions in the round.

You can only take a 5-foot-step if your movement isn't hampered by difficult terrain or darkness. 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.

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 in Using Skills tell you what sorts of actions are required to perform skills.

SPECIAL ATTACKS & MANEUVERS

This page covers special combat attacks and maneuvers (charges, bull rush, disarm, grapple, overrun, sunder, trip, feints, mounted combat, two-weapon fighting), tactical movement and terrain, combat modifiers (cover, concealment, flanking), and the rules for injury, dying, and death. See [Combat](#) for turn structure and core statistics, and [Actions in Combat](#) for the full action-economy breakdown.

INJURY AND DEATH

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.

If your hit point total is negative, but not equal to or greater than your Constitution score, you are unconscious and dying.

When your negative hit point total is equal to your Constitution, you're dead.

Massive Damage

If you ever sustain a single attack that deals an amount of damage equal to half your total hit points (minimum 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 die regardless of your current hit points. If you take half your total hit points or more in damage from multiple attacks, no one of which dealt more than half your total hit points (minimum 50), the massive damage rule does not apply.

DISABLED

When your current hit point total drops to exactly 0, you are disabled.

You gain the staggered condition and 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 completing the act. Unless your activity increased your hit points, you are now at -1 hit points and 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*).

DYING

If your hit point total is negative, but not equal to or greater than your Constitution score, you're 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 dies or becomes stable.

DEAD

When your character's current hit points drop to a negative amount equal to his Constitution score or lower, or if he succumbs to massive damage, he's dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution score to 0 (see *Special Abilities*).

Certain types of powerful magic, such as *raise dead* and *resurrection*, can restore life to a dead character. See *Magic* for more information.

STABLE CHARACTERS AND RECOVERY

On the character's next turn, after being reduced to negative hit points (but not dead), and on all subsequent turns, the character must make a DC 10 Constitution check to become stable. The character takes a penalty on this roll equal to his negative hit point total. A character that is stable does not need to make this check. A natural 20 on this check is an automatic success. If the character fails this check, he loses 1 hit point. An unconscious or dying character cannot use any special action that changes the initiative count on which his action occurs.

Characters taking continuous damage, such as from an *acid arrow* or a bleed effect, automatically fail all Constitution checks made to stabilize. Such characters lose 1 hit point per round in addition to the continuous damage.

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 becomes stable and stops losing hit points.

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 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, the character must make a DC 10 Constitution check to become conscious. The character takes a penalty on this roll equal to his negative hit point total. Conscious characters with negative hit point totals are treated as disabled characters. If the character remains unconscious, he receives another check every hour to regain consciousness. A natural 20 on this check is an automatic success. Even if unconscious, the character recovers hit points naturally. He automatically regains consciousness 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 of recovering on his own. Treat such characters as those attempting to recover with help, but every failed Constitution check to regain consciousness results in the loss of 1 hit point. An unaided character does not recover hit points naturally. Once conscious, the character can make a DC 10 Constitution check once per day, after resting for 8 hours, to begin recovering hit points naturally. The character takes a penalty on this roll equal to his negative hit point total. Failing this check causes the character to lose 1 hit point, but this does not cause the character to become unconscious. Once a character makes this check, he continues to heal naturally and is no longer in danger of losing hit points naturally.

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 full night's rest (8 hours of sleep or more), you recover 1 hit point per character level. Any significant interruption during your rest prevents you from healing that night.

If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit points.

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

Temporary ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

TEMPORARY HIT POINTS

Certain effects give a character temporary hit points. These hit points are in addition to the character's current hit point total and any damage taken by the character is subtracted from these hit points first. Any damage in excess of a character's temporary hit points is applied to his current hit points as normal. If the effect that grants the temporary hit points ends or is dispelled, any remaining temporary hit points go away. The damage they sustained is not transferred to the character's current hit points.

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

Nonlethal damage represents harm to a character that is not life-threatening. Unlike normal damage, nonlethal damage is healed quickly with rest.

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 (see below), and when it exceeds your current hit points, you fall unconscious.

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 (in addition to free, immediate, and swift actions). 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.

If a creature's nonlethal damage is equal to his total maximum hit points (not his current hit points), all further nonlethal damage is treated as lethal damage. This does not apply to creatures with regeneration. Such creatures simply accrue additional nonlethal damage, increasing the amount of time they remain unconscious.

Healing Nonlethal Damage

You heal nonlethal damage at the rate of 1 hit point per hour per character level. When a spell or ability cures hit point damage, it also removes an equal amount of nonlethal damage.

MOVEMENT, POSITION, AND DISTANCE

Miniatures are on the 30mm scale—a miniature of a 6-foot-tall man is approximately 30mm tall. A square on the battle grid is 1 inch across, representing a 5-foot-by-5-foot area.

TACTICAL MOVEMENT

Table: Tactical Speed

RACE	NO ARMOR OR LIGHT ARMOR	MEDIUM OR HEAVY ARMOR
Human, elf, half-elf, half-orc	30 ft. (6 squares)	20 ft. (4 squares)
Dwarf	20 ft. (4 squares)	20 ft. (4 squares)
Halfling, gnome	20 ft. (4 squares)	15 ft. (3 squares)

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 treasure, a large amount of gear, or fallen comrades may move slower than normal (see Additional Rules).

Hampered Movement

Difficult terrain, obstacles, or poor visibility can hamper 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 (or three times your speed in heavy armor). 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 she'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.

MEASURING DISTANCE

As a general rule, distance is measured assuming that 1 square equals 5 feet.

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

You can move through an unoccupied square without difficulty in most circumstances. Difficult terrain and a number of spell effects might hamper your movement through open spaces.

Friend

You can move through a square occupied by a friendly character, unless you are charging. 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, you can attempt to move through a square occupied by an opponent (see Overrun).

Tumbling

A trained character can attempt to use Acrobatics to move through a square occupied by an opponent (see the Acrobatics skill).

Very Small Creature

A Fine, Diminutive, or Tiny creature can move into or through an occupied square. The creature provokes attacks of opportunity when doing so.

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 itself.

A big creature can move through a square occupied by a creature three size categories smaller than it is. Creatures moving through squares occupied by other creatures provoke attacks of opportunity from those creatures.

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.

TERRAIN AND OBSTACLES

From tangled plants to broken stone, there are a number of terrain features that can affect your movement.

Difficult Terrain

Difficult terrain, such as heavy undergrowth, broken ground, or steep stairs, hampers movement. Each square of difficult terrain counts as 2 squares of movement. Each diagonal move into a difficult terrain square counts as 3 squares. You can't run or charge across difficult terrain.

If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow.

Flying and incorporeal creatures are not hampered by difficult terrain.

Obstacles

Like difficult terrain, obstacles can hamper movement. If an obstacle hampers 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 obstacle, in addition to the cost to move into the square on the other side. If you don't have sufficient movement to cross the obstacle and move into the square on the other side, you can't cross it. Some obstacles may also require a skill check to cross.

On the other hand, some obstacles block movement entirely. A character can't move through a blocking obstacle.

Flying and incorporeal creatures are able to 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 4 squares) squeezes into a space that's 1 square wide, the creature's miniature figure occupies 2 squares, centered on the line between the 2 squares. For a bigger creature, center the creature likewise in the area it squeezes into.

A creature can squeeze past a creature 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 hampered 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 whatever penalties to movement you might have, 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. Such movement provokes attacks of opportunity as normal (despite the distance covered, this move isn't a 5-foot step).

COMBAT MODIFIERS

TABLE: ATTACK ROLL MODIFIERS

ATTACKER IS...	MELEE	RANGED
Dazzled	-1	-1
Entangled	-21	-21
Flanking defender	+2	-
Invisible	+22	+22
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.

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.

TABLE: ARMOR CLASS MODIFIERS

DEFENDER IS...	MELEE	RANGED
Behind cover	+4	+4
Blinded	-21	-21
Concealed or invisible	See Concealment	
Cowering	-21	-21
Entangled	+02	+02
Flat-footed	+01	+01
Grappling (but attacker is not)	+0	+0
Helpless	-43	+03
Kneeling or sitting	-2	+2
Pinned	-43	+03
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-21	-21
1 The defender loses any Dexterity bonus to AC.		
2 An entangled character takes a -4 penalty to Dexterity.		
3 The defender is denied his Dexterity bonus to his Armor Class.		

A number of factors and conditions can influence an attack roll. Many of these situations grant a bonus or penalty on attack rolls or to a defender’s Armor Class.

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 a creature, the target has cover (+4 to AC).

When making a melee attack against an adjacent target, your target has cover if any line from any corner of 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

Creatures, even your enemies, can provide you with cover against ranged attacks, giving you a +4 bonus to AC. 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.

Partial Cover

If a creature has cover, but more than half the creature is visible, its cover bonus is reduced to a +2 to AC and a +1 bonus on Reflex saving throws. This partial cover is subject to the GM's discretion.

Total Cover

If you don't have line of effect to your target (that is, you cannot draw any line from your square to your target's square without crossing a solid barrier), he is considered to have total cover from you. You can't make an attack against a target that has total cover.

Improved Cover

In some cases, such as attacking a target hiding behind an arrowslit, 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. Make the attack normally—if the attacker hits, the defender must make a miss chance d% 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. An area of dim lighting or darkness doesn't provide any concealment against an opponent with darkvision. Characters with low-light vision can see clearly for a greater distance than other characters with the same light source. 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 or auditory 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 another enemy character or creature on its opposite border or opposite corner.

When in doubt about whether two characters flank an opponent in the middle, trace an imaginary line between the two attackers' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.

Exception

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. In addition, a helpless character is treated as having a Dexterity of 0, giving him a -5 penalty to AC against both melee and ranged attacks (for a total of -9 against melee and -5 against ranged). A helpless character is also flat-footed.

Coup de Grace

As a full-round action, you can use a melee weapon to deliver a coup de grace (pronounced "coo day grahs") to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target.

You automatically hit and score a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die. A rogue also gets her extra sneak attack damage against a helpless opponent when delivering a coup de grace.

Delivering a coup de grace provokes attacks of opportunity from threatening opponents.

You can't deliver a coup de grace against a creature that is immune to critical hits. You can deliver a coup de grace against a creature with total concealment, but doing this requires two consecutive full-round actions (one to "find" the creature once you've determined what square it's in, and one to deliver the coup de grace).

SPECIAL ATTACKS

This section discusses all of the various standard maneuvers you can perform during combat other than normal attacks, casting spells, or using other class abilities. Some of these special attacks can be made as part of another action (such as an attack) or as an attack of opportunity.

AID ANOTHER

In melee combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against AC 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to AC against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack.

You can also use this standard action to help a friend in other ways, such as when he is affected by a spell, or to assist another character's skill check.

CHARGE

Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. Charging, however, 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. If you move a distance equal to your speed or less, you can also draw a weapon during a charge attack if your base attack bonus is at least +1.

You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles). 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. If any line from your starting space to the ending space passes through a square that blocks movement, slows movement, or contains a creature (even an ally), you can't charge. Helpless creatures 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 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) and you cannot draw a weapon unless you possess the Quick Draw feat. You can't use this option unless you are restricted to taking only a standard 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 combat maneuver attack rolls 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 other weapons with the brace feature deal double damage when readied (set) and used against a charging character.

COMBAT MANEUVERS

During combat, you can attempt to perform a number of maneuvers that can hinder or even cripple your foe, including bull rush, disarm, grapple, overrun, sunder, and trip. Although these maneuvers have vastly different results, they all use a similar mechanic to determine success.

Combat Maneuver Bonus

Each character and creature has a Combat Maneuver Bonus (or CMB) that represents its skill at performing combat maneuvers. A creature's CMB is determined using the following formula:

CMB = Base attack bonus + Strength modifier + special size modifier

Creatures that are size Tiny or smaller use their Dexterity modifier in place of their Strength modifier to determine their CMB. The special size modifier for a creature's Combat Maneuver Bonus is as follows: Fine -8, Diminutive -4, Tiny -2, Small -1, Medium +0, Large +1, Huge +2, Gargantuan +4, Colossal +8. Some feats and abilities grant a bonus to your CMB when performing specific maneuvers.

Performing a Combat Maneuver

When performing a combat maneuver, you must use an action appropriate to the maneuver you are attempting to perform. While many combat maneuvers can be performed as part of an attack action, full-attack action, or attack of opportunity (in place of a melee attack), others require a specific action. Unless otherwise noted, performing a combat maneuver provokes an attack of opportunity from the target of the maneuver. If you are hit by the target, you take the damage normally and apply that amount as a penalty to the attack roll to perform the maneuver. If your target is immobilized, unconscious, or otherwise incapacitated, your maneuver automatically succeeds (treat as if you rolled a natural 20 on the attack roll). If your target is stunned, you receive a +4 bonus on your attack roll to perform a combat maneuver against it.

When you attempt to perform a combat maneuver, make an attack roll and add your CMB in place of your normal attack bonus. Add any bonuses you currently have on attack rolls due to spells, feats, and other effects. These bonuses must be applicable to the weapon or attack used to perform the maneuver. The DC of this maneuver is your target's Combat Maneuver Defense. Combat maneuvers are attack rolls, so you must roll for concealment and take any other penalties that would normally apply to an attack roll.

Combat Maneuver Defense

Each character and creature has a Combat Maneuver Defense (or CMD) that represents its ability to resist combat maneuvers. A creature's CMD is determined using the following formula:

CMD = 10 + Base attack bonus + Strength modifier + Dexterity modifier + special size modifier

The special size modifier for a creature's Combat Maneuver Defense is as follows: Fine -8, Diminutive -4, Tiny -2, Small -1, Medium +0, Large +1, Huge +2, Gargantuan +4, Colossal +8. Some feats and abilities grant a bonus to your CMD when resisting specific maneuvers. A creature can also add any circumstance, deflection, dodge, insight, luck, morale, profane, and sacred bonuses to AC to its CMD. Any penalties to a creature's AC also apply to its CMD. A flat-footed creature does not add its Dexterity bonus to its CMD.

Determine Success

If your attack roll equals or exceeds the CMD of the target, your maneuver is a success and has the listed effect. Some maneuvers, such as bull rush, have varying levels of success depending on how much your attack roll exceeds the target's CMD. Rolling a natural 20 while attempting a combat maneuver is always a success (except when attempting to escape from bonds), while rolling a natural 1 is always a failure.

Bull Rush

You can make a bull rush as a standard action or as part of a charge, in place of the melee attack. You can only bull rush an opponent who is no more than one size category larger than you. A bull rush attempts to push an opponent straight back without doing any harm. If you do not have the Improved Bull Rush feat, or a similar ability, 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 your opponent's CMD 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.

An enemy being moved by a bull rush does not provoke an attack of opportunity because of the movement unless you possess the Greater Bull Rush feat. You cannot bull rush a creature into a square that is occupied by a solid object or obstacle. If there is another creature in the way of your bull rush, you must immediately make a combat maneuver check to bull rush that creature. You take a -4 penalty on this check for each creature being pushed beyond the first. If you are successful, you can continue to push the creatures a distance equal to the lesser result. For example, if a fighter bull rushes a goblin for a total of 15 feet, but there is another goblin 5 feet behind the first, he must make another combat maneuver check against the second goblin after having pushed the first 5 feet. If his check reveals that he can push the second goblin a total of 20 feet, he can continue to push both goblins another 10 feet (since the first goblin will have moved a total of 15 feet).

Disarm

You can attempt to disarm your opponent in place of a melee attack. If you do not have the Improved Disarm feat, or a similar ability, attempting to disarm a foe provokes an attack of opportunity from the target of your maneuver. Attempting to disarm a foe while unarmed imposes a -4 penalty on the attack.

If your attack is successful, your target drops one item it is carrying of your choice (even if the item is wielded with two hands). If your attack exceeds the CMD of the target by 10 or more, the target drops the items it is carrying in both hands (maximum two items if the target has more than two hands). If your attack fails by 10 or more, you drop the weapon that you were using to attempt the disarm. If you successfully disarm your opponent without using a weapon, you may automatically pick up the item dropped.

Grapple

As a standard action, you can attempt to grapple a foe, hindering his combat options. If you do not have Improved Grapple, grab, or a similar ability, attempting to grapple a foe provokes an attack of opportunity from the target of your maneuver. Humanoid creatures without two free hands attempting to grapple a foe take a -4 penalty on the combat maneuver roll. If successful, both you and the target gain the grappled condition (see the Appendices). If you successfully grapple a creature that is not adjacent to you, move that creature to an adjacent open space (if no space is available, your grapple fails). Although both creatures have the grappled condition, you can, as the creature that initiated the grapple, release the grapple as a free action, removing the condition from both you and the target. If you do not release the grapple, you must continue to make a check each round, as a standard action, to maintain the hold. If your target does not break the grapple, you get a +5 circumstance bonus on grapple checks made against the same target in subsequent rounds. Once you are grappling an opponent, a successful check allows you to continue grappling the foe, and also allows you to perform one of the following actions (as part of the standard action spent to maintain the grapple).

Move

You can move both yourself and your target up to half your speed. At the end of your movement, you can place your target in any square adjacent to you. If you attempt to place your foe in a hazardous location, such as in a *wall of fire* or over a pit, the target receives a free attempt to break your grapple with a +4 bonus.

Damage

You can inflict damage to your target equal to your unarmed strike, a natural attack, or an attack made with armor spikes or a light or one-handed weapon. This damage can be either lethal or nonlethal.

Pin

You can give your opponent the pinned condition (see Conditions). Despite pinning your opponent, you still only have the grappled condition, but you lose your Dexterity bonus to AC.

Tie Up

If you have your target pinned, otherwise restrained, or unconscious, you can use rope to tie him up. This works like a pin effect, but the DC to escape the bonds is equal to 20 + your Combat Maneuver Bonus (instead of your CMD). The ropes do not need to make a check every round to maintain the pin. If you are grappling the target, you can attempt to tie him up in ropes, but doing so requires a combat maneuver check at a -10 penalty. If the DC to escape from these bindings is higher than 20 + the target's CMB, the target cannot escape from the bonds, even with a natural 20 on the check.

If You Are Grappled

If you are grappled, you can attempt to break the grapple as a standard action by making a combat maneuver check (DC equal to your opponent's CMD; this does not provoke an attack of opportunity) or Escape Artist check (with a DC equal to your opponent's CMD). If you succeed, you break the grapple and can act normally. Alternatively, if you succeed, you can become the grappler, grappling the other creature (meaning that the other creature cannot freely release the grapple without making a combat maneuver check, while you can). Instead of attempting to break or reverse the grapple, you can take any action that doesn't require two hands to perform, such as cast a spell or make an attack or full attack with a light or one-handed weapon against any creature within your reach, including the creature that is grappling you. See the grappled condition for additional details. If you are pinned, your actions are very limited. See the pinned condition in Conditions for additional details.

Multiple Creatures

Multiple creatures can attempt to grapple one target. The creature that first initiates the grapple is the only one that makes a check, with a +2 bonus for each creature that assists in the grapple (using the Aid Another action). Multiple creatures can also assist another creature in breaking free from a grapple, with each creature that assists (using the Aid Another action) granting a +2 bonus on the grappled creature's combat maneuver check.

Overrun

As a standard action, taken during your move or as part of a charge, you can attempt to overrun your target, moving through its square. You can only overrun an opponent who is no more than one size category larger than you. If you do not have the Improved Overrun feat, or a similar ability, initiating an overrun provokes an attack of opportunity from the target of your maneuver. If your overrun attempt fails, you stop in the space directly in front of the opponent, or the nearest open space in front of the creature if there are other creatures occupying that space.

When you attempt to overrun a target, it can choose to avoid you, allowing you to pass through its square without requiring an attack. If your target does not avoid you, make a combat maneuver check as normal. If your maneuver is successful, you move through the target's space. If your attack exceeds your opponent's CMD by 5 or more, you move through the target's space and the target is knocked prone. If the target has more than two legs, add +2 to the DC of the combat maneuver attack roll for each additional leg it has.

Sunder

You can attempt to sunder an item held or worn by your opponent as part of an attack action in place of a melee attack. If you do not have the Improved Sunder feat, or a similar ability, attempting to sunder an item provokes an attack of opportunity from the target of your maneuver.

If your attack is successful, you deal damage to the item normally. Damage that exceeds the object's Hardness is subtracted from its hit points. If an object has equal to or less than half its total hit points remaining, it gains the broken condition (see Conditions). If the damage you deal would reduce the object to less than 0 hit points, you can choose to destroy it. If you do not choose to destroy it, the object is left with only 1 hit point and the broken condition.

Trip

You can attempt to trip your opponent in place of a melee attack. You can only trip an opponent who is no more than one size category larger than you. If you do not have the Improved Trip feat, or a similar ability, initiating a trip provokes an attack of opportunity from the target of your maneuver.

If your attack exceeds the target's CMD, the target is knocked prone. If your attack fails by 10 or more, you are knocked prone instead. If the target has more than two legs, add +2 to the DC of the combat maneuver attack roll for each additional leg it has. Some creatures—such as oozes, creatures without legs, and flying creatures—cannot be tripped.

FEINT

Feinting is a standard action. To feint, make a Bluff skill check. The DC of this check is equal to 10 + your opponent's base attack bonus + your opponent's Wisdom modifier. If your opponent is trained in Sense Motive, the DC is instead equal to 10 + your opponent's Sense Motive bonus, if higher. If successful, 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 against a nonhumanoid you take a -4 penalty. Against a creature of animal Intelligence (1 or 2), you take a -8 penalty. Against a creature lacking an Intelligence score, 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.

MOUNTED COMBAT

These rules cover being mounted on a horse in combat but can also be applied to more unusual steeds, such as a griffon or dragon.

Mounts in Combat

Horses, ponies, and riding dogs can serve readily as combat steeds. Mounts that do not possess combat training (see the Handle Animal skill) 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 mount. 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 (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 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 splash 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. If the target is Large or larger, you choose one of its squares and the splash damage affects creatures within 5 feet of that square. Splash weapons cannot deal precision-based damage (such as sneak attack).

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 falling short (off-target in a straight line toward the thrower), and 2 through 8 rotating around the target creature or grid intersection in a clockwise direction. 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 that square and in all adjacent squares.

TWO-WEAPON FIGHTING

If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. You suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand when you fight this way. You can reduce these penalties in two ways. First, if your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light. Second, the Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6.

Table: Two-weapon Fighting Penalties summarizes the interaction of all these factors.

Double Weapons

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 was 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.

Table: Two-Weapon Fighting Penalties

CIRCUMSTANCES	PRIMARY HAND	OFF HAND
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
Two-Weapon Fighting feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-2

MAGIC

Magic covers how spellcasting works: preparing and casting spells, arcane vs divine casting, metamagic, spell failure, and the special abilities (spell-like and supernatural) that work differently from spells. See Spell Statistics for a full breakdown of how to read a spell's stat block (school, components, range, duration, saving throw, and so on).

CASTING SPELLS

Whether a spell is arcane or divine, and whether a character prepares spells in advance or chooses them on the spot, casting a spell works the same way.

CHOOSING A SPELL

First you must choose which spell to cast. If you're a cleric, druid, experienced paladin, experienced ranger, or wizard, you select from among spells prepared earlier in the day and not yet cast (see Preparing Wizard Spells and Preparing Divine Spells).

If you're a bard or sorcerer, you can select any spell you know, provided you are capable of casting spells of that level or higher.

To cast a spell, you must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate the material components or focus (if any). Additionally, you must concentrate to cast a spell.

If a spell has multiple versions, you choose which version to use when you cast it. You don't have to prepare (or learn, in the case of a bard or sorcerer) a specific version of the spell.

Once you've cast a prepared spell, you can't cast it again until you prepare it again. (If you've prepared multiple copies of a single spell, you can cast each copy once.) If you're a bard or sorcerer, casting a spell counts against your daily limit for spells of that spell level, but you can cast the same spell again if you haven't reached your limit.

CONCENTRATION

Table: Concentration Check DCs

SITUATION	CONCENTRATION CHECK DC
Cast defensively	15 + double spell level
Injured while casting	10 + damage dealt + spell level
Continuous damage while casting	10 + 1/2 damage dealt + spell level
Affected by a non-damaging spell while casting	DC of the spell + spell level
Grappled or pinned while casting	10 + grapppler's CMB + spell level
Vigorous motion while casting	10 + spell level
Violent motion while casting	15 + spell level
Extremely violent motion while casting	20 + spell level
Wind with rain or sleet while casting	5 + spell level
Wind with hail and debris while casting	10 + spell level
Weather caused by spell	see spell
Entangled while casting	15 + spell level

To cast a spell, you must concentrate. If something interrupts your concentration while you're casting, you must make a concentration check or lose the spell. When you make a concentration check, you roll d20 and add your caster level and the ability score modifier used to determine bonus spells of the same type. Clerics, druids, and rangers add their Wisdom modifier. Bards, paladins, and sorcerers add their Charisma modifier. Finally, wizards add their Intelligence modifier. The more distracting the interruption and the higher the level of the spell you are trying to cast, the higher the DC (see Table: Concentration Check DCs). If you fail the check, you lose the spell just as if you had cast it to no effect.

Injury

If you take damage while trying to cast a spell, you must make a concentration check with a DC equal to 10 + the damage taken + 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 the time you started and the time 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, such as from an *acid arrow* or by standing in a lake of lava, half the damage is considered to take place while you are casting a spell. You must make a concentration check with a DC equal to 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 does not distract you.

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 10 + the damage taken + 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 + 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 (10 + spell level + caster's ability score).

Grappling or Pinned

Casting a spell while you have the grappled or pinned condition is difficult and it requires a concentration check (DC 10 + the grappler's CMB + the level of the spell you're casting). Pinned creatures can only cast spells that do not have somatic components.

Vigorous Motion

If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, belowdecks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a concentration check (DC 10 + 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 pitched roughly about in a similar fashion, you must make a concentration check (DC 15 + the level of the spell you're casting) or lose the spell. If the motion is extremely violent, such as that caused by an earthquake, the DC is equal to 20 + the level of the spell you're casting.

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 + the level of the spell you're casting. If you are in wind-driven hail, dust, or debris, the DC is 10 + 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 as described in the spell's description.

Casting Defensively

If you want to cast a spell without provoking any attacks of opportunity, you must make a concentration check (DC 15 + double 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 concentration check to cast the spell (DC 15 + the level of the spell you're casting). 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 to ready an action. In doing so, you elect to wait to complete your action until your opponent tries to cast a spell. You may still move at your normal 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 an appropriate spell. As a general rule, a spell can only counter itself. If you are able to cast the same spell and you have it prepared (or have a slot of the appropriate level available), you cast it, creating 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 can counter other specific spells, often those with diametrically opposed effects.

Dispel Magic as a Counterspell

You can usually use *dispel magic* to counterspell another spell being cast without needing to identify the spell being cast. *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 for most spellcasting characters is equal to her class level in the class she's using to cast the spell.

You can cast a spell at a lower caster level than normal, but the caster level you choose must be high enough for you to cast the spell in question, and all level-dependent features must be based on the same caster level.

In the event that a class feature 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'S 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 channel energy count as attacks if it would harm any creatures in the area. 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 of a given type works (see Combining Magical Effects). The same principle applies to penalties—a character taking two or more penalties of the same type applies only the worst one, although most penalties have no type and thus always stack. Bonuses without a type always stack, unless they are from the same source.

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 involves magically retrieving his soul and returning it to his body. For more information on the planes, see Environment.

Negative Levels

Any creature brought back to life usually gains one or more permanent negative levels (see Special Abilities). These levels apply a penalty to most rolls until removed through spells such as *restoration*. If the character was 1st level at the time of death, he loses 2 points of Constitution instead of gaining a negative level.

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 can't be returned to life if it doesn't 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.

COMBINING MAGIC 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 Types

The bonuses or penalties from two different spells stack if the modifiers are of different types. A bonus that doesn't have a type 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 one with the highest strength 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 spells that remove 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.

ARCANE SPELLS

Wizards, sorcerers, and bards cast arcane spells. Compared to divine spells, arcane spells are more likely to produce dramatic results.

SPELL SLOTS

The various character class tables show how many spells of each level a character can cast per day. These openings for daily spells are called spell slots. A spellcaster always has the option to fill a higher-level spell slot with a lower-level spell. A spellcaster who lacks a high enough ability score to cast spells that would otherwise be his due still gets the slots but must fill them with spells of lower levels.

PREPARING WIZARD SPELLS

A wizard's level limits the number of spells he can prepare and cast. His high Intelligence score might allow him to prepare a few extra spells. He can prepare the same spell more than once, but each preparation counts as one spell toward his daily limit. To prepare a spell, the wizard must have an Intelligence score of at least 10 + the spell's level.

Rest

To prepare his daily spells, a wizard must first sleep for 8 hours. The wizard does not have to slumber for every minute of the time, but he must refrain from movement, combat, spellcasting, skill use, conversation, or any other fairly demanding physical or mental task during the rest period. If his rest is interrupted, each interruption adds 1 hour to the total amount of time he has to rest in order to clear his mind, and he must have at least 1 hour of uninterrupted rest immediately prior to preparing his spells. If the character does not need to sleep for some reason, he still must have 8 hours of restful calm before preparing any spells.

Recent Casting Limit/Rest Interruptions

If a wizard has cast spells recently, the drain on his resources reduces his capacity to prepare new spells. When he prepares spells for the coming day, all the spells he has cast within the last 8 hours count against his daily limit.

Preparation Environment

To prepare any spell, a wizard must have enough peace, quiet, and comfort to allow for proper concentration. The wizard's surroundings need not be luxurious, but they must be free from distractions. Exposure to inclement weather prevents the necessary concentration, as does any injury or failed saving throw the character might experience while studying. Wizards also must have access to their spellbooks to study from and sufficient light to read them. There is one major exception: a wizard can prepare a *read magic* spell even without a spellbook.

Spell Preparation Time

After resting, a wizard must study his spellbook to prepare any spells that day. If he wants to prepare all his spells, the process takes 1 hour. Preparing some smaller portion of his daily capacity takes a proportionally smaller amount of time, but always at least 15 minutes, the minimum time required to achieve the proper mental state.

Spell Selection and Preparation

Until he prepares spells from his spellbook, the only spells a wizard has available to cast are the ones that he already had prepared from the previous day and has not yet used. During the study period, he chooses which spells to prepare. If a wizard already has spells prepared (from the previous day) that he has not cast, she can abandon some or all of them to make room for new spells.

When preparing spells for the day, a wizard can leave some of these spell slots open. Later during that day, he can repeat the preparation process as often as he likes, time and circumstances permitting. During these extra sessions of preparation, the wizard can fill these unused spell slots. He cannot, however, abandon a previously prepared spell to replace it with another one or fill a slot that is empty because he has cast a spell in the meantime. That sort of preparation requires a mind fresh from rest. Like the first session of the day, this preparation takes at least 15 minutes, and it takes longer if the wizard prepares more than one-quarter of his spells.

Prepared Spell Retention

Once a wizard prepares a spell, it remains in his mind as a nearly cast spell until he uses the prescribed components to complete and trigger it or until he abandons it. Certain other events, such as the effects of magic items or special attacks from monsters, can wipe a prepared spell from a character's mind.

Death and Prepared Spell Retention

If a spellcaster dies, all prepared spells stored in his mind are wiped away. Potent magic (such as *raise dead*, *resurrection*, or *true resurrection*) can recover the lost energy when it recovers the character.

ARCANE MAGICAL WRITINGS

To record an arcane spell in written form, a character uses complex notation that describes the magical forces involved in the spell. The writer uses the same system no matter what her native language or culture. However, each character uses the system in his own way. Another person's magical writing remains incomprehensible to even the most powerful wizard until he takes time to study and decipher it.

To decipher an arcane magical writing (such as a single spell in another's spellbook or on a scroll), a character must make a Spellcraft check (DC 20 + the spell's level). If the skill check fails, the character cannot attempt to read that particular spell again until the next day. A *read magic* spell automatically deciphers magical writing without a skill check. If the person who created the magical writing is on hand to help the reader, success is also automatic.

Once a character deciphers a particular piece of magical writing, he does not need to decipher it again. Deciphering magical writing allows the reader to identify the spell and gives some idea of its effects (as explained in the spell description). If the magical writing is a scroll and the reader can cast arcane spells, he can attempt to use the scroll.

Wizard Spells and Borrowed Spellbooks

A wizard can use a borrowed spellbook to prepare a spell he already knows and has recorded in his own spellbook, but preparation success is not assured. First, the wizard must decipher the writing in the book (see Arcane Magical Writings, above). Once a spell from another spellcaster's book is deciphered, the reader must make a Spellcraft check (DC 15 + spell's level) to prepare the spell. If the check succeeds, the wizard can prepare the spell. He must repeat the check to prepare the spell again, no matter how many times he has prepared it before. If the check fails, he cannot try to prepare the spell from the same source again until the next day. However, as explained above, he does not need to repeat a check to decipher the writing.

Adding Spells to a Wizard's Spellbook

Wizards can add new spells to their spellbooks through several methods. A wizard can only learn new spells that belong to the wizard spell lists.

Spells Gained at a New Level

Wizards perform a certain amount of spell research between adventures. Each time a character attains a new wizard level, he gains two spells of his choice to add to his spellbook. The two free spells must be of spell levels he can cast.

Spells Copied from Another's Spellbook or a Scroll

A wizard can also add a spell to his book whenever he encounters one on a magic scroll or in another wizard's spellbook. No matter what the spell's source, the wizard must first decipher the magical writing (see Arcane Magical Writings). Next, he must spend 1 hour studying the spell. At the end of the hour, he must make a Spellcraft check (DC 15 + spell's level). A wizard who has specialized in a school of spells gains a +2 bonus on the Spellcraft check if the new spell is from his specialty school. If the check succeeds, the wizard understands the spell and can copy it into his spellbook (see Writing a New Spell into a Spellbook). The process leaves a spellbook that was copied from unharmed, but a spell successfully copied from a magic scroll disappears from the parchment.

If the check fails, the wizard cannot understand or copy the spell. He cannot attempt to learn or copy that spell again until one week has passed. If the spell was from a scroll, a failed Spellcraft check does not cause the spell to vanish.

In most cases, wizards charge a fee for the privilege of copying spells from their spellbooks. This fee is usually equal to half the cost to write the spell into a spellbook (see Writing a New Spell into a Spellbook). Rare and unique spells might cost significantly more.

Independent Research

A wizard can also research a spell independently, duplicating an existing spell or creating an entirely new one. The cost to research a new spell, and the time required, are left up to GM discretion, but it should probably take at least 1 week and cost at least 1,000 gp per level of the spell to be researched. This should also require a number of Spellcraft and Knowledge (arcana) checks.

Writing a New Spell into a Spellbook

Once a wizard understands a new spell, he can record it into his spellbook.

Time

The process takes 1 hour per spell level. Cantrips (0-level spells) take 30 minutes to record.

Space in the Spellbook

A spell takes up one page of the spellbook per spell level. Even a 0-level spell (cantrip) takes one page. A spellbook has 100 pages.

Materials and Costs

The cost for writing a new spell into a spellbook depends on the level of the spell, as noted on the following table. Note that a wizard does not have to pay these costs in time or gold for spells he gains for free at each new level.

Spell Level

SPELL LEVEL	WRITING COST
0	5 gp
1	10 gp
2	40 gp
3	90 gp
4	160 gp
5	250 gp
6	360 gp
7	490 gp
8	640 gp
9	810 gp

Replacing and Copying Spellbooks

A wizard can use the procedure for learning a spell to reconstruct a lost spellbook. If he already has a particular spell prepared, he can write it directly into a new book at the same cost required to write a spell into a spellbook. The process wipes the prepared spell from his mind, just as casting it would. If he does not have the spell prepared, he can prepare it from a borrowed spellbook and then write it into a new book.

Duplicating an existing spellbook uses the same procedure as replacing it, but the task is much easier. The time requirement and cost per page are halved.

Selling a Spellbook

Captured spellbooks can be sold for an amount equal to half the cost of purchasing and inscribing the spells within.

SORCERERS AND BARDS

Sorcerers and bards cast arcane spells, but they do not use spellbooks or prepare spells. Their class level limits the number of spells she can cast (see these class descriptions). Her high Charisma score might allow her to cast a few extra spells. A member of either class must have a Charisma score of at least 10 + the spell's level to cast the spell.

Daily Readying of Spells

Each day, sorcerers and bards must focus their minds on the task of casting their spells. A sorcerer or bard needs 8 hours of rest (just like a wizard), after which she spends 15 minutes concentrating. (A bard must sing, recite, or play an instrument of some kind while concentrating.) During this period, the sorcerer or bard readies her mind to cast her daily allotment of spells. Without such a period to refresh herself, the character does not regain the spell slots she used up the day before.

Recent Casting Limit

Any spells cast within the last 8 hours count against the sorcerer's or bard's daily limit.

Adding Spells to a Sorcerer's or Bard's Repertoire

A sorcerer or bard gains spells each time she attains a new level in her class and never gains spells any other way. When your sorcerer or bard gains a new level, consult Table: Bard Spells Known or Table: Sorcerer Spells Known to learn how many spells from the appropriate spell list she now knows. With permission from the GM, sorcerers and bards can also select the spells they gain from new and unusual spells that they come across while adventuring.

DIVINE SPELLS

Clerics, druids, experienced paladins, and experienced rangers can cast divine spells. Unlike arcane spells, divine spells draw power from a divine source. Clerics gain spell power from deities or from divine forces. The divine force of nature powers druid and ranger spells, and the divine forces of law and good power paladin spells. Divine spells tend to focus on healing and protection and are less flashy, destructive, and disruptive than arcane spells.

PREPARING DIVINE SPELLS

Divine spellcasters prepare their spells in largely the same manner as wizards do, but with a few differences. The relevant ability for most divine spells is Wisdom (Charisma for paladins). To prepare a divine spell, a character must have a Wisdom score (or Charisma score for paladins) of 10 + the spell's level. Likewise, bonus spells are based on Wisdom.

Time of Day

A divine spellcaster chooses and prepares spells ahead of time, but unlike a wizard, does not require a period of rest to prepare spells. Instead, the character chooses a particular time of day to pray and receive spells. The time is usually associated with some daily event. If some event prevents a character from praying at the proper time, she must do so as soon as possible. If the character does not stop to pray for spells at the first opportunity, she must wait until the next day to prepare spells.

Spell Selection and Preparation

A divine spellcaster selects and prepares spells ahead of time through prayer and meditation at a particular time of day. The time required to prepare spells is the same as it is for a wizard (1 hour), as is the requirement for a relatively peaceful environment. When preparing spells for the day, a cleric can leave some of her spell slots open. Later during that day, she can repeat the preparation process as often as she likes. During these extra sessions of preparation, she can fill these unused spell slots. She cannot, however, abandon a previously prepared spell to replace it with another one or fill a slot that is empty because she has cast a spell in the meantime. Like the first session of the day, this preparation takes at least 15 minutes, and it takes longer if she prepares more than one-quarter of her spells.

Divine spellcasters do not require spellbooks. However, a divine spellcaster's spell selection is limited to the spells on the list for her class. Clerics, druids, paladins, and rangers have separate spell lists. A cleric also has access to two domains determined during character creation. Each domain gives her access to a number of special abilities and bonus spells.

Spell Slots

The character class tables show how many spells of each level each can cast per day. These openings for daily spells are called spell slots. A spellcaster always has the option to fill a higher-level spell slot with a lower-level spell. A spellcaster who lacks a high enough ability score to cast spells that would otherwise be her due still gets the slots but must fill them with spells of lower levels.

Recent Casting Limit

As with arcane spells, at the time of preparation any spells cast within the previous 8 hours count against the number of spells that can be prepared.

Spontaneous Casting of Cure and Inflict Spells

A good cleric (or a cleric of a good deity) can spontaneously cast a cure spell in place of a prepared spell of the same level or higher, but not in place of a bonus domain spell. An evil cleric (or a cleric of an evil deity) can spontaneously cast an inflict spell in place of a prepared spell (that is not a domain spell) of the same level or higher. Each neutral cleric of a neutral deity spontaneously casts either cure spells like a good cleric or inflict spells like an evil one, depending on which option the player chooses when creating the character. The divine energy of the spell that the cure or inflict spell substitutes for is converted into the cure or inflict spell as if that spell had been prepared all along.

Spontaneous Casting of Summon Nature's Ally Spells

A druid can spontaneously cast *summon nature's ally* in place of a prepared spell of the same level or higher. The divine energy of the spell that the summon spell substitutes for is converted as if that spell had been prepared all along.

DIVINE MAGICAL WRITINGS

Divine spells can be written and deciphered like arcane spells (see Arcane Magical Writings). A Spellcraft check can decipher divine magical writing and identify it. Only characters who have the spell (in its divine form) on their class spell list can cast a divine spell from a scroll.

NEW DIVINE SPELLS

Divine spellcasters gain new spells as follows.

Spells Gained at a New Level

Characters who can cast divine spells undertake a certain amount of study between adventures. Each time such a character receives a new level of divine spells, she learns all of the spells from that level automatically.

Independent Research

A divine spellcaster can also research a spell independently, much as an arcane spellcaster can. Only the creator of such a spell can prepare and cast it, unless she decides to share it with others.

SPECIAL ABILITIES

A number of classes and creatures gain the use of special abilities, many of which function like spells.

SPELL-LIKE ABILITIES

Usually, a spell-like ability works just like the spell of that name. A spell-like ability has no verbal, somatic, or material component, nor does it require a focus. The user activates it mentally. Armor never affects a spell-like ability's use, even if the ability resembles an arcane spell with a somatic component.

A spell-like ability has a casting time of 1 standard action unless noted otherwise in the ability or spell description. In all other ways, a spell-like ability functions just like a spell.

Spell-like abilities are subject to spell resistance and *dispel magic*. They do not function in areas where magic is suppressed or negated. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

If a character class grants a spell-like ability that is not based on an actual spell, the ability's effective spell level is equal to the highest-level class spell the character can cast, and is cast at the class level the ability is granted.

SUPERNATURAL ABILITIES

These can't be disrupted in combat and generally don't provoke attacks of opportunity. They aren't subject to spell resistance, counterspells, or *dispel magic*, and don't function in antimagic areas.

EXTRAORDINARY ABILITIES

These abilities cannot be disrupted in combat, as spells can, and they generally do not provoke attacks of opportunity. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities. They are not subject to dispelling, and they function normally in an *antimagic field*. Indeed, extraordinary abilities do not qualify as magical, though they may break the laws of physics.

NATURAL ABILITIES

This category includes abilities a creature has because of its physical nature. Natural abilities are those not otherwise designated as extraordinary, supernatural, or spell-like.

SPELL STATISTICS

This page explains how to read a spell's stat block: school and subschool, descriptors, level, components, casting time, range, targets, area, duration, saving throws, and spell resistance. See Magic for the rules on preparing and casting spells.

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 any) to which the spell belongs.

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 Perception 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 transport creatures from another plane of existence to your plane (calling); create objects or effects on the spot (creation); heal (healing); bring manifestations of objects, creatures, or forms of energy to you (summoning); or transport creatures or objects over great distances (teleportation). 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. 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, but 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.

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, predict the future, find hidden things, and foil deceptive spells.

Many divination spells have cone-shaped areas. These move with you and extend in the direction you choose. 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. The sensor, however, is treated as a separate, independent sensory organ of yours, and thus functions normally even if you have been blinded or deafened, or otherwise suffered sensory impairment.

A creature can notice the sensor by making a Perception check with a DC 20 + the spell level. 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 blocked.

Enchantment

Enchantment spells affect the minds of others, influencing or controlling their behavior.

All enchantments are mind-affecting spells. Two subschools 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 its mind works. Some compulsion spells determine the subject's actions or the effects on the subject, others allow you to determine the subject's actions when you cast the spell, and still others give you ongoing control over the subject.

Evocation

Evocation spells manipulate magical energy or tap an unseen source of power to produce a desired end. In effect, an evocation draws upon magic to 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 figment produces gibberish. Likewise, you cannot make a visual copy of something unless you know what it looks like (or copy another sense exactly unless you have experienced it).

Because figments and glamers are unreal, they cannot produce real effects the way that other types of illusions can. Figments and glamers cannot cause damage to objects or creatures, support weight, provide nutrition, or provide protection from the elements. Consequently, these spells are useful for confounding foes, but useless for attacking them directly.

A figment's AC is equal to 10 + its size modifier.

Glamer

A glamer spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear.

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, 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.

Polymorph

A polymorph spell transforms your physical body to take on the shape of another creature. While these spells make you appear to be the creature, granting you a +10 bonus on Disguise skill checks, they do not grant you all of the abilities and powers of the creature. Each polymorph spell allows you to assume the form of a creature of a specific type, granting you a number of bonuses to your ability scores and a bonus to your natural armor. In addition, each polymorph spell can grant you a number of other benefits, including movement types, resistances, and senses. If the form you choose grants these benefits, or a greater ability of the same type, you gain the listed benefit. If the form grants a lesser ability of the same type, you gain the lesser ability instead. Your base speed changes to match that of the form you assume. If the form grants a swim or burrow speed, you maintain the ability to breathe if you are swimming or burrowing. The DC for any of these abilities equals your DC for the polymorph spell used to change you into that form.

In addition to these benefits, you gain any of the natural attacks of the base creature, including proficiency in those attacks. These attacks are based on your base attack bonus, modified by your Strength or Dexterity as appropriate, and use your Strength modifier for determining damage bonuses.

If a polymorph spell causes you to change size, apply the size modifiers appropriately, changing your armor class, attack bonus, Combat Maneuver Bonus, and Stealth skill modifiers. Your ability scores are not modified by this change unless noted by the spell.

Unless otherwise noted, polymorph spells cannot be used to change into specific individuals. Although many of the fine details can be controlled, your appearance is always that of a generic member of that creature's type. Polymorph spells cannot be used to assume the form of a creature with a template or an advanced version of a creature.

When you cast a polymorph spell that changes you into a creature of the animal, dragon, elemental, magical beast, plant, or vermin type, all of your gear melds into your body. Items that provide constant bonuses and do not need to be activated continue to function while melded in this way (with the exception of armor and shield bonuses, which cease to function). Items that require activation cannot be used while you maintain that form. While in such a form, you cannot cast any spells that require material components (unless you have the Eschew Materials or Natural Spell feat), and can only cast spells with somatic or verbal components if the form you choose has the capability to make such movements or speak, such as a dragon. Other polymorph spells might be subject to this restriction as well, if they change you into a form that is unlike your original form (subject to GM discretion). If your new form does not cause your equipment to meld into your form, the equipment resizes to match your new size.

While under the effects of a polymorph spell, you lose all extraordinary and supernatural abilities that depend on your original form (such as keen senses, scent, and darkvision), as well as any natural attacks and movement types possessed by your original form. You also lose any class features that depend upon form, but those that allow you to add features (such as sorcerers that can grow claws) still function. While most of these should be obvious, the GM is the final arbiter of what abilities depend on form and are lost when a new form is assumed. Your new form might restore a number of these abilities if they are possessed by the new form.

You can only be affected by one polymorph spell at a time. If a new polymorph spell is cast on you (or you activate a polymorph effect, such as wild shape), you can decide whether or not to allow it to affect you, taking the place of the old spell. In addition, other spells that change your size have no effect on you while you are under the effects of a polymorph spell.

If a polymorph spell is cast on a creature that is smaller than Small or larger than Medium, first adjust its ability scores to one of these two sizes using the following table before applying the bonuses granted by the polymorph spell.

Creature's Original Size

CREATURE'S ORIGINAL SIZE	STR	DEX	CON	ADJUSTED SIZE
Fine	+6	-6	-	Small
Diminutive	+6	-4	-	Small
Tiny	+4	-2	-	Small
Large	-4	+2	-2	Medium
Huge	-8	+4	-4	Medium
Gargantuan	-12	+4	-6	Medium
Colossal	-16	+4	-8	Medium

[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-dependent 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 a list of classes whose members can cast the spell. A spell's level affects the DC for any save allowed against its effects.

COMPONENTS

A spell's components explain what you must do or possess to cast the spell. The components entry in a spell description includes abbreviations that tell you what type of components it requires. Specifics for material and focus components are given at the end of the descriptive text. Usually you don't need to 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

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 of spoiling any spell with a verbal component that he tries to cast.

Somatic

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

A material component consists of 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

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

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. The divine focus for a druid or a ranger is a sprig of holly, or some other sacred plant.

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).

CASTING TIME

Most spells have a casting time of 1 standard action. Others take 1 round or more, while a few require only a swift 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 swift 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 swift 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 up to 6 willing targets as part of the casting, but all targets of the spell must be touched in the same round that you finish casting the spell. If the spell allows you to touch targets over multiple rounds, touching 6 creatures is a full-round action.

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 choices about whom a spell is to affect or where an effect is to originate, depending on a spell's type. 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 Target line of the spell description includes "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, after it appears 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 at which you're aiming.

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, 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 extends 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.

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 through which the line passes.

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.

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, creature, or object 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 other increments. 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 so 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. See concentration.

You can't cast a spell while concentrating on another one. Some spells last 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 until the spell is discharged. 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.

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 has 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 spell's 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 $2 + \frac{1}{2}$ 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 bard, paladin, or sorcerer, or Wisdom for a cleric, druid, 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.

Table: Items Affected by Magical Attacks

ORDER*	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

- ♦ In order of most likely to least likely to be affected.

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 dealt.

If the selected item is not carried or worn and is not magical, it does not get a saving throw. It simply is dealt the appropriate damage.

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 such spells without forcing the caster to make a caster level check.

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 includes "see text," this is where the explanation is found.

SPELLS

All 623 core spells from the Pathfinder Roleplaying Game Core Rulebook, organized by spell level. Classes listed are those that can cast the spell at the indicated level.

CANTRIPS/ORISONS (28 SPELLS)

SPELL	SCHOOL	CLASSES	DESCRIPTION
Acid Splash	Conjuration (creation)	Sorcerer, Wizard	Orb deals 1d3 acid damage.
Arcane Mark	Universal	Sorcerer, Wizard	Inscribes a personal rune on an object or creature (visible or invisible).
Bleed	Necromancy	Cleric, Sorcerer, Wizard	Cause a stabilized creature to resume dying.
Create Water	Conjuration (creation)	Cleric, Druid	Creates 2 gallons/level of pure water.
Dancing Lights	Evocation	Bard, Sorcerer, Wizard	Creates torches or other lights.
Daze	Enchantment (compulsion)	Bard, Sorcerer, Wizard	A single humanoid creature with 4 HD or less loses its next action.
Detect Magic	Divination	Bard, Cleric, Druid, Sorcerer, Wizard	Detects all spells and magic items within 60 ft.
Detect Poison	Divination	Cleric, Druid, Sorcerer, Wizard	Detects poison in a creature or object.
Disrupt Undead	Necromancy	Sorcerer, Wizard	Deals 1d6 damage to one undead.
Flare	Evocation	Bard, Druid, Sorcerer, Wizard	Dazzles one creature (-1 on attack rolls).
Ghost Sound	Illusion (figment)	Bard, Sorcerer, Wizard	Figment sounds.
Guidance	Divination	Cleric, Druid	+1 on one attack roll, saving throw, or skill check.
Know Direction	Divination	Bard, Druid	You discern north.
Light	Evocation	Bard, Cleric, Druid, Sorcerer, Wizard	Object shines like a torch.
Lullaby	Enchantment (compulsion)	Bard	Makes subject drowsy: -5 on Perception checks, -2 on Will saves against sleep.
Mage Hand	Transmutation	Bard, Sorcerer, Wizard	5-pound telekinesis.
Mending	Transmutation	Bard, Cleric, Druid, Sorcerer, Wizard	Makes minor repairs on an object.
Message	Transmutation	Bard, Sorcerer, Wizard	Whisper conversation at distance.
Open/Close	Transmutation	Bard, Sorcerer, Wizard	Opens or closes small or light things.
Prestidigitation	Universal	Bard, Sorcerer, Wizard	Performs minor tricks.
Purify Food And Drink	Transmutation	Cleric, Druid	Purifies 1 cu. ft./level of food or water.
Ray Of Frost	Evocation	Sorcerer, Wizard	Ray deals 1d3 cold damage.
Read Magic	Divination	Bard, Cleric, Druid, Sorcerer, Wizard	Read scrolls and spellbooks.
Resistance	Abjuration	Bard, Cleric, Druid, Sorcerer, Wizard	Subject gains +1 on saving throws.
Stabilize	Conjuration (healing)	Cleric, Druid	Cause a dying creature to stabilize.
Summon Instrument	Conjuration (summoning)	Bard	Summons one musical instrument.
Touch Of Fatigue	Necromancy	Sorcerer, Wizard	Touch attack fatigues target.
Virtue	Transmutation	Cleric, Druid	Subject gains 1 temporary hp.

LEVEL 1 (89 SPELLS)

SPELL	SCHOOL	CLASSES	DESCRIPTION
Alarm	Abjuration	Bard, Ranger, Sorcerer, Wizard	Wards an area for 2 hours/level.
Animal Messenger	Enchantment (compulsion)	Ranger	Sends a Tiny animal to a specific place.
Animate Rope	Transmutation	Bard, Sorcerer, Wizard	Makes a rope move at your command.
Bane	Enchantment (compulsion)	Cleric	Enemies take -1 on attack rolls and saves vs. fear.
Bless	Enchantment (compulsion)	Cleric, Paladin	Allies gain +1 on attack rolls and saves against fear.
Bless Water	Transmutation	Cleric, Paladin	Makes holy water.
Bless Weapon	Transmutation	Paladin	Weapon strikes true against evil foes.
Burning Hands	Evocation	Sorcerer, Wizard	1d4/level fire damage (max 5d4).
Calm Animals	Enchantment (compulsion)	Druid, Ranger	Calms 2d4 + level HD of animals.
Cause Fear	Necromancy	Bard, Cleric, Sorcerer, Wizard	A creature of 5 HD or less flees for 1d4 rounds.
Charm Animal	Enchantment (charm)	Druid, Ranger	Makes one animal your friend.
Charm Person	Enchantment (charm)	Bard, Sorcerer, Wizard	Makes one person your friend.
Chill Touch	Necromancy	Sorcerer, Wizard	One touch/level deals 1d6 damage and possibly 1 Str damage.
Color Spray	Illusion (pattern)	Sorcerer, Wizard	Knocks unconscious, blinds, and/or stuns weak creatures.
Command	Enchantment (compulsion)	Cleric	One subject obeys a command for 1 round.
Comprehend Languages	Divination	Bard, Cleric, Sorcerer, Wizard	You understand all spoken and written languages.
Confusion, Lesser	Enchantment (compulsion)	Bard	One creature is confused for 1 round.
Cure Light Wounds	Conjuration (healing)	Bard, Cleric, Druid, Paladin	Cures 1d8 damage + 1/level (max +5).
Curse Water	Necromancy	Cleric	Makes water unholy.
Daze Monster	Enchantment (compulsion)	Summoner	Living creature of 6 HD or less loses its next action.
Death Knell	Necromancy	Antipaladin	Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 caster level.
Deathwatch	Necromancy	Cleric	Reveals how near death subjects within 30 ft. are.
Delay Poison	Conjuration (healing)	Ranger	Stops poison from harming subject for 1 hour/level.
Detect Animals Or Plants	Divination	Druid, Ranger	Detects kinds of animals or plants.
Detect Chaos	Divination	Cleric	Reveals creatures, spells, or objects of selected alignment.
Detect Evil	Divination	Cleric	Reveals creatures, spells, or objects of selected alignment.
Detect Good	Divination	Cleric	Reveals creatures, spells, or objects of selected alignment.
Detect Law	Divination	Cleric	Reveals creatures, spells, or objects of selected alignment.
Detect Secret Doors	Divination	Bard, Sorcerer, Wizard	Reveals hidden doors within 60 ft.
Detect Snarcs And	Divination	Druid, Ranger	Reveals natural or primitive traps

LEVEL 2 (90 SPELLS)

SPELL	SCHOOL	CLASSES	DESCRIPTION
Acid Arrow	Conjuration (creation)	Sorcerer, Wizard	Ranged touch attack; 2d4 damage for 1 round + 1 round/3 levels.
Aid	Enchantment (compulsion)	Cleric	+1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
Align Weapon	Transmutation	Cleric	Weapon becomes good, evil, lawful, or chaotic.
Alter Self	Transmutation (polymorph)	Bard, Sorcerer, Wizard	Assume form of a Small or Medium humanoid.
Animal Trance	Enchantment (compulsion)	Bard, Druid	Fascinates 2d6 HD of animals.
Arcane Lock	Abjuration	Sorcerer, Wizard	Magically locks a portal or chest.
Augury	Divination	Cleric	Learns whether an action will be good or bad.
Barkskin	Transmutation	Druid, Ranger	Grants +2 (or higher) enhancement to natural armor.
Bear's Endurance	Transmutation	Cleric, Druid, Ranger, Sorcerer, Wizard	Subject gains +4 to Con for 1 min./level.
Blindness/Deafness	Necromancy	Bard, Sorcerer, Wizard	Makes subject blind or deaf.
Blur	Illusion (glamer)	Bard, Sorcerer, Wizard	Attacks miss subject 20% of the time.
Bull's Strength	Transmutation	Cleric, Druid, Paladin, Sorcerer, Wizard	Subject gains +4 to Str for 1 min./level.
Calm Emotions	Enchantment (compulsion)	Bard, Cleric	Calms creatures, negating emotion effects.
Cat's Grace	Transmutation	Bard, Druid, Ranger, Sorcerer, Wizard	Subject gains +4 to Dex for 1 min./level.
Chill Metal	Transmutation	Druid	Cold metal damages those who touch it.
Command Undead	Necromancy	Sorcerer, Wizard	Undead creature obeys your commands.
Consecrate	Evocation	Cleric	Fills area with positive energy, weakening undead.
Continual Flame	Evocation	Sorcerer, Wizard	Makes a permanent, heatless light.
Cure Moderate Wounds	Conjuration (healing)	Bard, Cleric	Cures 2d8 damage +1/level (max. +10).
Darkness	Evocation	Bard, Cleric, Sorcerer, Wizard	20-ft. radius of supernatural shadow.
Darkvision	Transmutation	Sorcerer, Wizard	See 60 ft. in total darkness.
Desecrate	Evocation	Cleric	Fills area with negative energy; aids undead.
Detect Thoughts	Divination	Bard, Sorcerer, Wizard	Allows "listening" to surface thoughts.
Eagle's Splendor	Transmutation	Bard, Cleric, Paladin, Sorcerer, Wizard	Subject gains +4 to Cha for 1 min./level.
Enthrall	Enchantment (charm)	Bard, Cleric	Captivates all within 100 ft. + 10 ft./level.
False Life	Necromancy	Sorcerer, Wizard	Gain 1d10 temporary hp + 1/level (max +10).
Find Traps	Divination	Cleric	Notice traps as a rogue does.
Fire Trap	Abjuration	Druid	Opened object deals 1d4 damage +1/level.
Flame Blade	Evocation	Druid	Touch attack deals 1d8 + 1/two levels damage.
Flaming Sphere	Evocation	Druid, Sorcerer, Wizard	Ball of fire deals 3d6 fire damage.
Fog Cloud	Conjuration (creation)	Druid, Sorcerer, Wizard	Fog obscures vision.
Fox's Cunning	Transmutation	Bard, Sorcerer, Wizard	Subject gains +4 to Int for 1 min./level.
Gentle Repose	Necromancy	Cleric	Preserves one corpse.

LEVEL 3 (90 SPELLS)

SPELL	SCHOOL	CLASSES	DESCRIPTION
Animate Dead	Necromancy	Cleric	Creates undead skeletons and zombies.
Arcane Sight	Divination	Sorcerer, Wizard	Magical auras become visible to you.
Beast Shape I	Transmutation (polymorph)	Sorcerer, Wizard	You take the form and some of the powers of a Small or Medium animal.
Bestow Curse	Necromancy	Cleric	-6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance ...
Black Tentacles	Conjuration (creation)	Summoner	Tentacles grapple all creatures within a 20-ft. spread.
Blink	Transmutation	Bard, Sorcerer, Wizard	You randomly vanish and reappear for 1 round per level.
Call Lightning	Evocation	Druid	Calls down lightning bolts (3d6 per bolt) from sky.
Charm Monster	Enchantment (charm)	Bard	Makes monster believe it is your ally.
Clairaudience/Clairvoyance	Divination (scrying)	Bard, Sorcerer, Wizard	Hear or see at a distance for 1 min./level.
Command Plants	Transmutation	Ranger	Sway the actions of plant creatures.
Confusion	Enchantment (compulsion)	Bard	Subjects behave oddly for 1 round/level.
Contagion	Necromancy	Cleric, Druid	Infects subject with chosen disease.
Create Food And Water	Conjuration (creation)	Cleric	Feeds three humans (or one horse)/level.
Crushing Despair	Enchantment (compulsion)	Bard	Subjects take -2 on attack rolls, damage rolls, saves, and checks.
Cure Serious Wounds	Conjuration (healing)	Bard, Cleric	Cures 3d8 damage + 1/level (max +15).
Daylight	Evocation	Bard, Cleric, Druid, Paladin, Sorcerer, Wizard	60-ft. radius of bright light.
Deep Slumber	Enchantment (compulsion)	Bard, Sorcerer, Wizard	Puts 10 HD of creatures to sleep.
Deeper Darkness	Evocation	Cleric	Object sheds shadows in 60-ft. radius.
Dimension Door	Conjuration (teleportation)	Summoner	Teleports you a short distance.
Dimensional Anchor	Abjuration	Inquisitor, Summoner	Bars extradimensional movement.
Diminish Plants	Transmutation	Druid, Ranger	Reduces size or blights growth of normal plants.
Discern Lies	Divination	Paladin	Reveals deliberate falsehoods.
Dispel Magic	Abjuration	Bard, Cleric, Paladin, Sorcerer, Wizard	Cancels one magical spell or effect.
Displacement	Illusion (glamer)	Bard, Sorcerer, Wizard	Attacks miss subject 50% of the time.
Dominate Animal	Enchantment (compulsion)	Druid	One animal obeys your silent mental commands and orders.
Enlarge Person, Mass	Transmutation	Summoner	1 humanoid creature/level doubles in size.
Explosive Runes	Abjuration	Sorcerer, Wizard	Deals 6d6 damage when read.
Fear	Necromancy	Bard	Subjects within cone flee for 1 round/level.
Fire Shield	Evocation	Summoner	Creatures attacking you take fire damage; you're protected from heat or cold.
Fireball	Evocation	Sorcerer, Wizard	1d6 fire damage per level, 20-ft. radius.
Flame Arrow	Transmutation	Sorcerer, Wizard	Arrows deal +1d6 fire damage.
Flame Blade	Transmutation	Sorcerer, Wizard	Subject fills with fire, deals 100 ft

LEVEL 4 (77 SPELLS)

SPELL	SCHOOL	CLASSES	DESCRIPTION
Air Walk	Transmutation	Cleric, Druid	Subject treads on air as if solid (climb or descend at 45-degree angle).
Animal Growth	Transmutation	Ranger	One animal doubles in size.
Antiplant Shell	Abjuration	Druid	Keeps animated plants at bay.
Arcane Eye	Divination (scrying)	Sorcerer, Wizard	Invisible floating eye moves 30 ft./round.
Baleful Polymorph	Transmutation (polymorph)	Summoner	Turns subject into harmless animal.
Bear's Endurance, Mass	Transmutation	Summoner	As bear's endurance, affects one subject/level.
Beast Shape II	Transmutation (polymorph)	Sorcerer, Wizard	You take the form and some of the powers of a Tiny or Large animal.
Blight	Necromancy	Druid	Withers one plant or deals 1d6/level damage to plant creature.
Break Enchantment	Abjuration	Bard, Paladin	Frees subjects from enchantments, transmutations, and curses.
Bull's Strength, Mass	Transmutation	Summoner	As bull's strength, affects 1 subject per level.
Cat's Grace, Mass	Transmutation	Summoner	As cat's grace, affects 1 subject/level.
Chaos Hammer	Evocation	Cleric	Harms and slows lawful creatures (1d8 damage/2 levels).
Commune With Nature	Divination	Ranger	Learn about terrain for 1 mile/level.
Contact Other Plane	Divination	Summoner	Lets you ask question of extraplanar entity.
Control Water	Transmutation	Cleric, Druid	Raises or lowers bodies of water.
Cure Critical Wounds	Conjuration (healing)	Bard, Cleric	Cures 4d8 damage + 1/level (max +20).
Death Ward	Necromancy	Cleric, Paladin	Grants bonuses against death spells and negative energy.
Detect Scrying	Divination	Bard, Sorcerer, Wizard	Alerts you to magical eavesdropping
Dismissal	Abjuration	Cleric	Forces a creature to return to its native plane.
Dispel Chaos	Abjuration	Paladin	+4 bonus against attacks by chaotic creatures.
Dispel Evil	Abjuration	Paladin	+4 bonus against attacks by evil creatures.
Dispel Good	Abjuration	Antipaladin	+4 against attacks by good creatures.
Dispel Law	Abjuration	Antipaladin	+4 against attacks by lawful creatures.
Divination	Divination	Cleric	Provides useful advice for specific proposed actions.
Divine Power	Evocation	Cleric	You gain attack bonuses and 1 hp/level.
Dominate Person	Enchantment (compulsion)	Bard	Controls humanoid telepathically.
Eagle's Splendor, Mass	Transmutation	Summoner	As eagle's splendor, 1 subject/level.
Elemental Body I	Transmutation (polymorph)	Sorcerer, Wizard	Turns you into a Small elemental.
Enervation	Necromancy	Sorcerer, Wizard	Subject gains 1d4 negative levels.
Flame Strike	Evocation	Druid	Smites foes with divine fire (1d6/level damage).
Fox's Cunning, Mass	Transmutation	Summoner	As fox's cunning, affects 1 subject/ level.
Freedom Of Movement	Abjuration	Bard, Cleric, Druid, Ranger	Subject moves normally despite impediments to movement.
Giant Vermin	Transmutation	Cleric, Druid	Turns centipedes, scorpions, or spiders into giant vermin.

LEVEL 5 (68 SPELLS)

SPELL	SCHOOL	CLASSES	DESCRIPTION
Atonement	Abjuration	Cleric, Druid	Removes burden of misdeeds from subject.
Awaken	Transmutation	Druid	Animal or tree gains human intellect.
Banishment	Abjuration	Inquisitor, Summoner	Banishes 2 HD/level of extraplanar creatures.
Beast Shape III	Transmutation (polymorph)	Sorcerer, Wizard	You take the form of a Diminutive or Huge animal, or Small or Medium magical ...
Breath Of Life	Conjuration (healing)	Cleric	Cures 5d8 damage + 1/level and restores life to recently slain creatures.
Call Lightning Storm	Evocation	Druid	As call lightning, but 5d6 damage per bolt.
Cloudkill	Conjuration (creation)	Sorcerer, Wizard	Kills 3 HD or less; 4-6 HD save or die; 6+ HD take Con damage.
Command, Greater	Enchantment (compulsion)	Cleric	As command, but affects one subject/level.
Commune	Divination	Cleric	Deity answers one yes-or-no question/level.
Cone Of Cold	Evocation	Sorcerer, Wizard	1d6/level cold damage.
Control Winds	Transmutation	Druid	Changes wind direction and speed.
Creeping Doom	Conjuration (summoning)	Summoner	Swarms of centipedes attack at your command.
Cure Light Wounds, Mass	Conjuration (healing)	Bard, Cleric	Cures 1d8 damage + 1/level, affects 1 subject/level.
Dispel Magic, Greater	Abjuration	Bard	As dispel magic, but with multiple targets.
Disrupting Weapon	Transmutation	Cleric	Melee weapon destroys undead.
Dream	Illusion (phantasm)	Bard, Sorcerer, Wizard	Sends message to anyone sleeping.
Elemental Body II	Transmutation (polymorph)	Sorcerer, Wizard	You become a Medium elemental.
Ethereal Jaunt	Transmutation	Summoner	You become ethereal for 1 round/level.
Fabricate	Transmutation	Sorcerer, Wizard	Transforms raw materials into finished items.
False Vision	Illusion (glamer)	Bard, Sorcerer, Wizard	Fools scrying with an illusion.
Feeblemind	Enchantment (compulsion)	Sorcerer, Wizard	Subject's Int and Cha drop to 1.
Geas/Quest	Enchantment (compulsion)	Inquisitor	As lesser geas, but affects any creature.
Hallow	Evocation	Cleric, Druid	Designates location as holy.
Heal	Conjuration (healing)	Adept	Cures 10 points/level damage, all diseases and mental conditions.
Heroism, Greater	Enchantment (compulsion)	Bard	Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; tempor...
Inflict Light Wounds, Mass	Necromancy	Cleric	Deals 1d8 damage + 1/level, affects 1 subject/level.
Interposing Hand	Evocation	Sorcerer, Wizard	Hand provides cover against 1 opponent.
Invisibility, Mass	Illusion (glamer)	Summoner	As invisibility, but affects all in range.
Mage's Private Sanctum	Abjuration	Sorcerer, Wizard	Prevents anyone from viewing or scrying an area for 24 hours.
Mind Fog	Enchantment (compulsion)	Bard, Sorcerer, Wizard	Subjects in fog get -10 to Wis and Will checks.

LEVEL 6 (74 SPELLS)

SPELL	SCHOOL	CLASSES	DESCRIPTION
Acid Fog	Conjuration (creation)	Sorcerer, Wizard	Fog deals acid damage.
Analyze Dweomer	Divination	Bard, Sorcerer, Wizard	Reveals magical aspects of subject.
Animate Objects	Transmutation	Bard, Cleric	Objects attack your foes.
Antilife Shell	Abjuration	Cleric, Druid	10-ft.-radius field hedges out living creatures.
Antimagic Field	Abjuration	Sorcerer, Wizard	Negates magic within 10 ft.
Antipathy	Enchantment (compulsion)	Summoner	Object or location affected by spell repels certain creatures.
Beast Shape IV	Transmutation (polymorph)	Sorcerer, Wizard	You take the form of a Diminutive to Huge animal or a Tiny to Large magical b...
Binding	Enchantment (compulsion)	Summoner	Utilizes an array of techniques to imprison a creature.
Blade Barrier	Evocation	Cleric	Wall of blades deals 1d6/level damage.
Blasphemy	Evocation	Inquisitor	Kills, paralyzes, weakens, or dazes nonevil subjects.
Chain Lightning	Evocation	Sorcerer, Wizard	1d6/level damage, 1 more bolt/level.
Charm Monster, Mass	Enchantment (charm)	Bard	As charm monster, but all within 30 ft.
Circle Of Death	Necromancy	Sorcerer, Wizard	Kills 1d4/level HD of creatures.
Contingency	Evocation	Sorcerer, Wizard	Sets trigger condition for another spell.
Create Undead	Necromancy	Cleric, Sorcerer, Wizard	Raises ghouls, ghastrs, mummies, or mohrgs from physical remains.
Cure Moderate Wounds, Mass	Conjuration (healing)	Bard, Cleric	Cures 2d8 damage + 1/level, affects 1 subject/level.
Dictum	Evocation	Inquisitor	Kills, paralyzes, staggers, or deafens nonlawful targets.
Dimensional Lock	Abjuration	Summoner	Teleportation and interplanar travel blocked for 1 day/level.
Discern Location	Divination	Summoner	Reveals exact location of creature or object.
Disintegrate	Transmutation	Sorcerer, Wizard	Reduces one creature or object to dust.
Dominate Monster	Enchantment (compulsion)	Summoner	As dominate person, but any creature.
Elemental Body III	Transmutation (polymorph)	Sorcerer, Wizard	Turns you into a Large elemental.
Eyebite	Necromancy	Bard, Sorcerer, Wizard	Target becomes panicked, sickened, and comatose.
Find The Path	Divination	Bard, Cleric, Druid	Shows most direct way to a location.
Fire Seeds	Conjuration (creation)	Druid	Acorns and berries become grenades and bombs.
Flesh To Stone	Transmutation	Sorcerer, Wizard	Turns subject creature into statue.
Forbiddance	Abjuration	Cleric	Blocks planar travel, damages creatures of different alignment.
Forceful Hand	Evocation	Sorcerer, Wizard	Hand pushes creatures away.
Form Of The Dragon I	Transmutation (polymorph)	Sorcerer, Wizard	Turns you into a Medium dragon.
Freezing Sphere	Evocation	Sorcerer, Wizard	Freezes water or deals cold damage.
Giant Form I	Transmutation (polymorph)	Alchemist	Turns you into a Large giant.
Globe Of Invulnerability	Abjuration	Sorcerer, Wizard	As lesser globe of invulnerability, plus 4th-level spell

LEVEL 7 (40 SPELLS)

SPELL	SCHOOL	CLASSES	DESCRIPTION
Animate Plants	Transmutation	Druid	One or more plants animate and fight for you.
Arcane Sight, Greater	Divination	Sorcerer, Wizard	As arcane sight, but also reveals magic effects on creatures and objects.
Changestaff	Transmutation	Druid	Your staff becomes a treant on command.
Control Undead	Necromancy	Sorcerer, Wizard	Undead don't attack you while under your command.
Control Weather	Transmutation	Cleric, Druid, Sorcerer, Wizard	Changes weather in local area.
Cure Serious Wounds, Mass	Conjuration (healing)	Cleric	Cures 3d8 damage + 1/level, affects 1 subject/level.
Delayed Blast Fireball	Evocation	Sorcerer, Wizard	1d6/level fire damage; you can postpone blast for up to 5 rounds.
Destruction	Necromancy	Cleric	Kills subject and destroys remains.
Elemental Body IV	Transmutation (polymorph)	Sorcerer, Wizard	Turns you into a Huge elemental.
Finger Of Death	Necromancy	Sorcerer, Wizard	Deals 10 damage/level to one subject.
Fire Storm	Evocation	Druid	Deals 1d6/level fire damage.
Forcecage	Evocation	Sorcerer, Wizard	Cube or cage of force imprisons all inside.
Form Of The Dragon II	Transmutation (polymorph)	Sorcerer, Wizard	Turns you into a Large dragon.
Grasping Hand	Evocation	Sorcerer, Wizard	Hand provides cover, pushes, or grapples.
Hold Person, Mass	Enchantment (compulsion)	Sorcerer, Wizard	As hold person, but all within 30 ft.
Inflict Serious Wounds, Mass	Necromancy	Cleric	Deals 3d8 damage + 1/level, affects 1 subject/level.
Insanity	Enchantment (compulsion)	Sorcerer, Wizard	Subject suffers continuous confusion.
Instant Summons	Conjuration (summoning)	Sorcerer, Wizard	Prepared object appears in your hand.
Limited Wish	Universal	Sorcerer, Wizard	Alters reality (within limits).
Mage's Magnificent Mansion	Conjuration (creation)	Sorcerer, Wizard	Door leads to extradimensional mansion.
Mage's Sword	Evocation	Sorcerer, Wizard	Floating magic blade strikes opponents.
Phase Door	Conjuration (creation)	Sorcerer, Wizard	Creates an invisible passage through a barrier.
Plant Shape III	Transmutation (polymorph)	Sorcerer, Wizard	Turns you into a Huge plant.
Polymorph, Greater	Transmutation (polymorph)	Sorcerer, Wizard	Gives one willing subject a new, more powerful form.
Power Word Blind	Enchantment (compulsion)	Sorcerer, Wizard	Blinds creature with 200 hp or less.
Prismatic Spray	Evocation	Sorcerer, Wizard	Rays hit subjects with variety of effects.
Refuge	Conjuration (teleportation)	Cleric	Alters item to transport its possessor to your abode.
Regenerate	Conjuration (healing)	Cleric	Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
Restoration, Greater	Conjuration (healing)	Cleric	As restoration, plus restores all levels and ability scores.
Resurrection	Conjuration (healing)	Cleric	Fully restore dead subject.

LEVEL 8 (38 SPELLS)

SPELL	SCHOOL	CLASSES	DESCRIPTION
Animal Shapes	Transmutation (polymorph)	Druid	One ally/level polymorphs into chosen animal.
Clenched Fist	Evocation	Sorcerer, Wizard	Large hand provides cover, pushes, or attacks your foes.
Cloak Of Chaos	Abjuration	Cleric	+4 to AC, +4 resistance, and SR 25 against lawful spells.
Clone	Necromancy	Sorcerer, Wizard	Duplicate awakens when original dies.
Control Plants	Transmutation	Druid	Controls actions of one or more plant creatures.
Create Greater Undead	Necromancy	Cleric, Sorcerer, Wizard	Creates shadows, wraiths, spectres, or devourers.
Cure Critical Wounds, Mass	Conjuration (healing)	Cleric	Cures 4d8 damage + 1/level for many creatures.
Demand	Enchantment (compulsion)	Sorcerer, Wizard	As sending, plus you can send suggestion.
Earthquake	Evocation	Cleric, Druid	Intense tremor shakes 80-ft.-radius.
Form Of The Dragon III	Transmutation (polymorph)	Sorcerer, Wizard	Turns you into a Huge dragon.
Giant Form II	Transmutation (polymorph)	Sorcerer, Wizard	Turns you into a Huge giant.
Holy Aura	Abjuration	Cleric	+4 to AC, +4 resistance, and SR 25 against evil spells.
Horrid Wilting	Necromancy	Sorcerer, Wizard	Deals 1d6/level damage within 30 ft.
Inflict Critical Wounds, Mass	Necromancy	Cleric	Deals 4d8 damage + 1/level, affects 1 subject/level.
Iron Body	Transmutation	Sorcerer, Wizard	Your body becomes living iron.
Mind Blank	Abjuration	Sorcerer, Wizard	Subject is protected from mental/emotional magic and scrying.
Moment Of Prescience	Divination	Sorcerer, Wizard	You gain +1/level insight bonus on single attack roll, check, or save.
Planar Ally, Greater	Conjuration (calling)	Cleric	As lesser planar ally, but up to 18 HD.
Polar Ray	Evocation	Sorcerer, Wizard	Ranged touch attack deals 1d6/level cold damage and 1d4 points of Dexterity d...
Polymorph Any Object	Transmutation (polymorph)	Sorcerer, Wizard	Changes a subject into anything else.
Power Word Stun	Enchantment (compulsion)	Sorcerer, Wizard	Stuns creature with 150 hp or less.
Prismatic Wall	Abjuration	Sorcerer, Wizard	Wall's colors have array of effects.
Prying Eyes, Greater	Divination	Sorcerer, Wizard	As prying eyes, but eyes have true seeing.
Repel Metal Or Stone	Abjuration	Druid	Pushes away metal and stone.
Scintillating Pattern	Illusion (pattern)	Sorcerer, Wizard	Twisting colors confuse, stun, or render unconscious.
Screen	Illusion (glamer)	Sorcerer, Wizard	Illusion hides area from vision and scrying.
Shadow Evocation, Greater	Illusion (shadow)	Sorcerer, Wizard	As shadow evocation, but up to 7th level and 60% real.
Shield Of Law	Abjuration	Cleric	+4 to AC, +4 resistance, and SR 25 against chaotic spells.
Spell Immunity, Greater	Abjuration	Cleric	As spell immunity, but up to 8th-level spells.
Summon Nature's Ally VIII	Conjuration (summoning)	Druid	Summons creature to fight.
Sunburst	Evocation	Druid, Sorcerer, Wizard	Blinds all within 10 ft., deals 6d6 damage.

LEVEL 9 (29 SPELLS)

SPELL	SCHOOL	CLASSES	DESCRIPTION
Astral Projection	Necromancy	Cleric, Sorcerer, Wizard	Projects you and companions onto Astral Plane.
Crushing Hand	Evocation	Sorcerer, Wizard	Large hand provides cover, pushes, or crushes your foes.
Elemental Swarm	Conjuration (summoning)	Druid	Summons multiple elementals.
Energy Drain	Necromancy	Cleric, Sorcerer, Wizard	Subject gains 2d4 negative levels.
Etherealness	Transmutation	Cleric, Sorcerer, Wizard	Travel to Ethereal Plane with companions.
Foresight	Divination	Druid, Sorcerer, Wizard	"Sixth sense" warns of impending danger.
Freedom	Abjuration	Sorcerer, Wizard	Releases creature from imprisonment.
Gate	Conjuration (creation, calling)	Cleric, Sorcerer, Wizard	Connects two planes for travel or summoning.
Heal, Mass	Conjuration (healing)	Cleric	As heal, but affects 1 subject/level.
Hold Monster, Mass	Enchantment (compulsion)	Sorcerer, Wizard	As hold monster, but all within 30 ft.
Implosion	Evocation	Cleric	Inflct 10 damage/level to one creature/round.
Imprisonment	Abjuration	Sorcerer, Wizard	Entombs subject beneath the earth.
Mage's Disjunction	Abjuration	Sorcerer, Wizard	Dispels magic, disenchant's magic items.
Meteor Swarm	Evocation	Sorcerer, Wizard	Four meteors each deal 6d6 fire damage.
Miracle	Evocation	Cleric	Requests a deity's intercession.
Power Word Kill	Enchantment (compulsion)	Sorcerer, Wizard	Kills one creature with 100 hp or less.
Prismatic Sphere	Abjuration	Sorcerer, Wizard	As prismatic wall, but surrounds on all sides.
Shades	Illusion (shadow)	Sorcerer, Wizard	As shadow conjuration, but up to 8th level and 80% real.
Shambler	Conjuration (creation)	Druid	Creates 1d4+2 shambling mounds to fight for you.
Shapechange	Transmutation (polymorph)	Druid, Sorcerer, Wizard	Transforms you into certain creatures, and lets you change forms once per round.
Soul Bind	Necromancy	Cleric, Sorcerer, Wizard	Traps newly dead soul to prevent resurrection.
Storm Of Vengeance	Conjuration (summoning)	Cleric, Druid	Storm rains acid, lightning, and hail.
Summon Monster IX	Conjuration (summoning)	Cleric, Sorcerer, Wizard	Summons extraplanar creature to fight for you.
Summon Nature's Ally IX	Conjuration (summoning)	Druid	Summons creature to fight.
Time Stop	Transmutation	Sorcerer, Wizard	You act freely for 1d4+1 rounds.
True Resurrection	Conjuration (healing)	Cleric	As resurrection, plus remains aren't needed.
Wail Of The Banshee	Necromancy	Sorcerer, Wizard	Deals 10 damage/level to 1 creature/level.
Weird	Illusion (phantasm)	Sorcerer, Wizard	As phantasmal killer, but affects all within 30 ft.
Wish	Universal	Sorcerer, Wizard	As limited wish, but with fewer limits.

WEALTH, MONEY & SPECIAL MATERIALS

This page covers coinage, starting wealth, and the special materials (adamantine, cold iron, darkwood, dragonhide, mithral, alchemical silver) used to craft superior weapons and armor. See Weapons, Armor, and Goods & Services for the full equipment catalog.

WEALTH AND MONEY

Each character begins play with a number of gold pieces that he can spend on weapons, armor, and other equipment. As a character adventures, he accumulates more wealth that can be spent on better gear and magic items. Table: Starting Character Wealth lists the starting gold piece values by class. In addition, each character begins play with an outfit worth 10 gp or less. For characters above 1st level, see Table: Character Wealth by Level.

TABLE: STARTING CHARACTER WEALTH

CLASS	STARTING WEALTH	AVERAGE
Barbarian	3d6 × 10 gp	105 gp
Bard	3d6 × 10 gp	105 gp
Cleric	4d6 × 10 gp	140 gp
Druid	2d6 × 10 gp	70 gp
Fighter	5d6 × 10 gp	175 gp
Monk	1d6 × 10 gp	35 gp
Paladin	5d6 × 10 gp	175 gp
Ranger	5d6 × 10 gp	175 gp
Rogue	4d6 × 10 gp	140 gp
Sorcerer	2d6 × 10 gp	70 gp
Wizard	2d6 × 10 gp	70 gp

COINS

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces (sp). 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 (50 to the pound).

Table: 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

OTHER WEALTH

Merchants commonly exchange trade goods without using currency. As a means of comparison, some trade goods are detailed on Table: Trade Goods.

Table: 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

SELLING TREASURE

In general, a character can sell something for half its listed price, including weapons, armor, gear, and magic items. This also includes character-created items.

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.

SPECIAL MATERIALS

Weapons and armor can be crafted using materials that possess innate special properties. If you make a suit of armor or weapon out of more than one special material, you get the benefit of only the most prevalent material. However, you can build a double weapon with each head made of a different special material.

Each of the special materials described below has a definite game effect. Some creatures have damage reduction making them resistant to all but a special type of damage, such as that dealt by evil-aligned weapons or bludgeoning weapons. Others are vulnerable to weapons of a particular material. Characters may choose to carry several different types of weapons, depending upon the types of creatures they most commonly encounter.

ADAMANTINE

Mined from rocks that fell from the heavens, this ultrahard metal adds to the quality of a weapon or suit of armor. Weapons fashioned from adamantine have a natural ability to bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 20 (see Additional Rules). Armor made from adamantine grants its wearer damage reduction of 1/— if it's light armor, 2/— if it's medium armor, and 3/— if it's heavy armor. Adamantine is so costly that weapons and armor made from it are always of masterwork quality; the masterwork cost is included in the prices given below. Thus, adamantine weapons and ammunition have a +1 enhancement bonus on attack rolls, and the armor check penalty of adamantine armor is lessened by 1 compared to ordinary armor of its type. Items without metal parts cannot be made from adamantine. An arrow could be made of adamantine, but a quarterstaff could not.

Weapons and armor normally made of steel that are made of adamantine have one-third more hit points than normal. Adamantine has 40 hit points per inch of thickness and hardness 20.

Type of Adamantine Item

TYPE OF ADAMANTINE ITEM	ITEM COST MODIFIER
Ammunition	+60 gp per missile
Light armor	+5,000 gp
Medium armor	+10,000 gp
Heavy armor	+15,000 gp
Weapon	+3,000 gp

DARKWOOD

This rare magic wood is as hard as normal wood but very light. Any wooden or mostly wooden item (such as a bow or spear) made from darkwood is considered a masterwork item and weighs only half as much as a normal wooden item of that type. Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from darkwood or do not gain any special benefit from being made of darkwood. The armor check penalty of a darkwood shield is lessened by 2 compared to an ordinary shield of its type. To determine the price of a darkwood item, use the original weight but add 10 gp per pound to the price of a masterwork version of that item.

Darkwood has 10 hit points per inch of thickness and hardness 5.

DRAGONHIDE

Armorsmiths can work with the hides of dragons to produce armor or shields of masterwork quality. One dragon produces enough hide for a single suit of masterwork hide armor for a creature one size category smaller than the dragon. By selecting only choice scales and bits of hide, an armorsmith can produce one suit of masterwork banded mail for a creature two sizes smaller, one suit of masterwork half-plate for a creature three sizes smaller, or one masterwork breastplate or suit of full plate for a creature four sizes smaller. In each case, enough hide is available to produce a light or heavy masterwork shield in addition to the armor, provided that the dragon is Large or larger. If the dragonhide comes from a dragon that had immunity to an energy type, the armor is also immune to that energy type, although this does not confer any protection to the wearer. If the armor or shield is later given the ability to protect the wearer against that energy type, the cost to add such protection is reduced by 25%.

Because dragonhide armor isn't made of metal, druids can wear it without penalty.

Dragonhide armor costs twice as much as masterwork armor of that type, but it takes no longer to make than ordinary armor of that type (double all Craft results).

Dragonhide has 10 hit points per inch of thickness and hardness 10. The hide of a dragon is typically between 1/2 inch and 1 inch thick.

IRON, COLD

This iron, mined deep underground and known for its effectiveness against demons and fey creatures, is forged at a lower temperature to preserve its delicate properties. Weapons made of cold iron cost twice as much to make as their normal counterparts. Also, adding any magical enhancements to a cold iron weapon increases its price by 2,000 gp. This increase is applied the first time the item is enhanced, not once per ability added.

Items without metal parts cannot be made from cold iron. An arrow could be made of cold iron, but a quarterstaff could not. A double weapon with one cold iron half costs 50% more than normal.

Cold iron has 30 hit points per inch of thickness and hardness 10.

MITHRAL

Mithral is a very rare silvery, glistening metal that is lighter than steel but just as hard. When worked like steel, it becomes a wonderful material from which to create armor, and is occasionally used for other items as well. Most mithral armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. This decrease does not apply to proficiency in wearing the armor. A character wearing mithral full plate must be proficient in wearing heavy armor to avoid adding the armor's check penalty to all his attack rolls and skill checks that involve moving. Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonuses are increased by 2, and armor check penalties are decreased by 3 (to a minimum of 0).

An item made from mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of mithral. (A longsword can be a mithral weapon, while a quarterstaff cannot.) Mithral weapons count as silver for the purpose of overcoming damage reduction.

Weapons or armors fashioned from mithral are always masterwork items as well; the masterwork cost is included in the prices given below.

Mithral has 30 hit points per inch of thickness and hardness 15.

Type of Mithral Item

TYPE OF MITHRAL ITEM	ITEM COST MODIFIER
Light armor	+1,000 gp
Medium armor	+4,000 gp
Heavy armor	+9,000 gp
Shield	+1,000 gp
Other items	+500 gp/lb.

SILVER, ALCHEMICAL

A complex process involving metallurgy and alchemy can bond silver to a weapon made of steel so that it bypasses the damage reduction of creatures such as lycanthropes.

On a successful attack with a silvered slashing or piercing weapon, the wielder takes a -1 penalty on the damage roll (with a minimum of 1 point of damage). The alchemical silvering process can't be applied to nonmetal items, and it doesn't work on rare metals such as adamantine, cold iron, and mithral.

Alchemical silver has 10 hit points per inch of thickness and hardness 8.

Type of Alchemical Silver Item

TYPE OF ALCHEMICAL SILVER ITEM	ITEM COST MODIFIER
Ammunition	+2 gp
Light weapon	+20 gp
One-handed weapon, or one head of a double weapon	+90 gp
Two-handed weapon, or both heads of a double weapon	+180 gp

WEAPONS

This page covers weapon categories, proficiency, weapon qualities, and the full catalog of weapon descriptions. See [Wealth, Money & Special Materials](#) for currency and crafting materials, [Armor](#) for armor and shields, and [Goods & Services](#) for adventuring gear.

WEAPONS

From the common longsword to the exotic dwarven urgrosh, weapons come in a wide variety of shapes and sizes.

All weapons deal hit point damage. This damage is subtracted from the current hit points of any creature struck by the weapon. When the result of the die roll to make an attack is a natural 20 (that is, the die actually shows a 20), this is known as a critical threat (although some weapons can score a critical threat on a roll of less than 20). If a critical threat is scored, another attack roll is made, using the same modifiers as the original attack roll. If this second attack roll is equal or greater than the target's AC, the hit becomes a critical hit, dealing additional damage.

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, 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 simple weapons and possibly some martial or even exotic weapons. All characters are proficient with unarmed strikes and any natural weapons possessed by their race. A character who uses a weapon with which he is not proficient takes a -4 penalty on attack rolls.

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, longspears, ranseurs, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him. Most reach weapons 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 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 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 column on Table: Weapons), and 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

Blowguns, light crossbows, slings, heavy crossbows, shortbows, composite shortbows, longbows, composite longbows, halfling sling staves, 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 or longbow, or a sling. If the character has a penalty for low Strength, apply it to damage rolls when he uses a bow or a sling.

Ammunition

Projectile weapons use ammunition: arrows (for bows), bolts (for crossbows), darts (for blowguns), or sling bullets (for slings and halfling sling staves). When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading (as noted in their descriptions). Generally speaking, ammunition that hits its target is destroyed or rendered useless, while 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, 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 used in one hand. It is easier to use in one's off hand than a one-handed weapon is, and can be used while grappling (see Combat). Add the wielder's Strength modifier to damage rolls for melee attacks with a light weapon if it's used in the primary hand, or 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 1/2 his Strength bonus if it's used in the off hand. If a one-handed weapon is wielded with two hands during melee combat, add 1-1/2 times the character's Strength bonus to damage rolls.

Two-Handed

Two hands are required to use a two-handed melee weapon effectively. Apply 1-1/2 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. For example, a Small creature would wield a Medium one-handed weapon as a two-handed weapon. 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 an improvised weapon 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 Table: Weapons).

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, such as a scabbard or quiver.

This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

Dmg

These 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. Table: Tiny and Large Weapon Damage gives weapon damage values for Tiny and Large weapons.

Table: 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.

Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

× 2 The weapon deals double damage on a critical hit.

× 3 The weapon deals triple damage on a critical hit.

× 3/× 4 One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.

× 4 The weapon deals quadruple damage on a critical hit.

19-20/× 2 The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit.

18-20/× 2 The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just 20) and deals double damage on a critical hit.

Range

Any attack at more than this distance is penalized for range. Beyond this range, the attack takes a cumulative -2 penalty for each full range increment (or fraction thereof) of distance to the target. For example, a dagger (with a range of 10 feet) thrown at a target that is 25 feet away would incur a -4 penalty. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot to 10 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. Some weapons have a special weight. See the weapon's description for details.

Type

Weapons are classified according to the type of damage they deal: B for bludgeoning, P for piercing, or S for 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 causes two types of damage, the type it deals is not half one type and half another; all damage caused is of both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage caused by such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation where 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 in addition to those noted in their descriptions.

Brace

If you use a readied action to set a brace weapon against a charge, you deal double damage on a successful hit against a charging character (see Combat).

Disarm

When you use a disarm weapon, you get a +2 bonus on Combat Maneuver Checks to disarm an enemy.

Double

You can use a double weapon to fight 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. You can choose to wield one end of a double weapon two-handed, but it cannot be used as a double weapon when wielded in this way—only one end of the weapon can be used in any given round.

Monk

A monk weapon can be used by a monk to perform a flurry of blows (see Classes).

Nonlethal

These weapons deal nonlethal damage (see Combat).

Reach

You use a reach weapon to strike opponents 10 feet away, but you can't use it against an adjacent foe.

Trip

You can use a trip weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

WEAPON DESCRIPTIONS

Table: Weapons

SIMPLE WEAPONS	COST	DMG (S)	DMG (M)	CRITICAL	RANGE	WEIGHT1	TYPE2	SPECIAL
<i>Unarmed Attacks</i>								
Gauntlet	2 gp	1d2	1d3	×2	–	1 lb.	B	–
Unarmed strike	–	1d2	1d3	×2	–	–	B	nonlethal
<i>Light Melee Weapons</i>								
Dagger	2 gp	1d3	1d4	19–20/ ×2	10 ft.	1 lb.	P or S	–
Dagger, punching	2 gp	1d3	1d4	×3	–	1 lb.	P	–
Gauntlet, spiked	5 gp	1d3	1d4	×2	–	1 lb.	P	–
Mace, light	5 gp	1d4	1d6	×2	–	4 lbs.	B	–
Sickle	6 gp	1d4	1d6	×2	–	2 lbs.	S	trip
<i>One-Handed Melee Weapons</i>								
Club	–	1d4	1d6	×2	10 ft.	3 lbs.	B	–
Mace, heavy	12 gp	1d6	1d8	×2	–	8 lbs.	B	–
Morningstar	8 gp	1d6	1d8	×2	–	6 lbs.	B and P	–
Shortspear	1 gp	1d4	1d6	×2	20 ft.	3 lbs.	P	–
<i>Two-Handed Melee Weapons</i>								
Longspear	5 gp	1d6	1d8	×3	–	9 lbs.	P	brace, reach
Quarterstaff	–	1d4/1d4	1d6/1d6	×2	–	4 lbs.	B	double, monk
Spear	2 gp	1d6	1d8	×3	20 ft.	6 lbs.	P	brace
<i>Ranged Weapons</i>								
Blowgun	2 gp	1	1d2	×2	20 ft.	1 lb.	P	–
Darts, blowgun (10)	5 sp	–	–	–	–	–	–	–
Crossbow, heavy	50 gp	1d8	1d10	19–20/ ×2	120 ft.	8 lbs.	P	–
Bolts, crossbow (10)	1 gp	–	–	–	–	1 lb.	–	–
Crossbow, light	35 gp	1d6	1d8	19–20/ ×2	80 ft.	4 lbs.	P	–
Bolts, crossbow (10)	1 gp	–	–	–	–	1 lb.	–	–
Dart	5 sp	1d3	1d4	×2	20 ft.	1/2 lb.	P	–
Javelin	1 gp	1d4	1d6	×2	30 ft.	2 lbs.	P	–
Sling	–	1d3	1d4	×2	50 ft.	–	B	–
Bullets, sling (10)	1 sp	–	–	–	–	5 lbs.	–	–
Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight1	Type2	Special
<i>Light Melee Weapons</i>								
Axe, throwing	8 gp	1d4	1d6	×2	10 ft.	2 lbs.	S	–
Hammer, light	1 gp	1d3	1d4	×2	20 ft.	2 lbs.	B	–
Handaxe	6 gp	1d4	1d6	×3	–	3 lbs.	S	–
Kukri	8 gp	1d3	1d4	18–20/ ×2	–	2 lbs.	S	–

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 ×2). Arrows come in a leather quiver that holds 20 arrows.

Axe, Orc Double

A cruel weapon with blades placed at opposite ends of a long haft, an orc double axe is a double weapon.

Battleaxe

The handle of this axe is long enough that you can wield it one-handed or two-handed. The head may have one blade or two, with blade shapes ranging from half-moons to squared edges like narrower versions of woodcutting axes. The wooden haft may be protected and strengthened with metal bands called langets.

Blowgun

Blowguns are generally used to deliver debilitating (but rarely fatal) poisons from a distance. They are nearly silent when fired. For a list of appropriate poisons, see Poison.

Blowgun Darts

The thin, light darts used in a blowgun are usually made of hardwood with a stabilizing fletching of down or fur. A dart is usually loaded from the back end just before firing.

Bolas

A bolas is a pair of weights, connected by a thin rope or cord. 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 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 ×2). Bolts come in a case or quiver that holds 10 bolts (or 5, for a repeating crossbow).

Bullets, Sling

Bullets are shaped metal balls, designed to be used by a sling or halfling sling staff. Bullets come in a leather pouch that holds 10 bullets.

Chain, Spiked

A spiked chain is about 4 feet in length, covered in wicked barbs. 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.

Club

This weapon is usually just a shaped piece of wood, sometimes with a few nails or studs embedded in it.

Crossbow, Hand

You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

Crossbow, Heavy

You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity.

Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a -4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with 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.

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 Heavy

The repeating crossbow (whether heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity.

You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

Crossbow, Repeating Light

The repeating crossbow (whether heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity.

You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

Curve Blade, Elven

Essentially a longer version of a scimitar, but with a thinner blade, the elven curve blade is exceptionally rare. You receive a +2 circumstance bonus to your Combat Maneuver Defense whenever a foe attempts to sunder your elven curve blade due to its flexible metal.

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an elven curve blade sized for you, even though it isn't a light weapon.

Dagger

A dagger has a blade that is about 1 foot in length. You get a +2 bonus on Sleight of Hand skill checks made to conceal a dagger on your body (see Using Skills).

Dagger, Punching

A punching dagger's blade is attached to a horizontal handle that projects out from the fist when held.

Dart

This thrown weapon is larger than an arrow and shorter than a javelin, with a weighted tip and a shorter range than a javelin. Most darts are wooden shafts with a thick metal point.

Falchion

This sword has one curved, sharp edge like a scimitar, with the back edge unsharpened and either flat or slightly curved. Its weight is greater toward the end, making it better for chopping rather than stabbing.

Flail

A flail consists of a spiked metal ball, connected to a handle by a sturdy chain.

Flail, Dire

A dire flail consists of two spheres of spiked iron dangling from chains at opposite ends of a long haft.

Flail, Heavy

Similar to a flail, a heavy flail has a larger metal ball and a longer handle.

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. Your opponent cannot use a disarm action to disarm you of gauntlets.

Gauntlet, Spiked

The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack. Your opponent cannot use a disarm action to disarm you of spiked gauntlets.

Glaive

A glaive is a simple blade, mounted to the end of a pole about 7 feet in length.

Greataxe

This two-handed battle axe is heavy enough that you can't wield it with one hand. The head may have one blade or two, and may be "bearded" (meaning hooked or trailing at the bottom) to increase cleaving power and help pull down enemy shields. The haft is usually 3 to 4 feet long.

Greatclub

This larger, bulkier version of the common club is heavy enough that you can't wield it with one hand. It may be ornate and carved, reinforced with metal, or a simple branch from a tree. Like simple clubs, greatclubs have many names, such as cudgels, bludgeons, shillelaghs, and more.

Greatsword

This immense two-handed sword is about 5 feet in length.

Guisarme

A guisarme is an 8-foot-long shaft with a blade and a hook mounted at the tip.

Halberd

A halberd is similar to a 5-foot-long spear, but it also has a small, axe-like head mounted near the tip.

Hammer, Gnome Hooked

A gnome hooked hammer is a double weapon—an ingenious tool with a hammer head at one end of its haft and a long, curved pick at the other. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (crit ×3). Its hook is a piercing weapon that deals 1d4 points of damage (crit ×4). You can use either head as the primary weapon. Gnomes treat hooked hammers as martial weapons.

Handaxe

This one-handed axe is short (roughly 1 foot long) and designed for use with one hand. Unlike throwing axes, it is not well balanced for a graceful tumbling motion, and is instead heavier at its head. Tomahawks, war hatchets, and other such names usually refer to hand axes.

Heavy Pick

This variant of the light pick has a longer handle and can be used with one or two hands. It is a common, inexpensive weapon for mounted soldiers since it can be used effectively from horseback.

Javelin

A javelin is a thin throwing spear . 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

Similar to a sickle, a kama is a short, curved blade attached to a simple handle.

Kukri

A kukri is a curved blade, about 1 foot in length.

Lance

A lance deals double damage when used from the back of a charging mount. While mounted, you can wield a lance with one hand.

Light Hammer

A lighter version of a warhammer, this weapon usually has a sleek metal head with one striking surface.

Light Pick

This weapon, adapted from the pickaxe tool, has a head with a slightly curved, armor-piercing spike and a hammerlike counterweight.

Longbow

At almost 5 feet in height, a longbow is made up of one solid piece of carefully curved wood. You need 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 Strength bonus, you can apply it to damage rolls when you use a composite longbow (see below), but not when you use 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. If you have a penalty for low Strength, apply it to damage rolls when you use a composite longbow.

For purposes of Weapon Proficiency and similar feats, a composite longbow is treated as if it were a longbow.

Longspear

A longspear is about 8 feet in length.

Longsword

This sword is about 3-1/2 feet in length.

Mace

A mace is made up of an ornate metal head attached to a simple wooden or metal shaft.

Mace, Heavy

A heavy mace has a larger head and a longer handle than a normal mace.

Morningstar

A morningstar is a spiked metal ball, affixed to the top of a long handle.

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 concentration check with a DC of 15 + the spell's level 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

A nunchaku is made up of two wooden or metal bars connected by a small length of rope or chain.

Quarterstaff

A quarterstaff is a simple piece of wood, about 5 feet in length.

Ranseur

Similar in appearance to a trident, a ranseur has a single spear at its tip, flanked by a pair of short, curving blades.

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. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.

Sai

A sai is a metal spike flanked by a pair of prongs used to trap an enemy's weapon. With a sai, you get a +2 bonus on Combat Maneuver Checks to sunder an enemy's weapon. Though pointed, a sai is used primarily to bludgeon foes and to disarm weapons.

Sap

This weapon consists of a soft wrapping around a hard, dense core, typically a leather sheath around a lead rod. The head is wider than the handle and designed to spread out the force of the blow, making it less likely to draw blood or break bones.

Scimitar

This curved sword is shorter than a longsword and longer than a shortsword. Only the outer edge is sharp, and the back is flat, giving the blade a triangular cross-section.

Scythe

This weapon consists of a long wooden shaft with protruding handles and a sharp curved blade set at a right angle. Derived from a farm tool used to mow down crops, a scythe requires two hands to use, and is unwieldy but capable of inflicting grievous wounds. Its connotations as a symbol of death due to its association with reaping also make the scythe a particularly intimidating weapon.

Shield, Heavy

You can bash with a shield instead of using it for defense.

Shield, Light

You can bash with a shield instead of using it for defense.

Shortbow

A shortbow is made up of one piece of wood, about 3 feet in length. You need 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. If you have a penalty for low Strength, apply it to damage rolls when you use a composite shortbow.

For purposes of Weapon Proficiency, Weapon Focus, and similar feats, a composite shortbow is treated as if it were a shortbow.

Shortspear

A shortspear is about 3 feet in length, making it a suitable thrown weapon.

Shortsword

This sword is about 2 feet in length.

Shuriken

A shuriken is a small piece of metal with sharpened edges, designed for throwing. 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

This weapon is a handheld shaft fitted with a pointed tip for stabbing foes.

Sickle

Originating as a farming tool used for reaping grain, this one-handed weapon has a blade with a strong curve that can easily catch an opponent's limb or armor. Its blade can be either smooth or serrated, and some fighting sickles are sharpened on both sides near the point, making it easier to hook into an opponent's flesh.

Sling

A sling is little more than a leather cup attached to a pair of strings. 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.

Sling Staff, Halfling

Made from a specially designed sling attached to a short club, a halfling sling staff can be used by a proficient wielder to devastating effect. Your Strength modifier applies to damage rolls when you use a halfling sling staff, just as it does for thrown weapons. You can fire, but not load, a halfling sling staff with one hand. Loading a halfling sling staff is a move action that requires two hands and provokes attacks of opportunity.

You can hurl ordinary stones with a halfling sling staff, 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.

A halfling sling staff can be used as a simple weapon that deals bludgeoning damage equal to that of a club of its size. Halflings treat halfling sling staves as martial weapons.

Spear

A spear is 5 feet in length and can be thrown.

Spiked Armor

You can outfit your armor with spikes, which can deal damage in a grapple or as a separate attack. See Armor, below, for details.

Spiked Shield, Heavy

You can bash with a spiked shield instead of using it for defense.

Spiked Shield, Light

You can bash with a spiked shield instead of using it for defense.

Starknife

From a central metal ring, four tapering metal blades extend like points on a compass rose. A wielder can stab with the starknife or throw it.

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 his discretion. 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. Unarmed strikes do not count as natural weapons (see Combat).

Sword, Bastard

A bastard sword is about 4 feet in length, making it 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—twin blades extend from either side of a central, short haft, allowing the wielder to attack with graceful but deadly flourishes.

Throwing Axe

This one-handed axe is small and perfectly balanced for throwing, and can be used as a melee weapon. Throwing axes have a variety of alternative names, including franciscas, tomahawks, and more. The axe is normally gripped by the haft and thrown overhand, making one complete rotation in the air before biting into the target with the axe head.

Trident

A trident has three metal prongs at end of a 4-foot-long shaft. This weapon can be thrown.

Urgrosh, Dwarven

A dwarven urgrosh is a double weapon—an axe head and a spear point on opposite ends of a long haft. 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 becomes the off-hand weapon. 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 has a large, ornate head mounted to a thick handle, making it 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.

Warhammer

This weapon consists of a wooden haft and a heavy, metal head. The head may be single (like a carpenter's hammer) or double (like a sledgehammer). The haft is long enough that you may wield it one- or two-handed. Though heavy and relatively slow to wield, warhammers are capable of delivering immense blows, crushing armor and flesh alike.

Whip

A whip 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 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.

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.

ARMOR

This page covers armor and shield categories, how armor affects Armor Class and other statistics, and the full catalog of armor descriptions. See [Wealth, Money & Special Materials](#) for currency and crafting materials, [Weapons](#) for weapons, and [Goods & Services](#) for adventuring gear.

ARMOR

For most, armor is the simplest way to protect oneself in a world of rampant threats and dangers. Many characters can wear only the simplest of armors, and only some can use shields. 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.

Here is the format for armor entries (given as column headings on [Table: Armor and Shields](#)).

COST

The cost in gold pieces of the armor for Small or Medium humanoid creatures. See [Table: Armor for Unusual Creatures](#) for armor prices for other creatures.

ARMOR/SHIELD BONUS

Each type of 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. Dexterity bonuses in excess of this number are reduced to this number for the purposes of determining the wearer's AC. 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 his Dexterity bonus to AC.

A character's encumbrance (the amount of gear carried, including armor) may also restrict the maximum Dexterity bonus that can be applied to his Armor Class.

Shields

Shields do not affect a character's maximum Dexterity bonus, except for tower shields.

ARMOR CHECK PENALTY

Any armor heavier than leather, as well as any shield, hurts a character's ability to use Dexterity- and Strength-based skills. An armor check penalty applies to all Dexterity- and Strength-based skill checks. A character's encumbrance may also incur 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 is not proficient takes the armor's (and/or shield's) armor check penalty on attack rolls as well as on all Dexterity- and Strength-based ability and skill checks. The penalty for nonproficiency with armor stacks with the penalty for shields.

Sleeping in Armor

A character who sleeps in medium or heavy armor is automatically fatigued the next day. He takes a -2 penalty on Strength and Dexterity and can't charge or run. Sleeping in light armor does not cause fatigue.

ARCANE SPELL FAILURE CHANCE

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 and use shields 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 check. The number in the Arcane Spell Failure Chance column on Table: Armor and Shields is the percentage chance that the spell fails and is ruined. If the spell lacks a somatic component, however, it can be cast with no chance of arcane spell failure.

Shields

If a character is wearing armor and using a shield, add the two numbers together to get a single arcane spell failure chance.

SPEED

Medium or heavy armor slows the wearer down. The number on Table: Armor and Shields is the character's speed while wearing the armor. Humans, elves, half-elves, and half-orcs have an unencumbered speed of 30 feet. They use the first column. Dwarves, gnomes, and halflings have an unencumbered speed of 20 feet. They use the second column. Remember, however, that a dwarf's land speed remains 20 feet even in medium or heavy armor or when carrying a medium or heavy load.

Shields

Shields do not affect a character's speed.

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

Table: Armor and Shields

ARMOR	COST	ARMOR/SHIELD BONUS	MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	ARCANE SPELL FAILURE CHANCE	SPEED	WEIGHT1
30 ft.	20 ft.						
<i>Light armor</i>							
Padded	5 gp	+1	+8	0	5%	30 ft.	20 ft.
Leather	10 gp	+2	+6	0	10%	30 ft.	20 ft.
Studded leather	25 gp	+3	+5	-1	15%	30 ft.	20 ft.
Chain shirt	100 gp	+4	+4	-2	20%	30 ft.	20 ft.
<i>Medium armor</i>							
Hide	15 gp	+4	+4	-3	20%	20 ft.	15 ft.
Scale mail	50 gp	+5	+3	-4	25%	20 ft.	15 ft.
Chainmail	150 gp	+6	+2	-5	30%	20 ft.	15 ft.
Breastplate	200 gp	+6	+3	-4	25%	20 ft.	15 ft.
<i>Heavy armor</i>							
Splint mail	200 gp	+7	+0	-7	40%	20 ft.2	15 ft.2
Banded mail	250 gp	+7	+1	-6	35%	20 ft.2	15 ft.2
Half-plate	600 gp	+8	+0	-7	40%	20 ft.2	15 ft.2
Full plate	1,500 gp	+9	+1	-6	35%	20 ft.2	15 ft.2
<i>Shields</i>							
Buckler	5 gp	+1	-	-1	5%	-	-
Shield, light wooden	3 gp	+1	-	-1	5%	-	-
Shield, light steel	9 gp	+1	-	-1	5%	-	-
Shield, heavy wooden	7 gp	+2	-	-2	15%	-	-
Shield, heavy steel	20 gp	+2	-	-2	15%	-	-
Shield, tower	30 gp	+43	+2	-10	50%	-	-
<i>Extras</i>							
Armor spikes	+50 gp	-	-	-	-	-	-
Gauntlet, locked	8 gp	-	-	special	n/a4	-	-
Shield spikes	+10 gp	-	-	-	-	-	-
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.							

Armor Spikes

You can have spikes added to your armor, which allow you to deal extra piercing damage (see “spiked armor” on Table: Weapons) 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

Banded mail is made up of overlapping strips of metal, fastened to a leather backing. The suit includes gauntlets.

Breastplate

Covering only the torso, a breastplate is made up of a single piece of sculpted metal.

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 lose the buckler’s AC bonus until your next turn. You can cast a spell with somatic components using your shield arm, but you lose the buckler’s AC bonus until your next turn. You can’t make a shield bash with a buckler.

Chain Shirt

Covering the torso, this shirt is made up of thousands of interlocking metal rings.

Chainmail

Unlike a chain shirt, chainmail covers the legs and arms of the wearer. The suit includes gauntlets.

Full Plate

This metal 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 (2d4 × 100) 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 to your Combat Maneuver Defense 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

Combining elements of full plate and chainmail, half-plate includes gauntlets and a helm.

Hide

Hide armor is made up of the tanned and preserved skin of any thick-skinned beast.

Leather

Leather armor is made up of pieces of hard boiled leather carefully sewn together.

Padded

Little more than heavy, quilted cloth, this armor provides only the most basic protection.

Scale Mail

Scale mail is made up of dozens of small overlapping metal plates. The suit includes gauntlets.

Shield, Heavy; Wooden

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

Wooden shields offer the same basic protection as steel ones, though they respond differently to spells and effects.

Shield Bash Attacks

You can bash an opponent with a heavy shield. See "shield, heavy" on Table: Weapons for the damage dealt by a shield bash. Used this way, a heavy shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a heavy shield as a one-handed weapon. If you use your shield as a weapon, you lose its AC bonus until your next turn. 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, Heavy; 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.

Steel

Steel shields offer the same basic protection as wooden ones, though they respond differently to spells and effects.

Shield Bash Attacks

You can bash an opponent with a heavy shield. See “shield, heavy” on Table: Weapons for the damage dealt by a shield bash. Used this way, a heavy shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a heavy shield as a one-handed weapon. If you use your shield as a weapon, you lose its AC bonus until your next turn. 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

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

Wooden shields offer the same basic protection as steel ones, though they respond differently to some spells and effects.

Shield Bash Attacks

You can bash an opponent with a light shield. See “shield, light” on Table: Weapons for the damage dealt by a shield bash. Used this way, a light shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a light shield as a light weapon. If you use your shield as a weapon, you lose its AC bonus until your next turn. 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; 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.

Steel

Steel shields offer the same basic protection as wooden ones, though they respond differently to some spells and effects.

Shield Bash Attacks

You can bash an opponent with a light shield. See “shield, light” on Table: Weapons for the damage dealt by a shield bash. Used this way, a light shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a light shield as a light weapon. If you use your shield as a weapon, you lose its AC bonus until your next turn. An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

Shield, Tower

This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your AC. As a standard action, however, you can use a tower shield to grant you total cover until the beginning of your next turn. When using a tower shield in this way, you must choose one edge of your space. That edge is treated as a solid wall for attacks targeting you only. You gain total cover for attacks that pass through this edge and no cover for attacks that do not pass through this edge (see Combat). 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

These spikes turn a shield into a martial piercing weapon and increase the damage dealt by a shield bash as if the shield were designed for a creature one size category larger than you (see "spiked shields" on Table: Weapons). 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.

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

Splint mail is made up of metal strips, like banded mail. The suit includes gauntlets.

Studded Leather

Similar to leather armor, this suit is reinforced with small metal studs.

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.

ARMOR FOR UNUSUAL CREATURES

Armor and shields for unusually big creatures, unusually little creatures, and nonhumanoid creatures (such as horses) have different costs and weights from those given on Table: Armor and Shields. Refer to the appropriate line on Table: Armor for Unusual Creatures and apply the multipliers to cost and weight for the armor type in question.

Table: Armor for Unusual Creatures

SIZE	HUMANOID	NONHUMANOID
Cost	Weight	Cost
Tiny or smaller*	×1/2	×1/10
Small	×1	×1/2
Medium	×1	×1
Large	×2	×2
Huge	×4	×5
Gargantuan	×8	×8
Colossal	×16	×12

*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. Removing a shield from the arm and dropping it is only a move action.

Table: Donning Armor

ARMOR TYPE	DON	DON HASTILY	REMOVE
Shield (any)	1 move action	n/a	1 move action
Padded, leather, hide, studded leather, or chain shirt	1 minute	5 rounds	1 minute ¹
Breastplate, scale mail, chainmail, banded mail, or splint mail	4 minutes ¹	1 minute	1 minute ¹
Half-plate or full plate	4 minutes ²	4 minutes ¹	1d4+1 minutes ¹
1 If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.			
2 The wearer must have help to don this armor. Without help, it can be donned only hastily.			

ADVENTURING GEAR, SUBSTANCES & TOOLS

This page covers adventuring gear, alchemical substances and items, and tools and skill kits. See Weapons and Armor for combat equipment, and Clothing, Mounts & Services for the remaining goods categories.

GOODS AND SERVICES (PART 1)

TABLE: GOODS AND SERVICES

ADVENTURING GEAR

Item	Cost	Weight
Backpack (empty)	2 gp	2 lbs.1
Barrel (empty)	2 gp	30 lbs.
Basket (empty)	4 sp	1 lb.
Bedroll	1 sp	5 lbs.1
Bell	1 gp	–
Blanket, winter	5 sp	3 lbs.1
Block and tackle	5 gp	5 lbs.
Bottle, glass	2 gp	1 lb.
Bucket (empty)	5 sp	2 lbs.
Caltrops	1 gp	2 lbs.
Candle	1 cp	–
Canvas (sq. yd.)	1 sp	1 lb.
Case, map or scroll	1 gp	1/2 lb.
Chain (10 ft.)	30 gp	2 lbs.
Chalk, 1 piece	1 cp	–
Chest (empty)	2 gp	25 lbs.
Crowbar	2 gp	5 lbs.
Firewood (per day)	1 cp	20 lbs.
Fishhook	1 sp	–
Fishing net, 25 sq. ft.	4 gp	5 lbs.
Flask (empty)	3 cp	1-1/2 lbs.
Flint and steel	1 gp	–
Grappling hook	1 gp	4 lbs.
Hammer	5 sp	2 lbs.
Hourglass	25 gp	1 lb.
Ink (1 oz. vial)	8 gp	–
Inkpen	1 sp	–
Jug, clay	3 cp	9 lbs.
Ladder, 10-foot	2 sp	20 lbs.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lbs.
Lantern, hooded	7 gp	2 lbs.
Lock		
Simple	20 gp	1 lb.
Average	40 gp	1 lb.
Good	80 gp	1 lb.
Superior	150 gp	1 lb.
Manacles	15 gp	2 lbs.
Manacles, masterwork	50 gp	2 lbs.
Mirror, small steel	10 gp	1/2 lb.
Mug/Tankard, clay	2 cp	1 lb.
Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	–

ADVENTURING GEAR

Some of the pieces of adventuring gear found on Table: Goods and Services are described below, along with any special benefits they confer on the user ("you").

Backpack

This leather knapsack has one large pocket that closes with a buckled strap and holds about 2 cubic feet of material. Some may have one or more smaller pockets on the sides.

Barrel

This is a sturdy wooden barrel with a tight-fitting lid, banded with metal.

Basket

This large basket has a lid and holds about 2 cubic feet.

Bedroll

This consists of two woolen sheets sewn together along the bottom and one side to create a bag for sleeping in. Some have cloth straps along the open side so the bedroll can be tied closed while you are sleeping. It can be rolled and tied into a tight coil for storage or transport. Most people use a blanket with the bedroll to stay warm or provide a ground cushion.

Bell

This handbell can produce only one loud note.

Belt Pouch

A typical leather or cloth belt pouch has a leather cord to cinch it shut and another to tie it to your belt. It is large enough to hold 100-200 coins or two apples.

Blanket

This warm, woven blanket has straps so it can be rolled up and tied. Blankets are often used in conjunction with bedrolls to provide additional warmth or a ground cushion.

Block and Tackle

Whether it is used to hoist treasure from a pit or move supplies, a simple block-and-tackle pulley, when it is properly secured, adds a +5 circumstance bonus on Strength checks to lift heavy objects. Securing the pulley requires 1 minute.

Bottle

This glass bottle holds about a pint and includes a cork.

Bucket

A typical bucket has a rope handle and can hold 1-2 gallons of liquid.

Caltrops

A caltrop is a four-pronged metal spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it runs the risk of stepping on one. Make an attack roll for the caltrops (base attack bonus +0) against the creature. For this attack, the creature's shield, armor, and deflection bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the attack succeeds, the creature has stepped on a caltrop. The caltrop deals 1 point of damage, and the creature's speed is reduced by half because its foot is wounded. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

Caltrops may not work against unusual opponents.

Candle

A candle dimly illuminates a small area, increasing the light level in a 5-foot radius by one step (darkness becomes dim light and dim light becomes normal light). A candle cannot increase the light level above normal light. A candle burns for 1 hour.

Canvas

This square yard of heavy cloth is suitable for painting, for covering items in a rainstorm, for creating a sail, or as an improvised bag. It is not waterproof but can be treated with oil, wax, or resin to make it water-resistant.

Chain

Chain has hardness 10 and 5 hit points. It can be burst with a DC 26 Strength check.

Chalk

This fat piece of white chalk easily marks wood, metal, or stone. You can write with it for about 24 hours before it is expended. Chalk also comes in other colors, but these are rarer and can be more expensive.

Chest

A common small wooden chest (2 cubic feet, 1 hit point, break DC 17). Most include a simple inset lock.

Crowbar

A crowbar grants a +2 circumstance bonus on Strength checks made to force open a door or chest. If used in combat, treat a crowbar as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size.

Firewood

This bundle of dry wood includes twigs and logs.

Fishhook

This metal hook is little more than a stiff, bent needle.

Fishing Net

This net measures 5 feet by 5 feet, and can be used to cover a pit or to block Tiny or larger creatures from entering an area.

Flask

This glass bottle holds 1 pint. It is relatively fragile and breaks if thrown at a creature or hard surface. Flasks may be simple blown glass, or they may be elaborate affairs embossed with family crests and other artwork.

Flint and Steel

Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Grappling Hook

Throwing a grappling hook requires a ranged attack roll, treating the hook as a thrown weapon with a range increment of 10 feet. Objects with ample places to catch the hook are AC 5.

Hammer

If a hammer is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a spiked gauntlet of its size.

Hourglass

The standard hourglass takes 1 hour to empty the sand from the upper chamber.

Ink

Ink in colors other than black costs twice as much.

Inkpen

This is a wooden stylus with a metal tip that retains a small amount of ink after you dip it in a vial of ink.

Jug, Clay

This basic jug is fitted with a stopper and holds 1 gallon of liquid.

Ladder

This simple 10-foot ladder consists of two long boards with wooden steps nailed into them at 1-foot increments.

Lamp, Common

A lamp illuminates a small area, providing normal light in a 15-foot radius and increasing the light level by one step for an additional 15 feet beyond that area (darkness becomes dim light and dim light becomes normal light). A lamp does not increase the light level in normal light or bright light. A lamp burns for 6 hours on one pint of oil. You can carry a lamp in one hand.

Lantern, Bullseye

A bullseye lantern provides normal light in a 60-foot cone and increases the light level by one step in the area beyond that, out to a 120-foot cone (darkness becomes dim light and dim light becomes normal light). A bullseye lantern does not increase the light level in normal light or bright light. A lantern burns for 6 hours on one pint of oil. You can carry a lantern in one hand.

Lantern, Hooded

A hooded lantern sheds normal light in a 30-foot radius and increases the light level by one step for an additional 30 feet beyond that area (darkness becomes dim light and dim light becomes normal light). A hooded lantern does not increase the light level in normal light or bright light. A lantern burns for 6 hours on one pint of oil. You can carry a lantern in one hand.

Lock

The DC to open a lock with the Disable Device skill depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

Manacles, Standard and Masterwork

Manacles can bind a Medium creature. A manacled creature can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). Breaking the manacles requires a Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have hardness 10 and 10 hit points.

Most manacles have locks; add the cost of the lock you want to the cost of the manacles.

For the same cost, you can buy manacles for a Small creature. For a Large creature, manacles cost 10 times the indicated amount, and for a Huge creature, 100 times the indicated amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles, which cost at least 100 times the indicated amount.

Mirror

This hand-held mirror is about a foot across. Unlike many higher-quality glass mirrors, this one is made out of polished steel and sturdy enough that you can drop it without risk of breakage.

Mug/Tankard

Whether it is a simple pottery cup or an elaborate drinking stein with a handle and decorative lid that flips up, this cup may be used to hold any sort of beverage. Tankards are commonly made out of clay or tin.

Oil

A pint of oil burns for 6 hours in a lantern or lamp. You can also use a flask of oil as a splash weapon. Use the rules for alchemist's fire (see Special Substances and Items on Table: Goods and Services), except that it takes a full-round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Parchment

This sheet of thin, treated animal skin is a durable writing surface and is suitable for making magic scrolls. It has hardness 0, 2 hit points, and a break DC of 5.

Paper

A sheet of ordinary paper typically measures 9 inches by 6 inches and is unsuitable for making magical scrolls. It has hardness 0, 1 hit point, and a break DC of 5.

Pick, Miner's

If a miner's pick is used in combat, treat it as a two-handed improvised weapon that deals piercing damage equal to that of a heavy pick of its size.

Pitcher

This basic clay pitcher has a handle and an open top with a groove for easy pouring. It holds 1/2 gallon of liquid. The listed weight is for a pitcher filled with water, wine, or ale; empty, it weighs about 1/2 pound.

Piton

A piton is an iron spike with a loop or ring on the end so you can tie a rope to it.

Pole

This 10-foot length of wood is useful for probing pits, flagstones, and murky liquids from a safe distance.

Pot

This 8-inch-diameter iron pot is sturdy and has feet, a lid, and a rounded handle. It can hold enough stew to feed one hungry human for one meal. A mithral pot is lighter and food rarely sticks to it.

Ram, Portable

This iron-shod wooden beam gives you a +2 circumstance bonus on Strength checks made to break open a door and allows a second person to help, automatically increasing your bonus by 2.

Rope, Hemp

This rope has 2 hit points and can be burst with a DC 23 Strength check.

Rope, Silk

This rope has 4 hit points and can be burst with a DC 24 Strength check.

Sack

This heavy canvas sack, useful for carrying adventuring gear and other supplies, holds about 4 cubic feet. A leather thong threaded through loops at the bag's end allows it to be tied shut easily.

Scroll Case

A leather or wooden scroll case easily holds four scrolls; you can cram more inside, but retrieving any of them becomes a full-round action rather than a move action. You must destroy the scroll case to damage its contents (hardness 2 for leather or 5 for wood, 2 hit points, break DC 15). A scroll case is not watertight, and must still be protected from the elements.

Sealing Wax

This stick of red wax is used to seal envelopes, often using an impression from a signet ring as proof they were sent by you.

Sewing Needle

This needle allows you to stitch together cloth, canvas, or thin leather.

Shovel

If a shovel is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size.

Signal Whistle

With a DC 5 Perform (wind instruments) check, you can use a whistle to signal the same sorts of situations as signal horns. A whistle's piercing report can be clearly heard (Perception DC 0) up to a quarter-mile away. For each quarter-mile beyond, Perception checks to hear a whistle take a -2 penalty. Silent whistles that only animals and other creatures with keen hearing can hear also exist.

Signet Ring

This ring has an embossed design, typically a family crest or official icon. You press a signet ring into softened wax to leave an impression of this symbol.

Sledge

This heavy, two-handed hammer is normally used in carpentry and other construction tasks, and is also useful for driving in tent stakes to help secure campsites in areas with strong winds. If used in combat, treat it as an improvised earth breaker (see page 27).

Soap

Most soap is made from animal fat and lye derived from ashes. You can use this thick block of soap to scrub clothes, pots, linens, adventurers, or anything else that might be dirty. A bar of soap has approximately 50 uses.

Spyglass

Objects viewed through a spyglass are magnified to twice their size. Characters using a spyglass take a -1 penalty on Perception skill checks per 20 feet of distance to the target, if the target is visible.

Tent

A small tents. Holds one Medium creature and takes 20 minutes to assemble. Packing up a tent takes half as long as assembling it.

Torch

A torch burns for 1 hour, shedding normal light in a 20-foot radius and increasing the light level by one step for an additional 20 feet beyond that area (darkness becomes dim light and dim light becomes normal light). A torch does not increase the light level in normal light or bright light. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.

Trail Rations

The listed price is for a day's worth of food. This bland food is usually some kind of hard tack, jerky, and dried fruit, though the contents vary from region to region and the race of those creating it. As long as it stays dry, it can go for months without spoiling.

Vial

A vial is made out of glass or steel and holds 1 ounce of liquid.

Water Clock

This large, bulky contrivance gives the time accurately to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water.

Waterskin

This bag is made of an animal bladder or treated leather. It is watertight and holds about 1/2 gallon of liquid. The listed weight is for a waterskin full of water; empty, it weighs about 2 pounds.

Whetstone

A whetstone allows you to sharpen a blade by sliding it against the stone at a precise angle. Honing a blade with a whetstone requires about 15 minutes of work and grants the weapon a +1 bonus on your damage roll the first time you hit with it. This only works on nonmagical blades.

SPECIAL SUBSTANCES AND ITEMS

Any of these substances except for the everburning torch and holy water can be made by a character with the Craft (alchemy) skill.

Acid

You can throw a flask of acid as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Alchemist's Fire

You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet.

A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Antitoxin

If you drink a vial of antitoxin, you get a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Everburning Torch

This otherwise normal torch has a *continual flame* spell cast on it. This causes it to shed light like an ordinary torch, but it does not emit heat or deal fire damage if used as a weapon.

Holy Water

Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon.

Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the holy water out onto the target. Thus, you can douse an incorporeal creature with holy water only if you are adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Temples to good deities sell holy water at cost (making no profit). Holy water is made using the *bless water* spell.

Smokestick

This alchemically treated wooden stick instantly creates thick, opaque smoke when burned. The smoke fills a 10-foot cube (treat the effect as a *fog cloud* spell, except that a moderate or stronger wind dissipates the smoke in 1 round). The stick is consumed after 1 round, and the smoke dissipates naturally after 1 minute.

Sunrod

This 1-foot-long, gold-tipped, iron rod glows brightly when struck as a standard action. It sheds normal light in a 30-foot radius and increases the light level by one step for an additional 30 feet beyond that area (darkness becomes dim light and dim light becomes normal light). A sunrod does not increase the light level in normal light or bright light. It glows for 6 hours, after which the gold tip is burned out and worthless.

Tanglefoot Bag

A tanglefoot bag is a small sack filled with tar, resin, and other sticky substances. When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. If the entangled creature attempts to cast a spell, it must make concentration check with a DC of 15 + the spell's level or be unable to cast the spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of *universal solvent* to a stuck creature dissolves the alchemical goo immediately.

Thunderstone

You can throw this stone as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a -4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast.

Since you don't need to hit a specific target, you can simply aim at a particular 5-foot square. Treat the target square as AC 5.

Tindertwig

The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one is at least a standard action.

TOOLS AND SKILL KITS

These items are particularly useful to characters with certain skills and class abilities.

Alchemist's Lab

This lab is used for making alchemical items, and provides a +2 circumstance bonus on Craft (alchemy) checks. It has no bearing on the costs related to the Craft (alchemy) skill. Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Artisan's Tools

These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools (-2 penalty on Craft checks), if you can do the job at all.

Artisan's Tools, Masterwork

These tools serve the same purpose as artisan's tools, but masterwork artisan's tools are the perfect tools for the job, so you get a +2 circumstance bonus on Craft checks made with them.

Climber's Kit

These crampons, pitons, ropes, and tools give you a +2 circumstance bonus on Climb checks.

Disguise Kit

The kit is the perfect tool for disguise and provides a +2 circumstance bonus on Disguise checks. A disguise kit is exhausted after 10 uses.

Healer's Kit

This collection of bandages and herbs provides a +2 circumstance bonus on Heal checks. A healer's kit is exhausted after 10 uses.

Holly and Mistletoe

Druids commonly use these plants as divine focuses when casting spells.

Holy Symbol, Silver or Wooden

A holy symbol focuses positive energy and is used by good clerics and paladins (or by neutral clerics who want to cast good spells or channel positive energy). Each religion has its own holy symbol.

Unholy Symbols

An unholy symbol is like a holy symbol except that it focuses negative energy and is used by evil clerics (or by neutral clerics who want to cast evil spells or channel negative energy).

Magnifying Glass

This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires bright light, such as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed.

Musical Instrument, Common or Masterwork

A masterwork instrument grants a +2 circumstance bonus on Perform checks involving its use.

Scale, Merchant's

A merchant's scale grants a +2 circumstance bonus on Appraise checks involving items that are valued by weight, including anything made of precious metals.

Spell Component Pouch

A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for those components that have a specific cost, divine focuses, and focuses that wouldn't fit in a pouch.

Spellbook, Wizard's

A spellbook has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 0-level spells).

Thieves' Tools

This kit contains lockpicks and other tools you need to use the Disable Device skill. Without these tools, you must use improvised tools, and you take a -2 circumstance penalty on Disable Device checks.

Thieves' Tools, Masterwork

This kit contains extra tools and tools of better make, which grant a +2 circumstance bonus on Disable Device checks.

Tool, Masterwork

This well-made item is the perfect tool for the job. It grants a +2 circumstance bonus on a related skill check (if any). Bonuses provided by multiple masterwork items do not stack.

CLOTHING, MOUNTS & SERVICES

This page covers clothing, food/drink/lodging, mounts and related gear, transport, and spellcasting services. See Adventuring Gear, Substances & Tools for the rest of the Goods & Services catalog.

GOODS AND SERVICES (PART 2)

CLOTHING

All characters begin play with one outfit, valued at 10 gp or less. Additional outfits can be purchased normally.

Artisan's Outfit

This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

Cleric's Vestments

These clothes are for performing priestly functions, not for adventuring. Cleric's vestments typically include a cassock, stole, and surplice.

Cold-Weather Outfit

This outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Courtier's Outfit

This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (-2 penalty on Charisma-based skill checks to influence such individuals). If you wear this outfit without jewelry (costing an additional 50 gp), you look like an out-of-place commoner.

Entertainer's Outfit

This set of flashy-perhaps even gaudy-clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit

This set of clothes is for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra accessories you might need, such as a scarf or a wide-brimmed hat.

Monk's Outfit

This simple outfit includes sandals, loose breeches, and a loose shirt, and is bound together with sashes. The outfit is designed to give you maximum mobility, and it's made of high-quality fabric. You can conceal small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

Noble's Outfit

These clothes are designed specifically to be expensive and gaudy. Precious metals and gems are worked into the clothing. A would-be noble also needs a signet ring and jewelry (worth at least 100 gp) to accessorize this outfit.

Peasant's Outfit

This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Royal Outfit

This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit

Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit

This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

FOOD, DRINK, AND LODGING

These prices are for meals and accommodations at establishments in an average city.

Inn

Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor and the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals

Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

MOUNTS AND RELATED GEAR

These are the common mounts available in most cities. Some markets might have additional creatures available, such as camels or even griffons, depending on the terrain. Such additional choices are up to GM discretion.

Barding, Medium Creature and Large Creature

Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed. Barding can be made of any of the armor types found on Table: Armor and Shields.

Armor for a horse (a Large nonhumanoid creature) costs four times as much as human armor (a Medium humanoid creature) and also weighs twice as much (see Table: Armor for Unusual Creatures). If the barding is for a pony or other Medium mount, the cost is only double, and the weight is the same as for Medium armor worn by a humanoid. Medium or heavy barding slows a mount that wears it, as shown on the table below.

Flying mounts can't fly in medium or heavy barding.

Removing and fitting barding takes five times as long as the figures given on Table: Donning Armor. A barded animal cannot be used to carry any load other than a rider and normal saddlebags.

Barding

BARDING	MODIFIER
(40 ft.)	(50 ft.)
Medium	30 ft.
Heavy	30 ft.*

- ♦ A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.

Bit and Bridle

This is headgear used by a rider to control a mount. Bit and bridles for horses, ponies, and riding dogs can be readily purchased in most settlements and bits and bridles can be crafted for any creature that serves as a mount.

Dog, Guard

This Small, combat-trained dog is bred for battle; breeders favor strength, a thick body, and a low center of gravity. Guard dogs are sold in most large cities and some cultures use them for sport fighting or in some armies' special infantry.

Dog, Riding

This Medium dog is specially trained to carry a Small humanoid rider. It is brave in combat like a combat-trained horse. Due to its smaller stature, you take no damage when you fall from a riding dog.

Donkey or Mule

Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter dungeons and other strange or threatening places.

Feed

Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them is better. If you have a riding dog, you have to feed it meat.

Horse

A horse is suitable as a mount for a human, dwarf, elf, half-elf, or half-orc. A pony is smaller than a horse and is a suitable mount for a gnome or halfling.

A war-trained horse can be ridden into combat without danger. See the Handle Animal skill for a list of tricks known by horses and ponies with combat training.

Saddlebags

These sturdy, weatherproof bags are draped over a saddle to add extra carrying capacity. Each side of a saddlebag can typically carry 20 pound of items that can fit in the bags. Saddlebags do not increase the amount of weight a mount can carry; they merely give riders a place to stow their equipment.

Saddle, Exotic

An exotic saddle is designed for an unusual mount. Exotic saddles come in military, pack, and riding styles.

Saddle, Military

This saddle braces the rider, providing a +2 circumstance bonus on Ride checks related to staying in the saddle. If you're knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle.

Saddle, Pack

A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Saddle, Riding

If you are knocked unconscious while in a riding saddle, you have a 50% chance to stay in the saddle.

Stabling

This is the amount it costs to stable a single creature that is Large or smaller for one day, at a typical stable or hostler. Particularly fancy stables may cost more, and larger or more exotic creatures cost double.

TRANSPORT

The prices listed are to purchase the vehicle. These prices generally exclude crew or animals.

Carriage

This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

Cart

This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

Galley

This three-masted ship has 70 oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

Keelboat

This 50- to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of 8 to 15 and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

Longship

This 75-foot-long ship with 40 oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

Rowboat

This 8- to 12-foot-long boat with two oars holds two or three Medium passengers. It moves about 1-1/2 miles per hour.

Oar

A standard wooden oar used to propel a boat.

Sailing Ship

This large, seaworthy ship is 75 to 90 feet long and 20 feet wide, and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

Sled

This is a wagon on runners for snow and ice travel. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

Wagon

A four-wheeled, open vehicle for transporting heavy loads. Two horses (or other beasts of burden) must draw it. A wagon comes with the harness needed to pull it.

Warship

This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

SPELLCASTING AND SERVICES

Sometimes the best solution to a problem is to hire someone else to take care of it.

Coach Cab

The price given is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 copper piece usually takes you anywhere you need to go.

Hireling, Trained

The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, cooks, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

Hireling, Untrained

The amount shown is the typical daily wage for laborers, maids, and other menial workers.

Messenger

This includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

Road or Gate Toll

A toll is sometimes charged to cross a well-kept and well-guarded road to pay for patrols on it and for its upkeep. Occasionally, a large, walled city charges a toll to enter or exit (or sometimes just to enter).

Ship's Passage

Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship.

Spellcasting

The indicated amount is how much it costs to get a spellcaster to cast a spell for you. This cost assumes that you can go to the spellcaster and have the spell cast at his convenience (generally at least 24 hours later, so that the spellcaster has time to prepare the spell in question). If you want to bring the spellcaster somewhere to cast a spell you need to negotiate with him, and the default answer is no.

The cost given is for any spell that does not require a costly material component. If the spell includes a material component, add the cost of that component to the cost of the spell. If the spell has a focus component (other than a divine focus), add 1/10 the cost of that focus to the cost of the spell.

Furthermore, if a spell has dangerous consequences, the spellcaster will certainly require proof that you can and will pay for dealing with any such consequences (that is, assuming that the spellcaster even agrees to cast such a spell, which isn't certain). In the case of spells that transport the caster and characters over a distance, you will likely have to pay for two castings of the spell, even if you aren't returning with the caster.

In addition, not every town or village has a spellcaster of sufficient level to cast any spell. In general, you must travel to a small town (or larger settlement) to be reasonably assured of finding a spellcaster capable of casting 1st-level spells, a large town for 2nd-level spells, a small city for 3rd- or 4th-level spells, a large city for 5th- or 6th-level spells, and a metropolis for 7th- or 8th-level spells. Even a metropolis isn't guaranteed to have a local spellcaster able to cast 9th-level spells.

ADDITIONAL RULES

ALIGNMENT

A creature's general moral and personal attitudes are represented by its alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil.

Alignment is a tool for developing your character's identity—it is not a straitjacket for restricting your character. Each alignment represents a broad range of personality types or personal philosophies, so two characters of the same alignment can still be quite different from each other. In addition, few people are completely consistent.

All creatures have an alignment. Alignment determines the effectiveness of some spells and magic items.

Animals and other creatures incapable of moral action are neutral. Even deadly vipers and tigers that eat people are neutral because they lack the capacity for morally right or wrong behavior. Dogs may be obedient and cats free-spirited, but they do not have the moral capacity to be truly lawful or chaotic.

GOOD VERSUS EVIL

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.

Good implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

Evil implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent, but may lack the commitment to make sacrifices to protect or help others.

LAW VERSUS CHAOS

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties. Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

Law implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include closed-mindedness, reactionary adherence to tradition, self-righteousness, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

Chaos implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to express themselves fully and lets society benefit from the potential that its individuals have within them.

Someone who is neutral with respect to law and chaos has some respect for authority and feels neither a compulsion to obey nor a compulsion to rebel. She is generally honest, but can be tempted into lying or deceiving others.

ALIGNMENT STEPS

Occasionally the rules refer to “steps” when dealing with alignment. In this case, “steps” refers to the number of alignment shifts between the two alignments, as shown on the following diagram. Note that diagonal “steps” count as two steps. For example, a lawful neutral character is one step away from a lawful good alignment, and three steps away from a chaotic evil alignment. A cleric’s alignment must be within one step of the alignment of her deity.

| Lawful| Neutral| Chaotic

—|—|—

Good| Lawful Good| Neutral Good| Chaotic Good

Neutral| Lawful Neutral| Neutral| Chaotic Neutral

Evil| Lawful Evil| Neutral Evil| Chaotic Evil

THE NINE ALIGNMENTS

Nine distinct alignments define the possible combinations of the lawful-chaotic axis with the good-evil axis. Each description below depicts a typical character of that alignment. Remember that individuals vary from this norm, and that a given character may act more or less in accord with his alignment from day to day. Use these descriptions as guidelines, not as scripts.

The first six alignments, lawful good through chaotic neutral, are standard alignments for player characters. The three evil alignments are usually for monsters and villains. With the GM’s permission, a player may assign an evil alignment to his PC, but such characters are often a source of disruption and conflict with good and neutral party members. GMs are encouraged to carefully consider how evil PCs might affect the campaign before allowing them.

Lawful Good

A lawful good character acts as a good person is expected or required to act. She combines a commitment to oppose evil with the discipline to fight relentlessly. She tells the truth, keeps her word, helps those in need, and speaks out against injustice. A lawful good character hates to see the guilty go unpunished.

Lawful good combines honor with compassion.

Neutral Good

A neutral good character does the best that a good person can do. He is devoted to helping others. He works with kings and magistrates but does not feel beholden to them.

Neutral good means doing what is good and right without bias for or against order.

Chaotic Good

A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He makes his own way, but he’s kind and benevolent. He believes in goodness and right but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. He follows his own moral compass, which, although good, may not agree with that of society.

Chaotic good combines a good heart with a free spirit.

Lawful Neutral

A lawful neutral character acts as law, tradition, or a personal code directs her. Order and organization are paramount. She may believe in personal order and live by a code or standard, or she may believe in order for all and favor a strong, organized government.

Lawful neutral means you are reliable and honorable without being a zealot.

Neutral

A neutral character does what seems to be a good idea. She doesn't feel strongly one way or the other when it comes to good vs. evil or law vs. chaos (and thus neutral is sometimes called "true neutral"). Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character probably thinks of good as better than evil—after all, she would rather have good neighbors and rulers than evil ones. Still, she's not personally committed to upholding good in any abstract or universal way.

Some neutral characters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run.

Neutral means you act naturally in any situation, without prejudice or compulsion.

Chaotic Neutral

A chaotic neutral character follows his whims. He is an individualist first and last. He values his own liberty but doesn't strive to protect others' freedom. He avoids authority, resents restrictions, and challenges traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those others suffer). A chaotic neutral character may be unpredictable, but his behavior is not totally random. He is not as likely to jump off a bridge as he is to cross it.

Chaotic neutral represents freedom from both society's restrictions and a do-gooder's zeal.

Lawful Evil

A lawful evil villain methodically takes what he wants within the limits of his code of conduct without regard for whom it hurts. He cares about tradition, loyalty, and order, but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland, or social rank. He is loath to break laws or promises.

This reluctance comes partly from his nature and partly because he depends on order to protect himself from those who oppose him on moral grounds. Some lawful evil villains have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains.

Some lawful evil people and creatures commit themselves to evil with a zeal like that of a crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master.

Lawful evil represents methodical, intentional, and organized evil.

Neutral Evil

A neutral evil villain does whatever she can get away with. She is out for herself, pure and simple. She sheds no tears for those she kills, whether for profit, sport, or convenience. She has no love of order and holds no illusions that following laws, traditions, or codes would make her any better or more noble. On the other hand, she doesn't have the restless nature or love of conflict that a chaotic evil villain has.

Some neutral evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.

Neutral evil represents pure evil without honor and without variation.

Chaotic Evil

A chaotic evil character does what his greed, hatred, and lust for destruction drive him to do. He is vicious, arbitrarily violent, and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. Thankfully, his plans are haphazard, and any groups he joins or forms are likely to be poorly organized. Typically, chaotic evil people can be made to work together only by force, and their leader lasts only as long as he can thwart attempts to topple or assassinate him.

Chaotic evil represents the destruction not only of beauty and life, but also of the order on which beauty and life depend.

CHANGING ALIGNMENTS

Alignment is a tool, a convenient shorthand you can use to summarize the general attitude of an NPC, region, religion, organization, monster, or even magic item.

Certain character classes in *Classes* list repercussions for those who don't adhere to a specific alignment, and some spells and magic items have different effects on targets depending on alignment, but beyond that it's generally not necessary to worry too much about whether someone is behaving differently from his stated alignment. In the end, the Game Master is the one who gets to decide if something's in accordance with its indicated alignment, based on the descriptions given previously and his own opinion and interpretation—the only thing the GM needs to strive for is to be consistent as to what constitutes the difference between alignments like chaotic neutral and chaotic evil. There's no hard and fast mechanic by which you can measure alignment—unlike hit points or skill ranks or Armor Class, alignment is solely a label the GM controls.

It's best to let players play their characters as they want. If a player is roleplaying in a way that you, as the GM, think doesn't fit his alignment, let him know that he's acting out of alignment and tell him why—but do so in a friendly manner. If a character wants to change his alignment, let him—in most cases, this should amount to little more than a change of personality, or in some cases, no change at all if the alignment change was more of an adjustment to more accurately summarize how a player, in your opinion, is portraying his character. In some cases, changing alignments can impact a character's abilities—see the class write-ups in *Classes* for details. An atonement spell may be necessary to repair damage done by alignment changes arising from involuntary sources or momentary lapses in personality.

Players who frequently have their characters change alignment should in all likelihood be playing chaotic neutral characters.

VITAL STATISTICS

The following section determines a character's starting age, height, and weight. The character's race and class influence these statistics. Consult your GM before making a character that does not conform to these statistics.

AGE

You can choose or randomly generate your character’s age. If you choose it, it must be at least the minimum age for the character’s race and class. Alternatively, roll the dice indicated for your class on Table: Random Starting Ages and add the result to the minimum age of adulthood for your race to determine how old your character is.

Table: Random Starting Ages

RACE	ADULTHOOD	BARBARIAN, ROGUE, SORCERER	BARD, FIGHTER, PALADIN, RANGER	CLERIC, DRUID, MONK, WIZARD
Human	15 years	+1d4	+1d6	+2d6
Dwarf	40 years	+3d6	+5d6	+7d6
Elf	110 years	+4d6	+6d6	+10d6
Gnome	40 years	+4d6	+6d6	+9d6
Half-elf	20 years	+1d6	+2d6	+3d6
Half-orc	14 years	+1d4	+1d6	+2d6
Halfling	20 years	+2d4	+3d6	+4d6

With age, a character’s physical ability scores decrease and his mental ability scores increase (see Table: Aging Effects). The effects of each aging step are cumulative. However, none of a character’s ability scores can be reduced below 1 in this way.

When a character reaches venerable age, secretly roll his maximum age and record the result, which the player does not know. A character who reaches his maximum age dies of old age sometime during the following year.

The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

Table: Aging Effects

RACE	MIDDLE AGE1	OLD2	VENERABLE3	MAXIMUM AGE
Human	35 years	53 years	70 years	70 + 2d20 years
Dwarf	125 years	188 years	250 years	250 + 2d% years
Elf	175 years	263 years	350 years	350 + 4d% years
Gnome	100 years	150 years	200 years	200 + 3d% years
Half-elf	62 years	93 years	125 years	125 + 3d20 years
Half-orc	30 years	45 years	60 years	60 + 2d10 years
Halfling	50 years	75 years	100 years	100 + 5d20 years
1 At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.				
2 At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.				
3 At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.				

HEIGHT AND WEIGHT

To determine a character's height, roll the modifier dice indicated on Table: Random Height and Weight and add the result, in inches, to the base height for your character's race and gender. To determine a character's weight, multiply the result of the modifier dice by the weight multiplier and add the result to the base weight for your character's race and gender.

Table: Random Height and Weight

RACE	BASE HEIGHT	BASE WEIGHT	MODIFIER	WEIGHT MULTIPLIER
Human, male	4 ft. 10 in.	120 lbs.	2d10	×5 lbs.
Human, female	4 ft. 5 in.	85 lbs.	2d10	×5 lbs.
Dwarf, male	3 ft. 9 in.	150 lbs.	2d4	×7 lbs.
Dwarf, female	3 ft. 7 in.	120 lbs.	2d4	×7 lbs.
Elf, male	5 ft. 4 in.	100 lbs.	2d8	×3 lbs.
Elf, female	5 ft. 4 in.	90 lbs.	2d6	×3 lbs.
Gnome, male	3 ft. 0 in.	35 lbs.	2d4	×1 lb.
Gnome, female	2 ft. 10 in.	30 lbs.	2d4	×1 lb.
Half-elf, male	5 ft. 2 in.	110 lbs.	2d8	×5 lbs.
Half-elf, female	5 ft. 0 in.	90 lbs.	2d8	×5 lbs.
Half-orc, male	4 ft. 10 in.	150 lbs.	2d12	×7 lbs.
Half-orc, female	4 ft. 5 in.	110 lbs.	2d12	×7 lbs.
Halfling, male	2 ft. 8 in.	30 lbs.	2d4	×1 lb.
Halfling, female	2 ft. 6 in.	25 lbs.	2d4	×1 lb.

CARRYING CAPACITY

These carrying capacity rules determine how much a character's equipment slows him down. Encumbrance comes in two parts: encumbrance by armor and encumbrance by total weight.

Encumbrance by Armor: A character's armor determines his 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 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.

Table: Carrying Capacity

STRENGTH SCORE	LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
1	3 lbs. or less	4-6 lbs.	7-10 lbs.
2	6 lbs. or less	7-13 lbs.	14-20 lbs.
3	10 lbs. or less	11-20 lbs.	21-30 lbs.
4	13 lbs. or less	14-26 lbs.	27-40 lbs.
5	16 lbs. or less	17-33 lbs.	34-50 lbs.
6	20 lbs. or less	21-40 lbs.	41-60 lbs.
7	23 lbs. or less	24-46 lbs.	47-70 lbs.
8	26 lbs. or less	27-53 lbs.	54-80 lbs.
9	30 lbs. or less	31-60 lbs.	61-90 lbs.
10	33 lbs. or less	34-66 lbs.	67-100 lbs.
11	38 lbs. or less	39-76 lbs.	77-115 lbs.
12	43 lbs. or less	44-86 lbs.	87-130 lbs.
13	50 lbs. or less	51-100 lbs.	101-150 lbs.
14	58 lbs. or less	59-116 lbs.	117-175 lbs.
15	66 lbs. or less	67-133 lbs.	134-200 lbs.
16	76 lbs. or less	77-153 lbs.	154-230 lbs.
17	86 lbs. or less	87-173 lbs.	174-260 lbs.
18	100 lbs. or less	101-200 lbs.	201-300 lbs.
19	116 lbs. or less	117-233 lbs.	234-350 lbs.
20	133 lbs. or less	134-266 lbs.	267-400 lbs.
21	153 lbs. or less	154-306 lbs.	307-460 lbs.
22	173 lbs. or less	174-346 lbs.	347-520 lbs.
23	200 lbs. or less	201-400 lbs.	401-600 lbs.
24	233 lbs. or less	234-466 lbs.	467-700 lbs.
25	266 lbs. or less	267-533 lbs.	534-800 lbs.
26	306 lbs. or less	307-613 lbs.	614-920 lbs.
27	346 lbs. or less	347-693 lbs.	694-1,040 lbs.
28	400 lbs. or less	401-800 lbs.	801-1,200 lbs.
29	466 lbs. or less	467-933 lbs.	934-1,400 lbs.
+10	×4	×4	×4

Encumbrance by Weight: If you want to determine whether your character's gear is heavy enough to slow him down more than his 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 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 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: Encumbrance Effects. 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.

Table: Encumbrance Effects

LOAD	MAX DEX	CHECK PENALTY	SPEED	RUN
(30 ft.)	(20 ft.)			
Medium	+3	-3	20 ft.	15 ft.
Heavy	+1	-6	20 ft.	15 ft.

Lifting and Dragging: A character can lift as much as his maximum load over his head. A character's maximum load is the highest amount of weight listed for a character's Strength in the heavy load column of Table: Carrying Capacity.

A character can lift as much as double his 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 maximum load. Favorable conditions can double these numbers, and bad circumstances can reduce them by half or more.

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 $\times 2$, Huge $\times 4$, Gargantuan $\times 8$, Colossal $\times 16$. A smaller creature can carry less weight depending on its size category, as follows: Small $\times 3/4$, Tiny $\times 1/2$, Diminutive $\times 1/4$, Fine $\times 1/8$.

Quadrupeds can carry heavier loads than bipeds can. Multiply the values corresponding to the creature's Strength score from Table: Carrying Capacity by the appropriate modifier, as follows: Fine $\times 1/4$, Diminutive $\times 1/2$, Tiny $\times 3/4$, Small $\times 1$, Medium $\times 1\text{--}1/2$, Large $\times 3$, Huge $\times 6$, Gargantuan $\times 12$, Colossal $\times 24$.

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 row by 4 for every 10 points the creature's Strength is above the score for that row.

Armor and Encumbrance for Other Base Speeds

The table below provides reduced speed figures for all base speeds from 5 feet to 120 feet (in 5-foot increments).

Base Speed

BASE SPEED	REDUCED SPEED
5 ft.	5 ft.
10 ft.-15 ft.	10 ft.
20 ft.	15 ft.
25 ft.-30 ft.	20 ft.
35 ft.	25 ft.
40 ft.-45 ft.	30 ft.
50 ft.	35 ft.
55 ft.-60 ft.	40 ft.
65 ft.	45 ft.
70 ft.-75 ft.	50 ft.
80 ft.	55 ft.
85 ft.-90 ft.	60 ft.
95 ft.	65 ft.
100 ft.-105 ft.	70 ft.
110 ft.	75 ft.
115 ft.-120 ft.	80 ft.

MOVEMENT

There are three movement scales, as follows:

- ♦ Tactical, for combat, measured in feet (or 5-foot 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 (3 miles per hour for an unencumbered adult human).

Hustle: A hustle is a jog (about 6 miles per hour for an unencumbered human). A character moving his 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 (×3): Moving three times speed is a running pace for a character in heavy armor (about 7 miles per hour for a human in full plate).

Run (×4): Moving four times speed is a running pace for a character in light, medium, or no armor (about 12 miles per hour for an unencumbered human, or 9 miles per hour for a human in chainmail) See Table: Movement and Distance for details.

TABLE: MOVEMENT AND DISTANCE

SPEED	15 FEET	20 FEET	30 FEET	40 FEET
One Round (Tactical)*				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (×3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (×4)	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 (×3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (×4)	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	-	-	-	-

- ♦ Tactical movement is often measured in squares on the battle grid (1 square = 5 feet) rather than feet.

TACTICAL MOVEMENT

Tactical movement is used for combat. Characters generally don't walk during combat, for obvious reasons—they hustle or run instead. A character who moves his speed and takes some action is hustling for about half the round and doing something else the other half.

Table: Hampered Movement

CONDITION	ADDITIONAL MOVEMENT COST
Difficult terrain	×2
Obstacle*	×2
Poor visibility	×2
Impassable	–

- ♦ May require a skill check

Hampered Movement: Difficult terrain, obstacles, and poor visibility can hamper movement (see Table: Hampered Movement for details). When movement is hampered, each square moved into usually counts as two squares, effectively reducing the distance that a character can cover in a move.

If more than one hampering condition applies, multiply all additional costs that apply. This is a specific exception to the normal rule for doubling.

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (1 square). In such a case, you may use a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally. (You can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you.)

You can't run or charge through any square that would hamper 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 can run for a number of rounds equal to his Constitution score on the local scale without needing to rest. See Combat for rules covering extended periods of running.

Table: Terrain and Overland Movement

TERRAIN	HIGHWAY	ROAD OR TRAIL	TRACKLESS
Desert, sandy	×1	×1/2	×1/2
Forest	×1	×1	×1/2
Hills	×1	×3/4	×1/2
Jungle	×1	×3/4	×1/4
Moor	×1	×1	×3/4
Mountains	×3/4	×3/4	×1/2
Plains	×1	×1	×3/4
Swamp	×1	×3/4	×1/2
Tundra, frozen	×1	×3/4	×3/4

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 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 the distance he 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 the damage it takes is 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.

Table: Mounts and Vehicles

MOUNT/VEHICLE	PER HOUR	PER DAY
Mount (carrying load)		
Light horse	5 miles	40 miles
Light horse (175-525 lbs.) ¹	3 1/2 miles	28 miles
Heavy horse	5 miles	40 miles
Heavy horse (229-690 lbs.) ¹	3-1/2 miles	28 miles
Pony	4 miles	32 miles
Pony (151-450 lbs.) ¹	3 miles	24 miles
Dog, riding	4 miles	32 miles
Dog, riding (101-300 lbs.) 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 for more information.		
² Rafts, barges, keelboats, and rowboats are most often 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, adding an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.		

EVASION AND PURSUIT

In round-by-round movement, when 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.

EXPLORATION

Few rules are as vital to the success of adventurers than those pertaining to vision, lighting, and how to break things. Rules for each of these are explained below.

VISION AND LIGHT

Dwarves and half-orcs have darkvision, but the other races presented in Races need light to see by. See Table: Light Sources and Illumination for the radius that a light source illuminates and how long it lasts. The increased entry indicates an area outside the lit radius in which the light level is increased by one step (from darkness to dim light, for example).

Table: Light Sources and Illumination

OBJECT	NORMAL	INCREASED	DURATION
Candle	n/a ¹	5 ft.	1 hr.
<i>Everburning torch</i>	20 ft.	40 ft.	Permanent
Lamp, common	15 ft.	30 ft.	6 hr./pint
Lantern, bullseye	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	Normal	Increase	Duration
<i>Continual flame</i>	20 ft.	40 ft.	Permanent
<i>Dancing lights</i> (torches)	20 ft. (each)	40 ft. (each)	1 min.
<i>Daylight</i>	60 ft. ²	120 ft.	10 min./level
<i>Light</i>	20 ft.	40 ft.	10 min./level
1 A candle does not provide normal illumination, only dim illumination.			
2 The light for a daylight spell is bright light.			

In an area of bright light, all characters can see clearly. Some creatures, such as those with light sensitivity and light blindness, take penalties while in areas of bright light. A creature can't use Stealth in an area of bright light unless it is invisible or has cover. Areas of bright light include outside in direct sunshine and inside the area of a daylight spell.

Normal light functions just like bright light, but characters with light sensitivity and light blindness do not take penalties. Areas of normal light include underneath a forest canopy during the day, within 20 feet of a torch, and inside the area of a light spell.

In an area of dim light, a character can see somewhat. Creatures within this area have concealment (20% miss chance in combat) from those without darkvision or the ability to see in darkness. A creature within an area of dim light can make a Stealth check to conceal itself. Areas of dim light include outside at night with a moon in the sky, bright starlight, and the area between 20 and 40 feet from a torch.

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, and takes a -4 penalty on Perception checks that rely on sight and most Strength- and Dexterity-based skill checks. Areas of darkness include an unlit dungeon chamber, most caverns, and outside on a cloudy, moonless night.

Characters with low-light vision (elves, gnomes, and half-elves) can see objects twice as far away as the given radius. Double the effective radius of bright light, normal light, and dim light for such characters.

Characters with darkvision (dwarves and half-orcs) can see lit areas normally as well as dark areas within 60 feet. A creature can't hide within 60 feet of a character with darkvision unless it is invisible or has cover.

BREAKING AND ENTERING

When attempting to break an object, you have two choices: smash it with a weapon or break it with sheer strength.

Table: 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

Table: Substance Hardness and Hit Points

SUBSTANCE	HARDNESS	HIT POINTS
Glass	1	1/in. of thickness
Paper or cloth	0	2/in. of thickness
Rope	0	2/in. of thickness
Ice	0	3/in. of thickness
Leather or hide	2	5/in. of thickness
Wood	5	10/in. of thickness
Stone	8	15/in. of thickness
Iron or steel	10	30/in. of thickness
Mithral	15	30/in. of thickness
Adamantine	20	40/in. of thickness

Table: Object Hardness and Hit Points

OBJECT	HARDNESS	HIT POINTS	BREAK DC
Rope (1 in. diameter)	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
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 door (2 in. thick)	10	60	28

Table: DCs to Break or Burst Items

STRENGTH CHECK TO:	DC
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend iron bars	24
Break down barred door	25
Burst chain bonds	26
Break down iron door	28
Condition	DC Adjustment*
Hold portal	+5
Arcane lock	+10

- ♦ If both apply, use the larger number.

Smashing an Object

Smashing a weapon or shield with a slashing or bludgeoning weapon is accomplished with the sunder combat maneuver (see Combat). Smashing an object is like sundering a weapon or shield, except that your combat maneuver check is opposed by the object's AC. Generally, you can smash an object only with a bludgeoning or slashing weapon.

Armor Class: Objects are easier to hit than creatures because they don't usually move, but many are tough enough to shrug off some damage from each blow. An object's Armor Class is equal to 10 + its size modifier (see Table: Size and Armor Class of Objects) + its Dexterity modifier. An inanimate object has not only a Dexterity of 0 (-5 penalty to AC), but also an additional -2 penalty to its AC. 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. When an object is damaged, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see Table: Common Armor, Weapon, and Shield Hardness and Hit Points, Table: Substance Hardness and Hit Points, and Table: Object Hardness and Hit Points).

Hit Points: An object's hit point total depends on what it is made of and how big it is (see Table: Common Armor, Weapon, and Shield Hardness and Hit Points, Table: Substance Hardness and Hit Points, and Table: Object Hardness and Hit Points). Objects that take damage equal to or greater than half their total hit points gain the broken condition (see Conditions). When an object's hit points reach 0, it's ruined.

Very large objects have separate hit point totals for different sections.

Energy Attacks: Energy attacks deal half damage to most objects. Divide the damage by 2 before applying the object's hardness. Some energy types might be particularly effective against certain objects, subject to GM discretion. For example, fire might do full damage against parchment, cloth, and other objects that burn easily. Sonic might do full damage against glass and crystal objects.

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. For example, a bludgeoning weapon cannot be used to damage a rope. Likewise, most melee weapons have little effect on stone walls and doors, unless they are designed for breaking up stone, such as a pick or hammer.

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 functional with the broken condition until the item's hit points are reduced to 0, at which point it is destroyed.

Damaged (but not destroyed) objects can be repaired with the Craft skill and a number of spells.

Saving Throws: Nonmagical, unattended items never make saving throws. They are considered to have failed their saving throws, so they are always fully affected by spells and other attacks that allow saving throws to resist or negate. 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 + half its caster level. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better.

Animated Objects: Animated objects count as creatures for purposes of determining their Armor Class (do not treat them as inanimate objects).

Breaking Items

When a character tries to break or burst something with sudden force rather than by dealing damage, use a Strength check (rather than an attack roll and damage roll, as with the sunder special attack) to determine whether he succeeds. Since hardness doesn't affect an object's break DC, this value depends more on the construction of the item than on the material the item is made of. Consult Table: DCs to Break or Burst Items for a list of common break DCs.

If an item has lost half or more of its hit points, the item gains the broken condition (see Conditions) and the DC to break it drops by 2.

Larger and smaller creatures get size bonuses and size penalties on Strength checks to break open doors as follows: Fine -16, Diminutive -12, Tiny -8, Small -4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

A crowbar or portable ram improves a character's chance of breaking open a door (see Equipment).

Table: Common Armor, Weapon, and Shield Hardness and Hit Points

WEAPON OR SHIELD	HARDNESS ¹	HIT POINTS ^{2, 3}
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 ⁴	armor bonus × 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 Add +2 for each +1 enhancement bonus of magic items.		
2 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.		
3 Add 10 hp for each +1 enhancement bonus of magic items.		
4 Varies by material; see Table: Substance Hardness and Hit Points.		

DUNGEONS & TRAPS

This page covers dungeon design and mapping conventions, and the rules for traps: how they work, how characters detect and disable them, and a set of sample traps ready to drop into an adventure. See *Wilderness & Urban Adventures* for outdoor and city environments, and *Weather, Planes & Environmental Rules* for climate and hazard rules.

DUNGEONS

Of all the strange places that an adventurer might explore, none is deadlier than the dungeon. These labyrinths, full of deadly traps, hungry monsters, and priceless treasure, test every skill a character possesses. These rules can apply to dungeons of any type, from the wreck of a sunken ship to a vast cave complex.

TYPES OF DUNGEONS

The four basic dungeon types are defined by their current status. Many dungeons are variations on these basic types or combinations of more than one of them. Sometimes old dungeons are used again and again by different inhabitants for different purposes.

Ruined Structure

Once occupied, this place is now abandoned (completely or in part) by its original creator or creators, and other creatures have wandered in. Many subterranean creatures look for abandoned underground constructions in which to make their lairs. Any traps that might exist have probably been set off, but wandering beasts might very well be common.

Occupied Structure

This type of dungeon is still in use. Creatures (usually intelligent) live there, although they might not be the dungeon's creators. An occupied structure might be a home, a fortress, a temple, an active mine, a prison, or a headquarters. This type of dungeon is less likely to have traps or wandering beasts, and more likely to have organized guards—both on watch and on patrol. Traps or wandering beasts that might be encountered are usually under the control of the occupants. Occupied structures have furnishings to suit the inhabitants, as well as decorations, supplies, and the ability for occupants to move around. The inhabitants might have a communication system, and they almost certainly control an exit to the outside.

Some dungeons are partially occupied and partially empty or in ruins. In such cases, the occupants are typically not the original builders, but instead a group of intelligent creatures that have set up their base, lair, or fortification within an abandoned dungeon.

Safe Storage

When people want to protect something, they sometimes bury it underground. Whether the item they want to protect is a fabulous treasure, a forbidden artifact, or the dead body of an important figure, these valuable objects are placed within a dungeon and surrounded by barriers, traps, and guardians.

The safe storage dungeon is the most likely to have traps but the least likely to have wandering beasts. This type of dungeon is normally built for function rather than appearance, but sometimes it has ornamentation in the form of statuary or painted walls. This is particularly true of the tombs of important people.

Sometimes, however, a vault or a crypt is constructed in such a way as to house living guardians. The problem with this strategy is that something must be done to keep the creatures alive between intrusion attempts. Magic is usually the best solution to provide food and water for these creatures. Builders of vaults or tombs often use undead creatures or constructs, both of which have no need for sustenance or rest, to guard their dungeons. Magic traps can attack intruders by summoning monsters into the dungeon that disappear when their task is done.

Natural Cavern Complex

Underground caves provide homes for all sorts of subterranean monsters. Created naturally and connected by labyrinthine tunnel systems, these caverns lack any sort of pattern, order, or decoration. With no intelligent force behind its construction, this type of dungeon is the least likely to have traps or even doors.

Fungi of all sorts thrive in caves, sometimes growing in huge forests of mushrooms and puffballs. Subterranean predators prowl these forests, looking for weaker creatures feeding upon the fungi. Some varieties of fungus give off a phosphorescent glow, providing a natural cavern complex with its own limited light source. In other areas, a *daylight* spell or similar magical effect can provide enough light for green plants to grow.

Natural cavern complexes often connect with other types of dungeons, the caves having been discovered when the manufactured dungeons were delved. A cavern complex can connect two otherwise unrelated dungeons, sometimes creating a strange mixed environment. A natural cavern complex joined with another dungeon often provides a route by which subterranean creatures find their way into a manufactured dungeon and populate it.

DUNGEON TERRAIN

The following rules cover the basics of terrain that can be found in a dungeon.

Walls

Masonry walls—stones piled on top of each other, usually but not always held in place with mortar—often divide dungeons into corridors and chambers. Dungeon walls can also be hewn from solid rock, leaving them with a rough, chiseled look. Still other dungeon walls can be the smooth, unblemished stone of a naturally occurring cave. Dungeon walls are difficult to break down or through, but they're generally easy to climb.

Table: Walls

WALL TYPE	TYPICAL THICKNESS	BREAK DC	HARDNESS	HIT POINTS ¹	CLIMB DC
Masonry	1 ft.	35	8	90 hp	20
Superior masonry	1 ft.	35	8	90 hp	25
Reinforced masonry	1 ft.	45	8	180 hp	20
Hewn stone	3 ft.	50	8	540 hp	25
Unworked stone	5 ft.	65	8	900 hp	15
Iron	3 in.	30	10	90 hp	25
Paper	Paper-thin	1	–	1 hp	30
Wooden	6 in.	20	5	60 hp	21
Magically treated ²	–	+20	×2	×2 ³	–
1 Per 10-foot-by-10-foot section.					
2 This modifier can be applied to any of the other wall types.					
3 Or an additional 50 hit points, whichever is greater.					

Masonry Walls

The most common kind of dungeon wall, masonry walls are usually at least 1 foot thick. Often, these ancient walls sport cracks and crevices, and sometimes dangerous slimes or small monsters live in these areas and wait for prey. Masonry walls stop all but the loudest noises. It takes a DC 20 Climb check to travel along a masonry wall.

Superior Masonry Walls

Sometimes masonry walls are better built (smoother, with tighter-fitting stones and less cracking), and occasionally these superior walls are covered with plaster or stucco. Covered walls often bear paintings, carved reliefs, or other decoration. Superior masonry walls are no more difficult to destroy than regular masonry walls but are more difficult to climb (DC 25).

Reinforced Masonry Walls

These are masonry walls with iron bars on one or both sides of the wall, or placed within the wall to strengthen it. The hardness of a reinforced wall remains the same, but its hit points are doubled and the Strength check DC to break through it is increased by 10.

Hewn Stone Walls

Such walls usually result when a chamber or passage is tunneled out from solid rock. The rough surface of a hewn wall frequently provides minuscule ledges where fungus grows and fissures where vermin, bats, and subterranean snakes live. When such a wall has an “other side” (meaning it separates two chambers in the dungeon), the wall is usually at least 3 feet thick; anything thinner risks collapsing from the weight of all the stone overhead. It takes a DC 25 Climb check to climb a hewn stone wall.

Unworked Stone Walls

These surfaces are uneven and rarely flat. They are smooth to the touch but filled with tiny holes, hidden alcoves, and ledges at various heights. They're also usually wet or at least damp, since it's water that most frequently creates natural caves. When such a wall has an "other side," the wall is usually at least 5 feet thick. It takes a DC 15 Climb check to move along an unworked stone wall.

Iron Walls

These walls are placed within dungeons around important places, such as vaults.

Paper Walls

Paper walls are placed as screens to block line of sight, but nothing more.

Wooden Walls

Wooden walls often exist as recent additions to older dungeons, used to create animal pens, storage bins, and temporary structures, or just to make a number of smaller rooms out of a larger one.

Magically Treated Walls

These walls are stronger than average, with a greater hardness, more hit points, and a higher break DC. Magic can usually double the hardness and hit points of a wall and add up to 20 to the break DC. A magically treated wall also gains a saving throw against spells that could affect it, with the save bonus equaling $2 + \frac{1}{2}$ the caster level of the magic reinforcing the wall. Creating a magic wall requires the Craft Wondrous Item feat and the expenditure of 1,500 gp for each 10-foot-by-10-foot wall section.

Walls with Arrow Slits

Walls with arrow slits can be made of any durable material but are most commonly masonry, hewn stone, or wood. Such a wall allows defenders to fire arrows or crossbow bolts at intruders from behind the safety of the wall. Archers behind arrow slits have improved cover that gives them a +8 bonus to Armor Class, a +4 bonus on Reflex saves, and the benefits of the improved evasion class feature.

Floors

As with walls, dungeon floors come in many types.

Flagstone

Like masonry walls, flagstone floors are made of fitted stones. They are usually cracked and only somewhat level. Slime and mold grows in the cracks. Sometimes water runs in rivulets between the stones or sits in stagnant puddles. Flagstone is the most common dungeon floor.

Uneven Flagstone

Over time, some floors can become so uneven that a DC 10 Acrobatics check is required to run or charge across the surface. Failure means the character can't move that round. Floors as treacherous as this should be the exception, not the rule.

Hewn Stone Floors

Rough and uneven, hewn floors are usually covered with loose stones, gravel, dirt, or other debris. A DC 10 Acrobatics check is required to run or charge across such a floor. Failure means the character can still act, but can't run or charge in this round.

Light Rubble

Small chunks of debris litter the ground. Light rubble adds 2 to the DC of Acrobatics checks.

Dense Rubble

The ground is covered with debris of all sizes. It costs 2 squares of movement to enter a square with dense rubble. Dense rubble adds 5 to the DC of Acrobatics checks, and it adds 2 to the DC of Stealth checks.

Smooth Stone Floors

Finished and sometimes even polished, smooth floors are found only in dungeons made by capable and careful builders.

Natural Stone Floors

The floor of a natural cave is as uneven as the walls. Caves rarely have flat surfaces of any great size. Rather, their floors have many levels. Some adjacent floor surfaces might vary in elevation by only a foot, so that moving from one to the other is no more difficult than negotiating a stair step, but in other places the floor might suddenly drop off or rise up several feet or more, requiring Climb checks to get from one surface to the other. Unless a path has been worn and well marked in the floor of a natural cave, it takes 2 squares of movement to enter a square with a natural stone floor, and the DC of Acrobatics checks increases by 5. Running and charging are impossible, except along paths.

Slippery

Water, ice, slime, or blood can make any of the dungeon floors described in this section more treacherous. Slippery floors increase the DC of Acrobatics checks by 5.

Grate

A grate often covers a pit or an area lower than the main floor. Grates are usually made from iron, but large ones can also be made from iron-bound timbers. Many grates have hinges to allow access to what lies below (such grates can be locked like any door), while others are permanent and designed to not move. A typical 1-inch-thick iron grate has 25 hit points, hardness 10, and a DC of 27 for Strength checks to break through it or tear it loose.

Ledge

Ledges allow creatures to walk above some lower area. They often circle around pits, run along underground streams, form balconies around large rooms, or provide a place for archers to stand while firing upon enemies below. Narrow ledges (12 inches wide or less) require those moving along them to make Acrobatics checks. Failure results in the moving character falling off the ledge. Ledges sometimes have railings along the wall. In such a case, characters gain a +5 circumstance bonus on Acrobatics checks to move along the ledge. A character who is next to a railing gains a +2 circumstance bonus on his opposed Strength check to avoid being bull rushed off the edge.

Ledges can also have low walls 2 to 3 feet high along their edges. Such walls provide cover against attackers within 30 feet on the other side of the wall, as long as the target is closer to the low wall than the attacker is.

Transparent Floor

Transparent floors, made of reinforced glass or magic materials (even a *wall of force*), allow a dangerous setting to be viewed safely from above. Transparent floors are sometimes placed over lava pools, arenas, monster dens, and torture chambers. They can be used by defenders to watch key areas for intruders.

Sliding Floors

A sliding floor is a type of trap door, designed to be moved and thus reveal something that lies beneath it. A typical sliding floor moves so slowly that anyone standing on one can avoid falling into the gap it creates, assuming there's somewhere else to go. If such a floor slides quickly enough that there's a chance of a character falling into whatever lies beneath—a spiked pit, a vat of burning oil, or a pool filled with sharks—then it's a trap.

Trap Floors

Some floors are designed to become suddenly dangerous. With the application of just the right amount of weight, or the pull of a lever somewhere nearby, spikes protrude from the floor, gouts of steam or flame shoot up from hidden holes, or the entire floor tilts. These strange floors are sometimes found in arenas, designed to make combats more exciting and deadly. Construct these floors as you would any other trap.

Doors

Doors in dungeons are much more than mere entrances and exits. Often they can be encounters all by themselves. Dungeon doors come in three basic types: wooden, stone, and iron.

Table: Doors

DOOR TYPE	TYPICAL THICKNESS	HARDNESS	HIT POINTS	BREAK DC
Stuck	Locked			
Simple wooden	1 in.	5	10 hp	13
Good wooden	1-1/2 in.	5	15 hp	16
Strong wooden	2 in.	5	20 hp	23
Stone	4 in.	8	60 hp	28
Iron	2 in.	10	60 hp	28
Portcullis, wooden	3 in	5	30 hp	25*
Portcullis, iron	2 in.	10	60 hp	25*
Lock	–	15	30 hp	–
Hinge	–	10	30 hp	–

- ♦ DC to lift. Use appropriate door figure for breaking.

Wooden Doors

Constructed of thick planks nailed together, sometimes bound with iron for strength (and to reduce swelling from dungeon dampness), wooden doors are the most common type. Wooden doors come in varying strengths: simple, good, and strong. Simple doors (break DC 15) are not meant to keep out motivated attackers. Good doors (break DC 18), while sturdy and long-lasting, are still not meant to take much punishment. Strong doors (break DC 25) are bound in iron and are a sturdy barrier to those attempting to get past them. Iron hinges fasten the door to its frame, and typically a circular pull-ring in the center is there to help open it. Sometimes, instead of a pull-ring, a door has an iron pull-bar on one or both sides of the door to serve as a handle. In inhabited dungeons, these doors are usually well-maintained (not stuck) and unlocked, although important areas are locked up if possible.

Stone

Carved from solid blocks of stone, these heavy, unwieldy doors are often built so that they pivot when opened, although dwarves and other skilled craftsfolk are able to fashion hinges strong enough to hold up a stone door. Secret doors concealed within a stone wall are usually stone doors. Otherwise, such doors stand as tough barriers protecting something important beyond. Thus, they are often locked or barred.

Iron

Rusted but sturdy, iron doors in a dungeon are hinged like wooden doors. These doors are the toughest form of nonmagical door. They are usually locked or barred.

Breaking Doors

Dungeon doors might be locked, trapped, reinforced, barred, magically sealed, or sometimes just stuck. All but the weakest characters can eventually knock down a door with a heavy tool such as a sledgehammer, and a number of spells and magic items give characters an easy way around a locked door.

Attempts to literally chop down a door with a slashing or bludgeoning weapon use the hardness and hit points given in Table: Doors. When assigning a DC to an attempt to knock a door down, use the following as guidelines.

DC 10 or Lower

a door just about anyone can break open.

DC 11-15

a door that a strong person could break with one try and an average person might be able to break with one try.

DC 16-20

a door that almost anyone could break, given time.

DC 21-25

a door that only a strong or very strong person has a hope of breaking, probably not on the first try.

DC 26 or Higher

a door that only an exceptionally strong person has a hope of breaking.

Locks

Dungeon doors are often locked, and thus the Disable Device skill comes in very handy. Locks are usually built into the door, either on the edge opposite the hinges or right in the middle of the door. Built-in locks either control an iron bar that juts out of the door and into the wall of its frame, or else a sliding iron bar or heavy wooden bar that rests behind the entire door. By contrast, padlocks are not built-in but usually run through two rings, one on the door and the other on the wall. More complex locks, such as combination locks and puzzle locks, are usually built into the door itself. Because such keyless locks are larger and more complex, they are typically only found in sturdy doors (strong wooden, stone, or iron doors).

The Disable Device DC to pick a lock often falls within the range of 20 to 30, although locks with lower or higher DCs can exist. A door can have more than one lock, each of which must be unlocked separately. Locks are often trapped, usually with poison needles that extend out to prick a rogue's finger.

Breaking a lock is sometimes quicker than breaking the whole door. If a PC wants to whack at a lock with a weapon, treat the typical lock as having hardness 15 and 30 hit points. A lock can only be broken if it can be attacked separately from the door, which means that a built-in lock is immune to this sort of treatment. In an occupied dungeon, every locked door should have a key somewhere.

A special door might have a lock with no key, instead requiring that the right combination of nearby levers must be manipulated or the right symbols must be pressed on a keypad in the correct sequence to open the door.

Stuck Doors

Dungeons are often damp, and sometimes doors get stuck, particularly wooden doors. Assume that about 10% of wooden doors and 5% of non-wooden doors are stuck. These numbers can be doubled (to 20% and 10%, respectively) for long-abandoned or neglected dungeons.

Barred Doors

When characters try to bash down a barred door, it's the quality of the bar that matters, not the material the door is made of. It takes a DC 25 Strength check to break through a door with a wooden bar, and a DC 30 Strength check if the bar is made of iron. Characters can attack the door and destroy it instead, leaving the bar hanging in the now-open doorway.

Magic Seals

Spells such as *arcane lock* can discourage passage through a door. A door with an *arcane lock* spell on it is considered locked even if it doesn't have a physical lock. It takes a *knock* spell, a *dispel magic* spell, or a successful Strength check to open such a door.

Hinges

Most doors have hinges, but sliding doors do not. They usually have tracks or grooves instead, allowing them to slide easily to one side.

Standard Hinges

These hinges are metal, joining one edge of the door to the door frame or wall. Remember that the door swings open toward the side with the hinges. (So, if the hinges are on the PCs' side, the door opens toward them; otherwise it opens away from them.) Adventurers can take the hinges apart one at a time with successful Disable Device checks (assuming the hinges are on their side of the door, of course). Such a task has a DC of 20 because most hinges are rusted or stuck. Breaking a hinge is difficult. Most have hardness 10 and 30 hit points. The break DC for a hinge is the same as for breaking down the door.

Nested Hinges

These hinges are much more complex than ordinary hinges, and are found only in areas of excellent construction. These hinges are built into the wall and allow the door to swing open in either direction. PCs can't get at the hinges to fool with them unless they break through the door frame or wall. Nested hinges are typically found on stone doors but sometimes on wooden or iron doors as well.

Pivots

Pivots aren't really hinges at all, but simple knobs jutting from the top and bottom of the door that fit into holes in the door frame, allowing the door to spin. The advantages of pivots are that they can't be dismantled like hinges and they're simple to make. The disadvantage is that since the door pivots on its center of gravity (typically in the middle), nothing larger than half the door's width can fit through without squeezing. Doors with pivots are usually stone and often quite wide to overcome this disadvantage. Another solution is to place the pivot toward one side and have the door be thicker at that end and thinner toward the other end so that it opens more like a normal door. Secret doors in walls often turn on pivots, since the lack of hinges makes it easier to hide the door's presence. Pivots also allow objects such as bookcases to be used as secret doors.

Secret Doors

Disguised as a bare patch of wall (or floor or ceiling), a bookcase, a fireplace, or a fountain, a secret door leads to a secret passage or room. Someone examining the area finds a secret door, if one exists, on a successful Perception check (DC 20 for a typical secret door to DC 30 for a well-hidden secret door).

Many secret doors require special methods of opening, such as hidden buttons or pressure plates. Secret doors can open like normal doors, or they might pivot, slide, sink, rise, or even lower like a drawbridge to permit access. Builders might put a secret door low near the floor or high in a wall, making it difficult to find or reach. Wizards and sorcerers have a spell, *phase door*, that allows them to create a magic secret door that only they can use.

Magic Doors

Enchanted by the original builders, a door might speak to explorers, warning them away. It might be protected from harm, increasing its hardness or giving it more hit points as well as an improved saving throw bonus against *disintegrate* and similar spells. A magic door might not lead into the space behind it, but instead might be a portal to a faraway place or even another plane of existence. Other magic doors might require passwords or special keys to open them.

Portcullises

These special doors consist of iron or thick, ironbound wooden shafts that descend from recesses in the ceilings above archways. Sometimes a portcullis has crossbars that create a grid, sometimes not. Typically raised by means of a winch or a capstan, a portcullis can be dropped quickly, and the shafts end in spikes to discourage anyone from standing underneath (or from attempting to dive under it as it drops). Once it is dropped, a portcullis locks, unless it is so large that no normal person could lift it anyway. In any event, lifting a typical portcullis requires a DC 25 Strength check.

Walls, Doors, and Detect Spells

Stone walls, iron walls, and iron doors are usually thick enough to block most detect spells, such as *detect thoughts*. Wooden walls, wooden doors, and stone doors are usually not thick enough to do so. A secret stone door built into a wall and as thick as the wall itself (at least 1 foot) does block most detect spells.

Stairs

Stairs are the most common means of traveling up and down within a dungeon. A character can move up or down stairs as part of their movement without penalty, but they cannot run on them. Increase the DC of any Acrobatics skill check made on stairs by 4. Some stairs are particularly steep and are treated as difficult terrain.

Cave-Ins and Collapses

Cave-ins and collapsing tunnels are extremely dangerous. Not only do dungeon explorers face the danger of being crushed by tons of falling rock, but even if they survive they might be buried beneath a pile of rubble or cut off from the only known exit. A cave-in buries anyone in the middle of the collapsing area, and then sliding debris damages anyone in the periphery of the collapse. A typical corridor subject to a cave-in might have a bury zone with a 15-foot radius and a 10-foot-wide slide zone extending beyond the bury zone. A weakened ceiling can be spotted with a DC 20 Knowledge (engineering) or DC 20 Craft (stonemasonry) check. Remember that Craft checks can be made untrained as Intelligence checks. A dwarf can make such a check if he simply passes within 10 feet of a weakened ceiling.

A weakened ceiling might collapse when subjected to a major impact or concussion. A character can cause a cave-in by destroying half the pillars holding up the ceiling.

Characters in the bury zone of a cave-in take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage at all if they make a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried.

Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check each minute. If it fails, he takes 1d6 points of lethal damage each minute until freed or dead.

Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-foot-by-5-foot area weighs 1 ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. A buried character can attempt to free himself with a DC 25 Strength check.

Slimes, Molds, and Fungi

In a dungeon's damp, dark recesses, molds and fungi thrive. For purposes of spells and other special effects, all slimes, molds, and fungi are treated as plants. Like traps, dangerous slimes and molds have CRs, and characters earn XP for encountering them.

A form of glistening organic sludge coats almost anything that remains in the damp and dark for too long. This kind of slime, though it might be repulsive, is not dangerous. Molds and fungi flourish in dark, cool, damp places. While some are as inoffensive as the normal dungeon slime, others are quite dangerous. Mushrooms, puffballs, yeasts, mildew, and other sorts of bulbous, fibrous, or flat patches of fungi can be found throughout most dungeons. They are usually inoffensive, and some are even edible (although most are unappealing or odd-tasting).

Brown Mold

Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes the mold to instantly double in size. Cold damage, such as from a *cone of cold*, instantly destroys it.

Green Slime

This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

Phosphorescent Fungus

This strange underground fungus gives off a soft violet glow that illuminates underground caverns and passages as well as a candle does. Rare patches of fungus illuminate as well as a torch does.

Shrieker

This human-sized purple mushroom emits a piercing sound that lasts for 1d3 rounds whenever there is movement or a light source within 10 feet. This shriek makes it impossible to hear any other sound within 50 feet. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near shriekers learn that this noise means there is food or an intruder nearby.

Yellow Mold

If disturbed, a 5-foot square of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a DC 15 Fortitude save or take 1d3 points of Constitution damage. Another DC 15 Fortitude save is required once per round for the next 5 rounds, to avoid taking 1d3 points of Constitution damage each round. A successful Fortitude save ends this effect. Fire destroys yellow mold, and sunlight renders it dormant.

TRAPS

Traps are a common danger in dungeon environments. From goutts of white-hot flame to hails of poisoned darts, traps can serve to protect valuable treasure or stop intruders from proceeding.

ELEMENTS OF A TRAP

All traps—mechanical or magical—have the following elements: CR, type, Perception DC, Disable Device DC, trigger, reset, and effect. Some traps might also include optional elements, such as poison or a bypass. These characteristics are described below.

Type

A trap can be either mechanical or magical in nature.

Mechanical

Dungeons are frequently equipped with deadly mechanical (nonmagical) traps. A trap typically is defined by its location and triggering conditions, how hard it is to spot before it goes off, how much damage it deals, and whether or not the characters receive a saving throw to mitigate its effects. Traps that attack with arrows, sweeping blades, and other types of weaponry make normal attack rolls, with specific attack bonuses dictated by the trap's design. A mechanical trap can be constructed by a PC through successful use of the Craft (traps) skill (see Designing a Trap and the Craft skill description).

Creatures that succeed on a Perception check detect a trap before it is triggered. The DC of this check depends on the trap itself. Success generally indicates that the creature has detected the mechanism that activates the trap, such as a pressure plate, odd gears attached to a door handle, and the like. Beating this check by 5 or more also gives some indication of what the trap is designed to do.

Magic

Many spells can be used to create dangerous traps. Unless the spell or item description states otherwise, assume the following to be true.

- ♦ A successful Perception check (DC 25 + spell level) detects a magic trap before it goes off.
- ♦ Magic traps permit a saving throw in order to avoid the effect (DC 10 + spell level × 1.5).
- ♦ Magic traps may be disarmed by a character with the trapfinding class feature with a successful Disable Device skill check (DC 25 + spell level). Other characters have no chance to disarm a magic trap with a Disable Device check.

Magic traps are further divided into spell traps and magic device traps. Magic device traps initiate spell effects when activated, just as wands, rods, rings, and other magic items do. Creating a magic device trap requires the Craft Wondrous Item feat.

Spell traps are simply spells that themselves function as traps. Creating a spell trap requires the services of a character who can cast the needed spell or spells, who is usually either the character creating the trap or an NPC spellcaster hired for that purpose.

Perception and Disable Device DCs

The builder sets the Perception and Disable Device DCs for a mechanical trap. For a magic trap, the values depend on the highest-level spell used.

Mechanical Trap

The base DC for both Perception and Disable Device checks is 20. Raising or lowering either of these DCs affects the CR (Table: CR Modifiers for Mechanical Traps).

Magic Trap

The DC for both Perception and Disable Device checks is equal to 25 + the spell level of the highest-level spell used. Only characters with the trapfinding class feature can attempt a Disable Device check involving a magic trap.

Trigger

A trap's trigger determines how it is sprung.

Location

A location trigger springs a trap when someone stands in a particular square.

Proximity

This trigger activates the trap when a creature approaches within a certain distance of it. A proximity trigger differs from a location trigger in that the creature need not be standing in a particular square. Creatures that are flying can spring a trap with a proximity trigger but not one with a location trigger. Mechanical proximity triggers are extremely sensitive to the slightest change in the air. This makes them useful only in places such as crypts, where the air is unusually still.

The proximity trigger used most often for magic device traps is the *alarm* spell. Unlike when the spell is cast, an *alarm* spell used as a trigger can have an area that's no larger than the area the trap is meant to protect.

Some magic device traps have special proximity triggers that activate only when certain kinds of creatures approach. For example, a *detect good* spell can serve as a proximity trigger on an evil altar, springing the attached trap only when someone of good alignment gets close enough to it.

Sound

This trigger springs a magic trap when it detects any sound. A sound trigger functions like an ear and has a +15 bonus on Perception checks. A successful Stealth check, magical *silence*, and other effects that would negate hearing defeat it. A trap with a sound trigger requires the casting of *clairaudience* during its construction.

Visual

This trigger for magic traps works like an actual eye, springing the trap whenever it "sees" something. A trap with a visual trigger requires the casting of *arcane eye*, *clairvoyance*, or *true seeing* during its construction. Sight range and the Perception bonus conferred on the trap depend on the spell chosen, as shown.

Spell

SPELL	SIGHT RANGE	PERCEPTION BONUS
<i>arcane eye</i>	Line of sight (unlimited range)	+20
<i>clairvoyance</i>	One preselected location	+15
<i>true seeing</i>	Line of sight (up to 120 ft.)	+30
If you want the trap to see in the dark, you must either choose the <i>true seeing</i> option or add <i>darkvision</i> to the trap as well. (<i>Darkvision</i> limits the trap's sight range in the dark to 60 feet.) If invisibility, disguises, or illusions can fool the spell being used, they can fool the visual trigger as well.		

Touch

A touch trigger, which springs the trap when touched, is one of the simplest kinds of trigger to construct. This trigger may be physically attached to the part of the mechanism that deals the damage or it may not. You can make a magic touch trigger by adding *alarm* to the trap and reducing the area of the effect to cover only the trigger spot.

Timed

This trigger periodically springs the trap after a certain duration has passed.

Spell

All spell traps have this kind of trigger. The appropriate spell descriptions explain the trigger conditions for traps that contain spell triggers.

Duration

Unless otherwise stated, most traps have a duration of instantaneous; once triggered, they have their effect and then stop functioning. Some traps have a duration measured in rounds. Such traps continue to have their listed effect each round at the top of the initiative order (or whenever they were activated, if they were triggered during combat).

Reset

A reset element is the set of conditions under which a trap becomes ready to trigger again. Resetting a trap usually takes only a minute or so. For a trap with a more difficult reset method, you should set the time and labor required.

No Reset

Short of completely rebuilding the trap, there's no way to trigger it more than once. Spell traps have no reset element.

Repair

To get the trap functioning again, you must repair it. Repairing a mechanical trap requires a Craft (traps) check against a DC equal to the one for building it. The cost for raw materials is one-fifth of the trap's original market price. To calculate how long it takes to fix a trap, use the same calculations you would for building it, but use the cost of the raw materials required for repair in place of the market price.

Manual

Resetting the trap requires someone to move the parts back into place. This is the kind of reset element most mechanical traps have.

Automatic

The trap resets itself, either immediately or after a timed interval.

Bypass (Optional Element)

If the builder of a trap wants to be able to move past the trap after it is created or placed, it's a good idea to build in a bypass mechanism: something that temporarily disarms the trap. Bypass elements are typically used only with mechanical traps; spell traps usually have built-in allowances for the caster to bypass them.

Lock

A lock bypass requires a DC 30 Disable Device check to open.

Hidden Switch

A hidden switch requires a DC 25 Perception check to locate.

Hidden Lock

A hidden lock combines the features above, requiring a DC 25 Perception check to locate and a DC 30 Disable Device check to open.

Effect

The effect of a trap is what happens to those who spring it. This often takes the form of either damage or a spell effect, but some traps have special effects. A trap usually either makes an attack roll or forces a saving throw to avoid it. Occasionally a trap uses both of these options, or neither (see Never Miss).

Pits

These are holes (covered or not) that characters can fall into, causing them to take damage. A pit needs no attack roll, but a successful Reflex save (DC set by the builder) avoids it. Other save-dependent mechanical traps also fall into this category. Falling into a pit deals 1d6 points of damage per 10 feet of depth.

Pits in dungeons come in three basic varieties: uncovered, covered, and chasms. Pits and chasms can be defeated by judicious application of the Acrobatics skill, the Climb skill, or various mechanical or magical means.

Uncovered pits and natural chasms serve mainly to discourage intruders from going a certain way, although they cause much grief to characters who stumble into them in the dark, and they can greatly complicate nearby melee.

Covered pits are much more dangerous. They can be detected with a DC 20 Perception check, but only if the character is taking the time to carefully examine the area before walking across it. A character who fails to detect a covered pit is still entitled to a DC 20 Reflex save to avoid falling into it. If she was running or moving recklessly at the time, however, she gets no saving throw and falls automatically.

Trap coverings can be as simple as piled refuse (straw, leaves, sticks, garbage), a large rug, or an actual trap door concealed to appear as a normal part of the floor. Such a trap door usually swings open when enough weight (usually about 50 to 80 pounds) is placed upon it. Devious trap builders sometimes design trap doors so they spring back shut after they open. The trap door might lock once it's back in place, leaving the stranded character well and truly trapped. Opening such a trap door is just as difficult as opening a regular door (assuming the trapped character can reach it), and a DC 13 Strength check is needed to keep a spring-loaded door open.

Pit traps often have something nastier than just a hard floor at the bottom. A trap designer might put spikes, monsters, or a pool of acid, lava, or even water at the bottom. For rules on pit spikes and other such add-ons, see the Miscellaneous Trap Features section.

Monsters sometimes live in pits. Any monster that can fit into the pit might have been placed there by the dungeon's designer, or might simply have fallen in and not been able to climb back out.

A secondary trap, mechanical or magical, at the bottom of a pit can be particularly deadly. Activated by a falling victim, the secondary trap attacks the already injured character when she's least ready for it.

Ranged Attack Traps

These traps fling darts, arrows, spears, or the like at whomever activated the trap. The builder sets the attack bonus. A ranged attack trap can be configured to simulate the effect of a composite bow with a high Strength rating, which provides the trap with a bonus on damage equal to its Strength rating. These traps deal whatever damage their ammunition normally does. If a trap is constructed with a high Strength rating, it has a corresponding bonus on damage.

Melee Attack Traps

These traps feature such obstacles as sharp blades that emerge from walls and stone blocks that fall from ceilings. Once again, the builder sets the attack bonus. These traps deal the same damage as the melee weapons they "wield." In the case of a falling stone block, you can assign any amount of bludgeoning damage you like, but remember that whoever resets the trap has to lift that stone back into place.

A melee attack trap can be constructed with a built-in bonus on damage rolls, just as if the trap itself had a high Strength score.

Spell Traps

Spell traps produce the spell's effect. Like all spells, a spell trap that allows a saving throw has a save DC of 10 + spell level + caster's relevant ability modifier.

Magic Device Traps

These traps produce the effects of any spells included in their construction, as described in the appropriate entries. If the spell in a magic device trap allows a saving throw, its save DC is $(10 + \text{spell level}) \times 1.5$. Some spells make attack rolls instead.

Special

Some traps have miscellaneous features that produce special effects, such as drowning for a water trap or ability damage for poison. Saving throws and damage depend on the poison or are set by the builder, as appropriate.

Miscellaneous Trap Features

Some traps include optional features that can make them considerably more deadly. The most common features are discussed below.

Alchemical Item

Mechanical traps might incorporate alchemical devices or other special substances or items, such as tanglefoot bags, alchemist's fire, thunderstones, and the like. Some such items mimic spell effects. If the item mimics a spell effect, it increases the CR as shown on Table: CR Modifiers for Mechanical Traps: CR Modifiers for Mechanical Traps.

Gas

With a gas trap, the danger is in the inhaled poison it delivers. Traps employing gas usually have the never miss and onset delay features.

Liquid

Any trap that involves a danger of drowning is in this category. Traps employing liquid usually have the never miss and onset delay features.

Multiple Targets

Traps with this feature can affect more than one character.

Never Miss

When the entire dungeon wall moves to crush you, your quick reflexes won't help, since the wall can't possibly miss. A trap with this feature has neither an attack bonus nor a saving throw to avoid, but it does have an onset delay. Most traps involving liquid or gas are of the never miss variety.

Onset Delay

An onset delay is the amount of time between when the trap is sprung and when it deals damage. A never miss trap always has an onset delay.

Poison

Traps that employ poison are deadlier than their nonpoisonous counterparts, so they have correspondingly higher CRs. To determine the CR modifier for a given poison, consult Table: CR Modifiers for Mechanical Traps. Only injury, contact, and inhaled poisons are suitable for traps; ingested types are not. Some traps simply deal the poison's damage. Others deal damage with ranged or melee attacks as well.

Pit Spikes

Treat spikes at the bottom of a pit as daggers, each with a +10 attack bonus. The damage bonus for each spike is +1 per 10 feet of pit depth (to a maximum of +5). Each character who falls into the pit is attacked by 1d4 spikes. This damage is in addition to any damage from the fall itself, and the statistics presented above are merely the most common variant—some traps might have far more dangerous spikes at their bottom. Pit spikes add to the average damage of the trap (see Average Damage, below).

Pit Bottom

If something other than spikes waits at the bottom of a pit, it's best to treat that as a separate trap (see Multiple Traps) with a location trigger that activates on any significant impact, such as a falling character.

Touch Attack

This feature applies to any trap that needs only a successful touch attack (melee or ranged) to hit.

SAMPLE TRAPS

The following sample traps represent just some of the possibilities when constructing traps to challenge the player characters. (The 32 named sample traps in the core rulebook, such as Arrow Trap, Pit Trap, Poisoned Dart Trap, Swinging Axe Trap, and Fireball Trap, are presented as structured stat blocks rather than prose descriptions, so their full mechanical writeups are deferred to a future data batch. The trap-design guidelines below are fully covered.)

DESIGNING A TRAP

Designing new traps is a simple process. Start by deciding what type of trap you want to create.

Table: CR Modifiers for Mechanical Traps

FEATURE	CR MODIFIER
Perception DC	
15 or lower	-1
16-20	-
21-25	+1
26-29	+2
30 or higher	+3
Disable Device DC	
15 or lower	-1
16-20	-
21-25	+1
26-29	+2
30 or higher	+3
Reflex Save DC (Pit or Other Save-Dependent Trap)	
15 or lower	-1
16-20	-
21-25	+1
26-29	+2
30 or higher	+3
Attack Bonus (Melee or Ranged Attack Trap)	
+0 or lower	-2
+1 to +5	-1
+6 to +10	-
+11 to +15	+1
+16 to +20	+2
Touch attack	+1
Damage/Effect	
Average damage	+1 per 10 points of average damage
Miscellaneous Features	
Alchemical device	Level of spell mimicked
Automatic reset	+1
Liquid	+5
Multiple targets (non-damage)	+1
Never miss	+2
Proximity or visual trigger	+1
Poison	
Black adder venom	+1
Black lotus extract	+8
Bloodroot	+1
Blue whinnis	+1
Burnt othur fumes	+6
Deathblade	+5
Dragon bile	+6

Table: CR Modifiers for Magic Traps

FEATURE	CR MODIFIER
Highest-level spell effect	+ Spell level
Damaging spell effect	+1 per 10 points of average damage

Table: Cost Modifiers for Magic Device Traps

FEATURE	COST MODIFIER
<i>Alarm</i> spell used in trigger	–
One-Shot Trap	
Each spell used	+50 gp × caster level × spell level
Material components	+Material component costs
Automatic Reset Trap	
Each spell used	+500 gp × caster level × spell level
Material components	+Material component costs × 100

Table: Craft DCs (Traps)

TRAP CR	BASE CRAFT (TRAPS) DC
1–5	20
6–10	25
11–15	30
16+	35
Additional Components	Modifier to Craft (Traps) DC
Proximity trigger	+5
Automatic reset	+5

Mechanical Traps

Simply select the elements you want the trap to have and add up the adjustments to the trap’s Challenge Rating that those elements require (see Table: CR Modifiers for Mechanical Traps) to arrive at the trap’s final CR. From the CR you can derive the DC of the Craft (traps) checks a character must make to construct the trap.

Magic Traps

As with mechanical traps, decide what elements you want and then determine the CR of the resulting trap (see CR Modifiers for Magic Traps). If a player character wants to design and construct a magic trap, he, or an ally, must have the Craft Wondrous Item feat. In addition, he must be able to cast the spell or spells that the trap requires—or he must be able to hire an NPC to cast the spells for him.

Challenge Rating of a Trap

To calculate the Challenge Rating of a trap, add all the CR modifiers (see Table: CR Modifiers for Mechanical Traps or CR Modifiers for Magic Traps) to the base CR for the trap type.

Mechanical Trap

The base CR for a mechanical trap is 0. If your final CR is 0 or lower, add features until you get a CR of 1 or higher.

Magic Trap

For a spell trap or magic device trap, the base CR is 1. The highest-level spell used modifies the CR (see CR Modifiers for Magic Traps).

Average Damage

If a trap (mechanical or magical) does hit point damage, calculate the average damage for a successful hit and round that value to the nearest multiple of 10. If the trap is designed to hit more than one target, multiply this value by 2. If the trap is designed to deal damage over a number of rounds, multiply this value by the number of rounds the trap will be active (or the average number of rounds, if the duration is variable). Use this value to adjust the Challenge Rating of the trap, as indicated on Table: CR Modifiers for Mechanical Traps. Damage from poison does not count toward this value, but extra damage from pit spikes and multiple attacks does.

For a magic trap, only one modifier applies to the CR—either the level of the highest-level spell used in the trap, or the average damage figure, whichever is larger.

Multiple Traps

If a trap is really two or more connected traps that affect approximately the same area, determine the CR of each one separately.

Multiple Dependent Traps

If one trap depends on the success of the other (that is, you can avoid the second trap by not falling victim to the first), characters earn XP for both traps by defeating the first one, regardless if the second one is also sprung.

Multiple Independent Traps

If two or more traps act independently (they do not depend on one another to activate), characters only earn XP for traps that they defeat.

Mechanical Trap Cost

The cost of a mechanical trap is $1,000 \text{ gp} \times \text{the trap's Challenge Rating}$. If the trap uses spells in its trigger or reset, add those costs separately. If the trap cannot be reset, divide the cost in half. If the trap has an automatic reset, increase the cost by half (+50%). Particularly simple traps, such as pit traps, might have a greatly reduced cost, subject to GM discretion. Such traps might cost as little as $250 \text{ gp} \times \text{the trap's Challenge Rating}$.

After you've determined the cost by Challenge Rating, add the price of any alchemical items or poison you incorporated into the trap. If the trap uses one of these elements and has an automatic reset, multiply the poison or alchemical item cost by 20 to provide an adequate supply of doses.

Multiple Traps

If a trap is really two or more connected traps, determine the final cost of each separately, then add those values together. This holds for both multiple dependent and multiple independent traps.

Magic Device Trap Cost

Building a magic device trap involves the expenditure of gp and requires the services of a spellcaster. Table: Cost Modifiers for Magic Device Traps summarizes the cost information for magic device traps. If the trap uses more than one spell (for instance, a sound or visual trigger spell in addition to the main spell effect), the builder must pay for them all (except *alarm*, which is free unless it must be cast by an NPC).

The costs derived from Table: Cost Modifiers for Magic Device Traps assume that the builder is casting the necessary spells himself (or perhaps some other PC is providing the spells for free). If an NPC spellcaster must be hired to cast them, those costs must be factored in as well (see Equipment).

A magic device trap takes 1 day to construct per 500 gp of its cost.

Spell Trap Cost

A spell trap has a cost only if the builder must hire an NPC spellcaster to cast it.

Craft DCs for Mechanical Traps

Once you know the Challenge Rating of a trap, determine the Craft (traps) DC by referring to the values and modifiers given on Table: Craft (Traps) DCs.

Making the Checks

To determine how much progress a character makes on building a trap each week, that character makes a Craft (traps) check. See the Craft skill description for details on Craft checks and the circumstances that can affect them.

WILDERNESS & URBAN ADVENTURES

This page covers wilderness environments (terrain, hazards, natural obstacles) and the specific challenges of adventuring in cities and towns. See Dungeons & Traps for underground environments, and Weather, Planes & Environmental Rules for climate and planar rules.

WILDERNESS

Outside the safety of city walls, the wilderness is a dangerous place, and many adventurers have gotten lost in its trackless wilds or fallen victim to deadly weather. The following rules give you guidelines on running adventures in a wilderness setting.

GETTING LOST

There are many ways to get lost in the wilderness. Following an obvious road, trail, or feature such as a stream or shoreline prevents most from becoming lost, but travelers striking off cross-country might become disoriented—especially in conditions of poor visibility or in difficult terrain.

Poor Visibility

Anytime characters cannot see at least 60 feet due to reduced visibility conditions, they might become lost. Characters traveling through fog, snow, or a downpour might easily lose the ability to see any landmarks not in their immediate vicinity. Similarly, characters traveling at night might be at risk, too, depending on the quality of their light sources, the amount of moonlight, and whether they have darkvision or low-light vision.

Difficult Terrain

Any character in forest, moor, hill, or mountain terrain might become lost if he moves away from a trail, road, stream, or other obvious path or track. Forests are especially dangerous because they obscure far-off landmarks and make it hard to see the sun or stars.

Chance to Get Lost

If conditions exist that make getting lost a possibility, the character leading the way must succeed on a Survival check or become lost. The difficulty of this check varies based on the terrain, the visibility conditions, and whether or not the character has a map of the area being traveled through. Refer to the table below and use the highest DC that applies.

Terrain

TERRAIN	SURVIVAL DC
Desert or plains	14
Forest	16
Moor or hill	10
Mountain	12
Open sea	18
Urban, ruins, or dungeon	8
Situation	Check Modifier
Proper navigational tools (map, sextant)	+4
Poor visibility	-4
A character with at least 5 ranks in Knowledge (geography) or Knowledge (local) pertaining to the area being traveled through gains a +2 bonus on this check.	

Check once per hour (or portion of an hour) spent in local or overland movement to see if travelers have become lost. In the case of a party moving together, only the character leading the way makes the check.

Effects of Being Lost

If a party becomes lost, it is no longer certain of moving in the direction it intended to travel. Randomly determine the direction in which the party actually travels during each hour of local or overland movement. The characters' movement continues to be random until they blunder into a landmark they can't miss, or until they recognize that they are lost and make an effort to regain their bearings.

Recognizing You're Lost

Once per hour of random travel, each character in the party may attempt a Survival check (DC 20, -1 per hour of random travel) to recognize that he is no longer certain of his direction of travel. Some circumstances might make it obvious that the characters are lost.

Setting a New Course

Determining the correct direction of travel once a party has become lost requires a Survival check (DC 15, +2 per hour of random travel). If a character fails this check, he chooses a random direction as the "correct" direction for resuming travel.

Once the characters are traveling along their new course, correct or incorrect, they might get lost again. If the conditions still make it possible for travelers to become lost, check once per hour of travel as described above to see if the party maintains its new course or begins to move at random again.

Conflicting Directions

It's possible that several characters may attempt to determine the right direction to proceed after becoming lost. Make a Survival check for each character in secret, then tell the players whose characters succeeded the correct direction in which to travel, and tell the players whose characters failed a random direction they think is right, with no indication who is correct.

Regaining Your Bearings

There are several ways for characters to find their way after becoming lost. First, if the characters successfully set a new course and follow it to the destination they're trying to reach, they're not lost anymore. Second, the characters, through random movement, might run into an unmistakable landmark. Third, if conditions suddenly improve—the fog lifts or the sun comes up—lost characters may attempt to set a new course, as described above, with a +4 bonus on the Survival check.

FOREST TERRAIN

Forest terrain can be divided into three categories: sparse, medium, and dense. An immense forest could have all three categories within its borders, with more sparse terrain at the outer edge of the forest and dense forest at its heart.

The table below describes in general terms how likely it is that a given square has a terrain element in it.

Category of Forest

| Category of Forest

—|—

Sparse| Medium| Dense

Typical trees| 50%| 70%| 80%

Massive trees| —| 10%| 20%

Light undergrowth| 50%| 70%| 50%

Heavy undergrowth| —| 20%| 50%

Trees

The most important terrain element in a forest is the trees, obviously. A creature standing in the same square as a tree gains partial cover, which grants a +2 bonus to Armor Class and a +1 bonus on Reflex saves. The presence of a tree doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can. The trunk of a typical tree has AC 4, hardness 5, and 150 hp. A DC 15 Climb check is sufficient to climb a tree. Medium and dense forests have massive trees as well. These trees take up an entire square and provide cover to anyone behind them. They have AC 3, hardness 5, and 600 hp. Like their smaller counterparts, it takes a DC 15 Climb check to climb them.

Undergrowth

Vines, roots, and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs 2 squares of movement to move into, and provides concealment. Undergrowth increases the DC of Acrobatics and Stealth checks by 2 because the leaves and branches get in the way. Heavy undergrowth costs 4 squares of movement to move into and provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Acrobatics checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Stealth checks. Running and charging are impossible. Squares with undergrowth are often clustered together. Undergrowth and trees aren't mutually exclusive; it's common for a 5-foot square to have both a tree and undergrowth.

Forest Canopy

It's common for elves and other forest dwellers to live on raised platforms far above the surface floor. These wooden platforms often have rope bridges between them. To get to the treehouses, characters ascend the trees' branches (Climb DC 15), use rope ladders (Climb DC 0), or take pulley elevators (which can be made to rise a number of feet equal to a Strength check, made each round as a full-round action). Creatures on platforms or branches in a forest canopy are considered to have cover when fighting creatures on the ground, and in medium or dense forests they have concealment as well.

Other Forest Terrain Elements

Fallen logs generally stand about 3 feet high and provide cover just as low walls do. They cost 5 feet of movement to cross. Forest streams average 5 to 10 feet wide and no more than 5 feet deep. Pathways wind through most forests, allowing normal movement and providing neither cover nor concealment. These paths are less common in dense forests, but even unexplored forests have occasional game trails.

Stealth and Detection in a Forest

In a sparse forest, the maximum distance at which a Perception check for detecting the nearby presence of others can succeed is $3d6 \times 10$ feet. In a medium forest, this distance is $2d8 \times 10$ feet, and in a dense forest it is $2d6 \times 10$ feet.

Because any square with undergrowth provides concealment, it's usually easy for a creature to use the Stealth skill in the forest. Logs and massive trees provide cover, which also makes hiding possible.

The background noise in the forest makes Perception checks that rely on sound more difficult, increasing the DC of the check by 2 per 10 feet, not 1.

Forest Fires

Most campfire sparks ignite nothing, but if conditions are dry, winds are strong, or the forest floor is dried out and flammable, a forest fire can result. Lightning strikes often set trees ablaze and start forest fires in this way. Whatever the cause of the fire, travelers can get caught in the conflagration.

A forest fire can be spotted from as far away as $2d6 \times 100$ feet by a character who makes a Perception check, treating the fire as a Colossal creature (reducing the DC by 16). If all characters fail their Perception checks, the fire moves closer to them. They automatically see it when it closes to half the original distance. With proper elevation, the smoke from a forest fire can be spotted as far as 10 miles away.

Characters who are blinded or otherwise unable to make Perception checks can feel the heat of the fire (and thus automatically "spot" it) when it is 100 feet away.

The leading edge of a fire (the downwind side) can advance faster than a human can run (assume 120 feet per round for winds of moderate strength). Once a particular portion of the forest is ablaze, it remains so for $2d4 \times 10$ minutes before dying to a smoking wasteland. Characters overtaken by a forest fire might find the leading edge of the fire advancing away from them faster than they can keep up, trapping them deeper and deeper within its grasp.

Within the bounds of a forest fire, a character faces three dangers: heat damage, catching on fire, and smoke inhalation.

Heat Damage

Getting caught within a forest fire is even worse than being exposed to extreme heat (see Heat Dangers). Breathing the air causes a character to take 1d6 points of fire damage per round (no save). In addition, a character must make a Fortitude save every 5 rounds (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. A character who holds his breath can avoid the lethal damage, but not the nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saving throws. Those wearing metal armor or who come into contact with very hot metal are affected as if by a *heat metal* spell.

Catching on Fire

Characters engulfed in a forest fire are at risk of catching on fire when the leading edge of the fire overtakes them, and continue to be at risk once per minute thereafter.

Smoke Inhalation

Forest fires naturally produce a great deal of smoke. A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Smoke also provides concealment to characters within it.

MARSH TERRAIN

Two categories of marsh exist: relatively dry moors and watery swamps. Both are often bordered by lakes (described in Aquatic Terrain), which are effectively a third category of terrain found in marshes.

Marsh Category

| Marsh Category

—|—

Moor| Swamp

Shallow bog| 20%| 40%

Deep bog| 5%| 20%

Light undergrowth| 30%| 20%

Heavy undergrowth| 10%| 20%

Bogs

If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Acrobatics checks in such a square increases by 2.

A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a -10 penalty on attacks against creatures that aren't underwater.

Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.

Both shallow and deep bogs increase the DC of Stealth checks by 2.

Undergrowth

The bushes, rushes, and other tall grasses in marshes function as undergrowth does in a forest. A square that is part of a bog does not also have undergrowth.

Quicksand

Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that might trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden patch before blundering into it. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him $1d2 \times 5$ feet into the quicksand.

Effects of Quicksand

Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description in Using Skills).

Characters below the surface of quicksand may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Rescue

Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If both checks succeed, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface.

Hedgerows

Common in moors, hedgerows are tangles of stones, soil, and thorny bushes. Narrow hedgerows function as low walls, and it takes 3 squares of movement to cross them. Wide hedgerows are more than 5 feet tall and take up entire squares. They provide total cover, just as a wall does. It takes 4 squares of movement to move through a square with a wide hedgerow; creatures that succeed on a DC 10 Climb check need only 2 squares of movement to move through the square.

Other Marsh Terrain Elements

Some marshes, particularly swamps, have trees just as forests do, usually clustered in small stands. Paths lead across many marshes, winding to avoid bog areas. As in forests, paths allow normal movement and don't provide the concealment that undergrowth does.

Stealth and Detection in a Marsh

In a marsh, the maximum distance at which a Perception check for detecting the nearby presence of others can succeed is $6d6 \times 10$ feet. In a swamp, this distance is $2d8 \times 10$ feet.

Undergrowth and deep bogs provide plentiful concealment, so it's easy to use Stealth in a marsh.

HILLS TERRAIN

A hill can exist in most other types of terrain, but hills can also dominate the landscape. Hills terrain is divided into two categories: gentle hills and rugged hills. Hills terrain often serves as a transition zone between rugged terrain such as mountains and flat terrain such as plains.

Hills Category

| Hills Category

—|—

Gentle Hills| Rugged Hills

Gradual slope| 75%| 40%

Steep slope| 20%| 50%

Cliff| 5%| 10%

Light undergrowth| 15%| 15%

Gradual Slope

This incline isn't steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.

Steep Slope

Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 Acrobatics check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2 × 5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. A steep slope increases the DC of Acrobatics checks by 2.

Cliff

A cliff typically requires a DC 15 Climb check to scale and is 1d4 × 10 feet tall, although the needs of your map might mandate a taller cliff. A cliff isn't perfectly vertical, taking up 5-foot squares if it's less than 30 feet tall and 10-foot squares if it's 30 feet or taller.

Light Undergrowth

Sagebrush and other scrubby bushes grow on hills, although they rarely cover the landscape. Light undergrowth provides concealment and increases the DC of Acrobatics and Stealth checks by 2.

Other Hills Terrain Elements

Trees aren't out of place in hills terrain, and valleys often have active streams (5 to 10 feet wide and no more than 5 feet deep) or dry streambeds (treat as a trench 5 to 10 feet across) in them. If you add a stream or streambed, remember that water always flows downhill.

Stealth and Detection in Hills

In gentle hills, the maximum distance at which a Perception check for detecting the nearby presence of others can succeed is $2d10 \times 10$ feet. In rugged hills, this distance is $2d6 \times 10$ feet.

Hiding in hills terrain can be difficult if there isn't undergrowth around. A hilltop or ridge provides enough cover to hide from anyone below the hilltop or ridge.

MOUNTAIN TERRAIN

The three mountain terrain categories are alpine meadows, rugged mountains, and forbidding mountains. As characters ascend into a mountainous area, they're likely to face each terrain category in turn, beginning with alpine meadows, extending through rugged mountains, and reaching forbidding mountains near the summit.

Mountains have an important terrain element, the rock wall, that is marked on the border between squares rather than taking up squares itself.

Mountain Category

| Mountain Category

—|—

Alpine Meadow| Rugged| Forbidding

Gradual slope| 50%| 25%| 15%

Steep slope| 40%| 55%| 55%

Cliff| 10%| 15%| 20%

Chasm| —| 5%| 10%

Light undergrowth| 20%| 10%| —

Scree| —| 20%| 30%

Dense rubble| —| 20%| 30%

Gradual and Steep Slopes

These function as described in Hills Terrain.

Cliff

These terrain elements also function like their hills terrain counterparts, but they're typically $2d6 \times 10$ feet tall. Cliffs taller than 80 feet take up 20 feet of horizontal space.

Chasm

Usually formed by natural geological processes, chasms function like pits in a dungeon setting. Chasms aren't hidden, so characters won't fall into them by accident (although bull rushes are another story). A typical chasm is $2d4 \times 10$ feet deep, at least 20 feet long, and anywhere from 5 feet to 20 feet wide. It takes a DC 15 Climb check to climb out of a chasm. In forbidding mountain terrain, chasms are typically $2d8 \times 10$ feet deep.

Light Undergrowth

This functions as described in Forest Terrain.

Scree

A field of shifting gravel, scree doesn't affect speed, but it can be treacherous on a slope. The DC of Acrobatics checks increases by 2 if there's scree on a gradual slope and by 5 if there's scree on a steep slope. The DC of Stealth checks increases by 2 if the scree is on a slope of any kind.

Dense Rubble

The ground is covered with rocks of all sizes. It costs 2 squares of movement to enter a square with dense rubble. The DC of Acrobatics checks on dense rubble increases by 5, and the DC of Stealth checks increases by 2.

Rock Wall

A vertical plane of stone, rock walls require DC 25 Climb checks to ascend. A typical rock wall is 2d4 × 10 feet tall in rugged mountains and 2d8 × 10 feet tall in forbidding mountains. Rock walls are drawn on the edges of squares, not in the squares themselves.

Cave Entrance

Found in cliff and steep slope squares and next to rock walls, cave entrances are typically between 5 and 20 feet wide and 5 feet deep. A cave could be anything from a simple chamber to the entrance to an elaborate dungeon. Caves used as monster lairs typically have 1d3 rooms that are 1d4 × 10 feet across.

Other Mountain Terrain Features

Most alpine meadows begin above the treeline, so trees and other forest elements are rare in the mountains. Mountain terrain can include active streams (5 to 10 feet wide and no more than 5 feet deep) and dry streambeds (treat as a trench 5 to 10 feet across). Particularly high-altitude areas tend to be colder than the lowland areas that surround them, so they might be covered in ice sheets (described in Desert Terrain).

Stealth and Detection in Mountains

As a guideline, the maximum distance in mountain terrain at which a Perception check for detecting the nearby presence of others can succeed is 4d10 × 10 feet. Certain peaks and ridgelines afford much better vantage points, of course, and twisting valleys and canyons have much shorter spotting distances. Because there's little vegetation to obstruct line of sight, the specifics on your map are your best guide for the range at which an encounter could begin. As in hills terrain, a ridge or peak provides enough cover to hide from anyone below the high point.

It's easier to hear faraway sounds in the mountains. The DC of Perception checks that rely on sound increase by 1 per 20 feet between listener and source, not per 10 feet.

Avalanches

The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it's also possible to have an avalanche of rock and soil.

An avalanche can be spotted from as far away as $1d10 \times 500$ feet by a character who makes a DC 20 Perception check, treating the avalanche as a Colossal creature. If all characters fail their Perception checks to determine the encounter distance, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance. It's possible to hear an avalanche coming even if you can't see it. Under optimum conditions (no other loud noises occurring), a character who makes a DC 15 Perception check can hear the avalanche or landslide when it is $1d6 \times 500$ feet away. This check might have a DC of 20, 25, or higher in conditions where hearing is difficult (such as in the middle of a thunderstorm).

A landslide or avalanche consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche; characters in the slide zone might be able to get out of the way. Characters in the bury zone take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage if they make a DC 15 Reflex save. Those who fail their saves are buried.

Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead. See Cave-Ins and Collapses for rules on digging out buried creatures.

The typical avalanche has a width of $1d6 \times 100$ feet, from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche's full width.

To determine the precise location of characters in the path of an avalanche, roll $1d6 \times 20$; the result is the number of feet from the center of the path taken by the bury zone to the center of the party's location. Avalanches of snow and ice advance at a speed of 500 feet per round, while rock and soil avalanches travel at a speed of 250 feet per round.

Mountain Travel

High altitude travel can be extremely fatiguing—and sometimes deadly—to creatures that aren't used to it. Cold becomes extreme, and the lack of oxygen in the air can wear down even the most hardy of warriors.

Acclimated Characters

Creatures accustomed to high altitude generally fare better than lowlanders. Any creature with an Environment entry that includes mountains is considered native to the area and acclimated to the high altitude. Characters can also acclimate themselves by living at high altitude for a month. Characters who spend more than two months away from the mountains must reacclimate themselves when they return. Undead, constructs, and other creatures that do not breathe are immune to altitude effects.

Altitude Zones

In general, mountains present three possible altitude bands: low pass, low peak/high pass, and high peak.

Low Pass (lower than 5,000 feet)

Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travelers might find the going difficult (which is reflected in the movement modifiers for traveling through mountains), but the altitude itself has no game effect.

Low Peak or High Pass (5,000 to 15,000 feet)

Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All non-acclimated creatures labor to breathe in the thin air at this altitude. Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be fatigued. The fatigue ends when the character descends to an altitude with more air. Acclimated characters do not have to attempt the Fortitude save.

High Peak (more than 15,000 feet)

The highest mountains exceed 15,000 feet in height. At these elevations, creatures are subject to both high altitude fatigue (as described above) and altitude sickness, whether or not they're acclimated to high altitudes. Altitude sickness represents long-term oxygen deprivation, and affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 15,000 feet, he must succeed on a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores. Creatures acclimated to high altitude receive a +4 competence bonus on their saving throws to resist high altitude effects and altitude sickness, but eventually even seasoned mountaineers must abandon these dangerous elevations.

DESERT TERRAIN

Desert terrain exists in warm, temperate, and cold climates, but all deserts share one common trait: little rain.

The three categories of desert terrain are tundra (cold desert), rocky deserts (often temperate), and sandy deserts (often warm).

Tundra differs from the other desert categories in two important ways. Because snow and ice cover much of the landscape, it's easy to find water. During the height of summer, the permafrost thaws to a depth of a foot or so, turning the landscape into a vast field of mud. The muddy tundra affects movement and skill use as the shallow bogs described in Marsh Terrain, although there's little standing water.

The table below describes terrain elements found in each of the three desert categories. The terrain elements on this table are mutually exclusive; for instance, a square of tundra might contain either light undergrowth or an ice sheet, but not both.

Desert Category

| Desert Category

—|—

Tundra| Rocky| Sandy

Light undergrowth| 15%| 5%| 5%

Ice sheet| 25%| —| —

Light rubble| 5%| 30%| 10%

Dense rubble| —| 30%| 5%

Sand dunes| —| —| 50%

Light Undergrowth

Consisting of scrubby, hardy bushes and cacti, light undergrowth functions as described for other terrain types.

Ice Sheet

The ground is covered with slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Acrobatics checks there increases by 5. A DC 10 Acrobatics check is required to run or charge across an ice sheet.

Light Rubble

Small rocks are strewn across the ground, making nimble movement more difficult. The DC of Acrobatics checks increases by 2.

Dense Rubble

This terrain feature consists of more and larger stones. It costs 2 squares of movement to enter a square with dense rubble. The DC of Acrobatics checks increases by 5, and the DC of Stealth checks increases by 2.

Sand Dunes

Created by the action of wind on sand, dunes function as hills that move. If the wind is strong and consistent, a sand dune can move several hundred feet in a week's time. Sand dunes can cover hundreds of squares. They always have a gentle slope pointing in the direction of the prevailing wind and a steep slope on the leeward side.

Other Desert Terrain Features

Tundra is sometimes bordered by forests, and the occasional tree isn't out of place in the cold wastes. Rocky deserts have towers and mesas consisting of flat ground surrounded on all sides by cliffs and steep slopes (as described in Mountain Terrain). Sandy deserts sometimes have quicksand; this functions as described in Marsh Terrain, although desert quicksand is a waterless mixture of fine sand and dust. All desert terrain is crisscrossed with dry streambeds (treat as trenches 5 to 15 feet wide) that fill with water on the rare occasions when rain falls.

Stealth and Detection in the Desert

In general, the maximum distance in desert terrain at which a Perception check for detecting the nearby presence of others can succeed is $6d6 \times 20$ feet; beyond this distance, elevation changes and heat distortion in warm deserts makes sight-based Perception impossible. The presence of dunes in sandy deserts limits spotting distance to $6d6 \times 10$ feet. The scarcity of undergrowth or other elements that offer concealment or cover makes using Stealth more difficult.

Sandstorms

A sandstorm reduces visibility to $1d10 \times 5$ feet and provides a -4 penalty on Perception checks. A sandstorm deals $1d3$ points of nonlethal damage per hour to any creatures caught in the open, and leaves a thin coating of sand in its wake. Driving sand creeps in through all but the most secure seals and seams, chafing skin and contaminating carried gear.

PLAINS TERRAIN

Plains come in three categories: farms, grasslands, and battlefields. Farms are common in settled areas, while grasslands represent untamed plains. The battlefields where large armies clash are temporary places, usually reclaimed by natural vegetation or the farmer's plow. Battlefields represent a third terrain category because adventurers tend to spend a lot of time there, not because they're particularly prevalent.

The table below shows the proportions of terrain elements in the different categories of plains. On a farm, light undergrowth represents most mature grain crops, so farms growing vegetable crops will have less light undergrowth, as will all farms during the time between harvest and a few months after planting.

The terrain elements in the table below are mutually exclusive.

Plains Category

| Plains Category

—|—

Farm| Grassland| Battlefield

Light undergrowth| 40%| 20%| 10%

Heavy undergrowth| —| 10%| —

Light rubble| —| —| 10%

Trench| 5%| —| 5%

Berm| —| —| 5%

Undergrowth

Whether they're crops or natural vegetation, the tall grasses of the plains function like light undergrowth in a forest. Particularly thick bushes form patches of heavy undergrowth that dot the landscape in grasslands.

Light Rubble

On the battlefield, light rubble usually represents something that was destroyed: the ruins of a building or the scattered remnants of a stone wall, for example. It functions as described in the Desert Terrain section.

Trench

Often dug before a battle to protect soldiers, a trench functions as a low wall, except that it provides no cover against adjacent foes. It costs 2 squares of movement to leave a trench, but it costs nothing extra to enter one. Creatures outside a trench who make a melee attack against a creature inside the trench gain a +1 bonus on melee attacks because they have higher ground. In farm terrain, trenches are generally irrigation ditches.

Berm

A common defensive structure, a berm is a low, earthen wall that slows movement and provides a measure of cover. Put a berm on the map by drawing two adjacent rows of steep slope (described in Hills Terrain), with the edges of the berm on the downhill side. Thus, a character crossing a 2-square berm will travel uphill for 1 square, then downhill for 1 square. Two square berms provide cover as low walls for anyone standing behind them. Larger berms provide the low wall benefit for anyone standing 1 square downhill from the top of the berm.

Fences

Wooden fences are generally used to contain livestock or impede oncoming soldiers. It costs an extra square of movement to cross a wooden fence. A stone fence provides a measure of cover as well, functioning as low walls. Mounted characters can cross a fence without slowing their movement if they succeed on a DC 15 Ride check. If the check fails, the steed crosses the fence, but the rider falls out of the saddle.

Other Plains Terrain Features

Occasional trees dot the landscape in many plains, although on battlefields they're often felled to provide raw material for siege engines (described in Urban Features). Hedgerows (described in Marsh Terrain) are found in plains as well. Streams, generally 5 to 20 feet wide and 5 to 10 feet deep, are commonplace.

Stealth and Detection in Plains

In plains terrain, the maximum distance at which a Perception check for detecting the nearby presence of others can succeed is $6d6 \times 40$ feet, although the specifics of your map might restrict line of sight. Cover and concealment are not uncommon, so a good place of refuge is often nearby, if not right at hand.

AQUATIC TERRAIN

Aquatic terrain is the least hospitable to most PCs, because they can't breathe there. Aquatic terrain doesn't offer the variety that land terrain does. The ocean floor holds many marvels, including undersea analogues of any of the terrain elements described earlier in this section, but if characters find themselves in the water because they were bull rushed off the deck of a pirate ship, the tall kelp beds hundreds of feet below them don't matter. Accordingly, these rules simply divide aquatic terrain into two categories: flowing water (such as streams and rivers) and non-flowing water (such as lakes and oceans).

Flowing Water

Large, placid rivers move at only a few miles per hour, so they function as still water for most purposes. But some rivers and streams are swifter; anything floating in them moves downstream at a speed of 10 to 40 feet per round. The fastest rapids send swimmers bobbing downstream at 60 to 90 feet per round. Fast rivers are always at least rough water (Swim DC 15), and whitewater rapids are stormy water (Swim DC 20). If a character is in moving water, move her downstream the indicated distance at the end of her turn. A character trying to maintain her position relative to the riverbank can spend some or all of her turn swimming upstream.

Swept Away

Characters swept away by a river moving 60 feet per round or faster must make DC 20 Swim checks every round to avoid going under. If a character gets a check result of 5 or more over the minimum necessary, she arrests her motion by catching a rock, tree limb, or bottom snag—she is no longer being carried along by the flow of the water. Escaping the rapids by reaching the bank requires three DC 20 Swim checks in a row. Characters arrested by a rock, limb, or snag can't escape under their own power unless they strike out into the water and attempt to swim their way clear. Other characters can rescue them as if they were trapped in quicksand (described in Marsh Terrain).

Non-Flowing Water

Lakes and oceans simply require a swim speed or successful Swim checks to move through (DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water). Characters need a way to breathe if they're underwater; failing that, they risk drowning. When underwater, characters can move in any direction.

Stealth and Detection Underwater

How far you can see underwater depends on the water's clarity. As a guideline, creatures can see $4d8 \times 10$ feet if the water is clear, and $1d8 \times 10$ feet if it's murky. Moving water is always murky, unless it's in a particularly large, slow-moving river.

It's hard to find cover or concealment to hide underwater (except along the sea floor).

Invisibility

An invisible creature displaces water and leaves a visible, body-shaped "bubble" where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance).

Underwater Combat

Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature's attack rolls, damage, and movement. In some cases a creature's opponents might get a bonus on attacks. The effects are summarized on Table: Combat Adjustments Underwater. They apply whenever a character is swimming, walking in chest-deep water, or walking along the bottom of a body of water.

Table: Combat Adjustments Underwater

CONDITION	ATTACK/DAMAGE	MOVEMENT	OFF BALANCE?1
Slashing or Bludgeoning	Piercing		
<i>Freedom of movement</i>	normal/normal	normal/normal	normal
Has a swim speed	-2/half	normal	normal
Successful Swim check	-2/half2	normal	quarter or half3
Firm footing4	-2/half2	normal	half
None of the above	-2/half2	-2/half	normal
1 Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.			
2 A creature without <i>freedom of movement</i> effects or a swim speed makes grapple checks underwater at a -2 penalty, but deals damage normally when grappling.			
3 A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.			
4 Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. 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.			

Ranged Attacks Underwater

Thrown weapons are ineffective underwater, even when launched from land. Attacks with other 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.

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

Nonmagical 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 caster level 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 the caster level check to make the fire spell usable underwater, the surface still blocks the spell's line of effect.

Spellcasting Underwater

Casting spells while submerged can be difficult for those who cannot breathe underwater. A creature that cannot breathe water must make a concentration check (DC 15 + spell level) to cast a spell underwater (this is in addition to the caster level check to successfully cast a fire spell underwater). Creatures that can breathe water are unaffected and can cast spells normally. Some spells might function differently underwater, subject to GM discretion.

Floods

In many wilderness areas, river floods are a common occurrence.

In spring, an enormous snowmelt can engorge the streams and rivers it feeds. Other catastrophic events such as massive rainstorms or the destruction of a dam can create floods as well.

During a flood, rivers become wider, deeper, and swifter. Assume that a river rises by 1d10+10 feet during the spring flood, and its width increases by a factor of 1d4 × 50%. Fords might disappear for days, bridges might be swept away, and even ferries might not be able to manage the crossing of a flooded river. A river in flood makes Swim checks one category harder (calm water becomes rough, and rough water becomes stormy). Rivers also become 50% swifter.

URBAN ADVENTURES

At first glance, a city is much like a dungeon, made up of walls, doors, rooms, and corridors. Adventures that take place in cities have two salient differences from their dungeon counterparts, however. Characters have greater access to resources, and they must contend with law enforcement.

ACCESS TO RESOURCES

Unlike in dungeons and the wilderness, characters can buy and sell gear quickly in a city. A large city or metropolis probably has high-level NPCs and experts in obscure fields of knowledge who can provide assistance and decipher clues. And when the PCs are battered and bruised, they can retreat to the comfort of a room at an inn.

The freedom to retreat and ready access to the marketplace means that the players have a greater degree of control over the pacing of an urban adventure.

LAW ENFORCEMENT

The other key distinctions between adventuring in a city and delving into a dungeon is that a dungeon is, almost by definition, a lawless place where the only law is that of the jungle: kill or be killed. A city, on the other hand, is held together by a code of laws, many of which are explicitly designed to prevent the sort of killing and looting that adventurers engage in all the time. Even so, most cities' laws recognize monsters as a threat to the stability the city relies on, and prohibitions about murder rarely apply to monsters such as aberrations or evil outsiders. Most evil humanoids, however, are typically protected by the same laws that protect all the citizens of the city. Having an evil alignment is not a crime (except in some severely theocratic cities, perhaps, with the magical power to back up the law); only evil deeds are against the law. Even when adventurers encounter an evildoer in the act of perpetrating some heinous evil upon the populace of the city, the law tends to frown on the sort of vigilante justice that leaves the evildoer dead or otherwise unable to testify at a trial.

WEAPON AND SPELL RESTRICTIONS

Different cities have different laws about such issues as carrying weapons in public and restricting spellcasters.

The city's laws might not affect all characters equally. A monk isn't hampered at all by a law about peace-bonding weapons, but a cleric is reduced to a fraction of his power if all holy symbols are confiscated at the city's gates.

URBAN FEATURES

Walls, doors, poor lighting, and uneven footing: in many ways a city is much like a dungeon. Some special considerations for an urban setting are covered below.

Walls and Gates

Many cities are surrounded by walls. A typical small city wall is a fortified stone wall 5 feet thick and 20 feet high. Such a wall is fairly smooth, requiring a DC 30 Climb check to scale. The walls are crenellated on one side to provide a low wall for the guards atop it, and there is just barely room for guards to walk along the top of the wall. A typical small city wall has AC 3, hardness 8, and 450 hp per 10-foot section.

A typical large city wall is 10 feet thick and 30 feet high, with crenellations on both sides for the guards on top of the wall. It is likewise smooth, requiring a DC 30 Climb check to scale. Such a wall has AC 3, hardness 8, and 720 hp per 10-foot section.

A typical metropolis wall is 15 feet thick and 40 feet tall. It has crenellations on both sides and often has a tunnel and small rooms running through its interior. Metropolis walls have AC 3, hardness 8, and 1,170 hp per 10-foot section.

Unlike smaller cities, metropolises often have interior walls as well as surrounding walls—either old walls that the city has outgrown, or walls dividing individual districts from each other. Sometimes these walls are as large and thick as the outer walls, but more often they have the characteristics of a large city's or small city's walls.

Watchtowers

Some city walls are adorned with watchtowers set at irregular intervals. Few cities have enough guards to keep someone constantly stationed at every tower, unless the city is expecting attack from outside. The towers provide a superior view of the surrounding countryside as well as a point of defense against invaders.

Watchtowers are typically 10 feet higher than the wall they adjoin, and their diameter is 5 times the thickness of the wall. Arrow slits line the outer sides of the upper stories of a tower, and the top is crenellated like the surrounding walls are. In a small tower (25 feet in diameter adjoining a 5-foot-thick wall), a simple ladder typically connects the tower's stories and its roof. In a larger tower, stairs serve that purpose.

Heavy wooden doors, reinforced with iron and bearing good locks (Disable Device DC 30), block entry to a tower, unless the tower is in regular use. As a rule, the captain of the guard keeps the keys to the towers secured on her person, and second copies are in the city's inner fortress or barracks.

Gates

A typical city gate is a gatehouse with two portcullises and murder holes above the space between them. In towns and some small cities, the primary entry is through iron double doors set into the city wall.

Gates are usually open during the day and locked or barred at night. Usually, one gate lets in travelers after sunset and is staffed by guards who will open it for someone who seems honest, presents proper papers, or offers a large enough bribe (depending on the city and the guards).

Guards and Soldiers

A city typically has full-time military personnel equal to 1% of its adult population, in addition to militia or conscript soldiers equal to 5% of the population. The full-time soldiers are city guards responsible for maintaining order within the city, similar to the role of modern police, and (to a lesser extent) for defending the city from outside assault. Conscript soldiers are called up to serve in case of an attack on the city.

A typical city guard force works on three 8-hour shifts, with 30% of the force on a day shift (8 a.m. to 4 p.m.), 35% on an evening shift (4 p.m. to 12 a.m.), and 35% on a night shift (12 a.m. to 8 a.m.). At any given time, 80% of the guards on duty are on the streets patrolling, while the remaining 20% are stationed at various posts throughout the city where they can respond to nearby alarms. At least one such guard post is present within each neighborhood of a city (each neighborhood consisting of several districts).

The majority of a city guard force is made up of warriors, mostly 1st level. Officers include higher-level warriors, fighters, a fair number of clerics, and wizards or sorcerers, as well as multiclass fighter/spellcasters.

Siege Engines

Siege engines are large weapons, temporary structures, or pieces of equipment traditionally used in besieging castles or fortresses.

Table: Siege Engines

ITEM	COST	DAMAGE	CRITICAL RANGE	INCREMENT	TYPICAL CREW
Catapult, heavy	800 gp	6d6	–	200 ft. (100 ft. minimum)	4
Catapult, light	550 gp	4d6	–	150 ft. (100 ft. minimum)	2
Ballista	500 gp	3d8	19–20	120 ft.	1
Ram	1,000 gp	3d6*	–	–	10
Siege tower	2,000 gp	–	–	–	20

- ♦ See description for special rules.

Catapult Attack Modifiers

CONDITION	MODIFIER
No line of sight to target square	-6
Successive shots (crew can see where most recent misses landed)	Cumulative +2 per previous miss (maximum +10)
Successive shots (crew can't see where most recent misses landed, but observer is providing feedback)	Cumulative +1 per previous miss (maximum +5)
Siege engines are treated as difficult devices if someone tries to disable them using Disable Device. This takes 2d4 rounds and requires a DC 20 Disable Device check. Siege engines are typically made out of wood and have an AC of 3 (-5 Dex, -2 size), a Hardness of 5, and 80 hit points. Siege engines made up of a different material might have different values. Some siege engines are armored as well. Treat the siege engine as a Huge creature to determine the cost of such armor. Siege engines can be crafted as masterwork and enchanted as magic weapons, adding bonuses on attack rolls to the checks made to hit with the siege engine. A masterwork siege engine costs 300 gp more than the listed price. Enchanting a siege engine costs twice the normal amount. For example, a <i>+1 flaming heavy catapult</i> , armored with full plate, would have an AC of 11 and would cost 23,100 gp (800 gp base + 6,000 gp for the armor + 300 gp masterwork + 16,000 gp for the enhancements).	

Catapult, Heavy

A heavy catapult is a massive engine capable of throwing rocks or heavy objects with great force. Because the catapult throws its payload in a high arc, it can hit squares out of its line of sight. To fire a heavy catapult, the crew chief makes a special check against DC 15 using only his base attack bonus, Intelligence modifier, range increment penalty, and the appropriate modifiers from the lower section of Table: Siege Engines. If the check succeeds, the catapult stone hits the square the catapult was aimed at, dealing the indicated damage to any object or character in the square. Characters who succeed on a DC 15 Reflex save take half damage. Once a catapult stone hits a square, subsequent shots hit the same square unless the catapult is reaimed or the wind changes direction or speed.

If a catapult stone misses, roll 1d8 to determine where it lands. This determines the misdirection of the throw, with 1 being back toward the catapult and 2 through 8 counting clockwise around the target square. Finally, count 1d4 squares away from the target square for every range increment of the attack.

Loading a catapult requires a series of full-round actions. It takes a DC 15 Strength check to winch the throwing arm down; most catapults have wheels to allow up to two crew members to use the aid another action, assisting the main winch operator. A DC 15 Profession (siege engineer) check latches the arm into place, and then another DC 15 Profession (siege engineer) check loads the catapult ammunition. It takes four full-round actions to reaim a heavy catapult (multiple crew members can perform these full-round actions in the same round, so it would take a crew of four only 1 round to reaim the catapult).

A heavy catapult takes up a space 15 feet across.

Catapult, Light

This is a smaller, lighter version of the heavy catapult. It functions as the heavy catapult, except that it takes a DC 10 Strength check to winch the arm into place, and only two full-round actions are required to reaim the catapult.

A light catapult takes up a space 10 feet across.

Ballista

A ballista is essentially a Huge heavy crossbow fixed in place. Its size makes it hard for most creatures to aim it. Thus, a Medium creature takes a -4 penalty on attack rolls when using a ballista, and a Small creature takes a -6 penalty. It takes a creature smaller than Large two full-round actions to reload the ballista after firing.

A ballista takes up a space 5 feet across.

Ram

This heavy pole is sometimes suspended from a movable scaffold that allows the crew to swing it back and forth against objects. As a full-round action, the character closest to the front of the ram makes an attack roll against the AC of the construction, applying the -4 penalty for lack of proficiency. It's not possible to be proficient with this device. In addition to the damage given on Table: Siege Engines, up to nine other characters holding the ram can add their Strength modifiers to the ram's damage, if they devote an attack action to doing so. It takes at least one Huge or larger creature, two Large creatures, four Medium creatures, or eight Small creatures to swing a ram.

A ram is typically 30 feet long. In a battle, the creatures wielding the ram stand in two adjacent columns of equal length, with the ram between them.

Siege Tower

This device is a massive wooden tower on wheels or rollers that can be rolled up against a wall to allow attackers to scale the tower and thus get to the top of the wall with cover. The wooden walls are usually 1 foot thick.

A typical siege tower takes up a space 15 feet across. The creatures inside push it at a base land speed of 10 feet (and a siege tower can't run). The eight creatures pushing on the ground floor have total cover, and those on higher floors get improved cover and can fire through arrow slits.

City Streets

Typical city streets are narrow and twisting. Most streets average 15 to 20 feet wide, while alleys range from 10 feet wide to only 5 feet. Cobblestones in good condition allow normal movement, but roads in poor repair and heavily rutted dirt streets are considered light rubble, increasing the DC of Acrobatics checks by 2.

Some cities have no larger thoroughfares, particularly cities that gradually grew from small settlements to larger cities. Cities that are planned, or perhaps have suffered a major fire that allowed authorities to construct new roads through formerly inhabited areas, might have a few larger streets through town. These main roads are 25 feet wide—offering room for wagons to pass each other—with 5-foot-wide sidewalks on either side.

Crowds

Urban streets are often full of people going about their daily lives. In most cases, it isn't necessary to put every 1st-level commoner on the map when a fight breaks out on the city's main thoroughfare. Instead, just indicate which squares on the map contain crowds. If crowds see something obviously dangerous, they'll move away at 30 feet per round at initiative count 0. It takes 2 squares of movement to enter a square with crowds. The crowds provide cover for anyone who does so, enabling a Stealth check and providing a bonus to Armor Class and on Reflex saves.

Directing Crowds

It takes a DC 15 Diplomacy check or DC 20 Intimidate check to convince a crowd to move in a particular direction, and the crowd must be able to hear or see the character making the attempt. It takes a full-round action to make the Diplomacy check, but only a free action to make the Intimidate check.

If two or more characters are trying to direct a crowd in different directions, they make opposed Diplomacy or Intimidate checks to determine to whom the crowd listens. The crowd ignores everyone if none of the characters' check results beat the DCs given above.

Above and Beneath the Streets

Rooftops

Getting to a roof usually requires climbing a wall, unless the character can reach a roof by jumping down from a higher window, balcony, or bridge. Flat roofs, common only in warm climates (as accumulated snow can cause a flat roof to collapse), are easy to run across. Moving along the peak of a pitched roof requires a DC 20 Acrobatics check. Moving on an angled roof surface without changing altitude (moving parallel to the peak, in other words) requires a DC 15 Acrobatics check. Moving up and down across the peak of a roof requires a DC 10 Acrobatics check.

Eventually a character runs out of roof, requiring a long jump across to the next roof or down to the ground. The distance to the closest roof is usually $1d3 \times 5$ feet horizontally, but the next roof is equally likely to be 5 feet higher, 5 feet lower, or the same height. Use the guidelines in the Acrobatics skill (a horizontal jump's peak height is one-fourth of the horizontal distance) to determine whether a character can make a jump.

Sewers

To get into the sewers, most characters open a grate (a full-round action) and jump down 10 feet. Sewers are built exactly like dungeons, except that they're much more likely to have floors that are slippery or covered with water. Sewers are also similar to dungeons in terms of creatures liable to be encountered therein. Some cities were built atop the ruins of older civilizations, so their sewers sometimes lead to treasures and dangers from a bygone age.

City Buildings

Most city buildings fall into three categories. The majority of buildings in the city are two to five stories high, built side-by-side to form long rows separated by secondary or main streets. These row houses usually have businesses on the ground floor, with offices or apartments above.

Inns, successful businesses, and large warehouses—as well as millers, tanners, and other businesses that require extra space—are generally large, free-standing buildings with up to five stories.

Finally, small residences, shops, warehouses, or storage sheds are simple, one-story wooden buildings, especially if they're in poorer neighborhoods.

Most city buildings are made of a combination of stone or clay brick (on the lower one or two stories) and timbers (for the upper stories, interior walls, and floors). Roofs are a mixture of boards, thatch, and slates, sealed with pitch. A typical lower-story wall is 1 foot thick, with AC 3, hardness 8, 90 hp, and a Climb DC of 25. Upper-story walls are 6 inches thick, with AC 3, hardness 5, 60 hp, and a Climb DC of 21. Exterior doors on most buildings are good wooden doors that are usually kept locked, except on public buildings such as shops and taverns.

City Lights

If a city has main thoroughfares, they are lined with lanterns hanging at a height of 7 feet from building awnings. These lanterns are spaced 60 feet apart, so their illumination is all but continuous. Secondary streets and alleys are not lit; it is common for citizens to hire lantern-bearers when going out after dark.

Alleys can be dark places even in daylight, thanks to the shadows of the tall buildings that surround them. A dark alley in daylight is rarely dark enough to afford true concealment, but it can lend a +2 circumstance bonus on Stealth checks.

WEATHER, PLANES & ENVIRONMENTAL RULES

This page covers weather (wind, precipitation, temperature extremes), the cosmology of the Great Beyond (the Inner Sea, the Outer Planes, and how travel between planes works), and general environmental hazards like falling, drowning, and starvation. See Dungeons & Traps and Wilderness & Urban Adventures for other environment rules.

WEATHER

Weather can play an important role in an adventure.

TABLE: RANDOM WEATHER

D %	WEATHER	COLD CLIMATE	TEMPERATE CLIMATE ¹	DESERT
01-70	Normal weather	Cold, calm	Normal for season ²	Hot, calm
71-80	Abnormal weather	Heat wave (01-30) or cold snap (31-100)	Heat wave (01-50) or cold snap (51-100)	Hot, windy
81-90	Inclement weather	Precipitation (snow)	Precipitation (normal for season)	Hot, windy
91-99	Storm	Snowstorm	Thunderstorm, snowstorm	Duststorm
100	Powerful storm	Blizzard	Windstorm, blizzard, hurricane, tornado	Downpour
1 Temperate includes forests, hills, marshes, mountains, plains, and warm aquatic environments.				
2 Winter is cold, summer is warm, spring and autumn are temperate. Marsh regions are slightly warmer in winter.				
Table: Random Weather can be used as a simple local weather table. Terms on that table are defined as follows.				

CALM

Wind speeds are light (0 to 10 mph).

COLD

Between 0° and 40° Fahrenheit during the day, 10 to 20 degrees colder at night.

COLD SNAP

Lowers temperature by -10° F.

DOWNPOUR

Treat as rain (see Precipitation, below), but conceals as fog. Can create floods. A downpour lasts for 2d4 hours.

HEAT WAVE

Raises temperature by +10° F.

HOT

Between 85° and 110° Fahrenheit during the day, 10 to 20 degrees colder at night.

MODERATE

Between 40° and 60° Fahrenheit during the day, 10 to 20 degrees colder at night.

POWERFUL STORM (WINDSTORM/BLIZZARD/HURRICANE/TORNADO)

Wind speeds are over 50 mph (see Table: Wind Effects). In addition, blizzards are accompanied by heavy snow (1d3 feet), and hurricanes are accompanied by downpours. Windstorms last for 1d6 hours. Blizzards last for 1d3 days. Hurricanes can last for up to a week, but their major impact on characters comes in a 24-to-48-hour period when the center of the storm moves through their area. Tornadoes are very short-lived (1d6 × 10 minutes), typically forming as part of a thunderstorm system.

PRECIPITATION

Roll d% to determine whether the precipitation is fog (01-30), rain/snow (31-90), or sleet/hail (91-00). Snow and sleet occur only when the temperature is 30° Fahrenheit or below. Most precipitation lasts for 2d4 hours. By contrast, hail lasts for only 1d20 minutes but usually accompanies 1d4 hours of rain.

STORM (DUSTSTORM/SNOWSTORM/THUNDERSTORM)

Wind speeds are severe (30 to 50 mph) and visibility is cut by three-quarters. Storms last for 2d4-1 hours. See Storms, below, for more details.

WARM

Between 60° and 85° Fahrenheit during the day, 10 to 20 degrees colder at night.

WINDY

Wind speeds are moderate to strong (10 to 30 mph); see Table: Wind Effects.

RAIN, SNOW, SLEET, AND HAIL

Bad weather frequently slows or halts travel and makes it virtually impossible to navigate from one spot to another. Torrential downpours and blizzards obscure vision as effectively as a dense fog.

Most precipitation is rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below might produce ice.

Rain

Rain reduces visibility ranges by half, resulting in a -4 penalty on Perception checks. It has the same effect on flames, ranged weapon attacks, and Perception checks as severe wind.

Snow

Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain, and it costs 2 squares of movement to enter a snow-covered square. A day of snowfall leaves 1d6 inches of snow on the ground.

Heavy Snow

Heavy snow has the same effects as normal snowfall but also restricts visibility as fog does (see Fog). A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by strong or severe winds might result in snowdrifts 1d4 × 5 feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance. There is a 10% chance that a heavy snowfall is accompanied by lightning (see Thunderstorm). Snow has the same effect on flames as moderate wind.

Sleet

Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

Hail

Hail does not reduce visibility, but the sound of falling hail makes sound-based Perception checks more difficult (–4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of lethal damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

STORMS

The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three-quarters, imposing a –8 penalty on Perception checks. Storms make ranged weapon attacks impossible, except for those using siege weapons, which have a –4 penalty on attack rolls. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See Table: Wind Effects for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types.

Duststorm

These desert storms differ from other storms in that they have no precipitation. Instead, a duststorm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most duststorms are accompanied by severe winds and leave behind a deposit of 1d6 inches of sand. There is a 10% chance for a greater duststorm to be accompanied by windstorm-magnitude winds (see Table: Wind Effects). These greater duststorms deal 1d3 points of nonlethal damage each round to anyone caught out in the open without shelter and also pose a choking hazard (see Drowning, except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to 10 + her Constitution score). Greater duststorms leave 2d3–1 feet of fine sand in their wake.

Snowstorm

In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.

Thunderstorm

In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes between 4d8 and 10d8 points of electricity damage. One in 10 thunderstorms is accompanied by a tornado.

Powerful Storms

Very high winds and torrential precipitation reduce visibility to zero, making Perception checks and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused. Creatures caught in the area must make a Fortitude save or face the effects based on the size of the creature (see Table: Wind Effects). Powerful storms are divided into the following four types.

Windstorm

While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their winds.

Blizzard

The combination of high winds, heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them.

Hurricane

In addition to very high winds and heavy rain, hurricanes are accompanied by floods. Most adventuring activity is impossible under such conditions.

Tornado

In addition to incredibly high winds, tornadoes can severely injure and kill those that get pulled into their funnels.

FOG

Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight beyond 5 feet, including darkvision. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

WINDS

The wind can create a stinging spray of sand or dust, fan a large fire, keel over a small boat, and blow gases or vapors away. If powerful enough, it can even knock characters down (see Table: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks.

Table: Wind Effects

WIND FORCE	WIND SPEED	RANGED ATTACKS NORMAL/SIEGE WEAPONS ¹	CHECKED SIZE ²	BLOWN AWAY SIZE	FLY PENALTY
Light	0-10 mph	-/-	-	-	-
Moderate	11-20 mph	-/-	-	-	-
Strong	21-30 mph	-2/-	Tiny	-	-2
Severe	31-50 mph	-4/-	Small	Tiny	-4
Windstorm	51-74 mph	Impossible/-4	Medium	Small	-8
Hurricane	75-174 mph	Impossible/-8	Large	Medium	-12
Tornado	175- 300 mph	Impossible/impossible	Huge	Large	-16
¹ The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.					
² <i>Checked Size</i> : Creatures of this size or smaller are unable to move forward against the force of the wind unless they succeed on a DC 10 Strength check (if on the ground) or a DC 20 Fly skill check if airborne.					
³ <i>Blown Away Size</i> : Creatures on the ground are knocked prone and rolled 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet, unless they make a DC 15 Strength check. Flying creatures are blown back 2d6 × 10 feet and take 2d6 points of nonlethal damage due to battering and buffeting, unless they succeed on a DC 25 Fly skill check.					

Light Wind

A gentle breeze, having little or no game effect.

Moderate Wind

A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

Strong Wind

Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty on ranged attack rolls and on Perception checks.

Severe Wind

In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Perception checks are at a -4 penalty. This is the velocity of wind produced by a *gust of wind* spell.

Windstorm

Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a -4 penalty on attack rolls. Perception checks that rely on sound are at a -8 penalty due to the howling of the wind.

Hurricane-Force Wind

All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8 penalty on attack rolls). Perception checks based on sound are impossible: all characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

Tornado

All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are sound-based Perception checks. Instead of being blown away (see Table: Wind Effects), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage might apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes similar forms of major destruction.

THE PLANES

While endless adventure awaits out in the game—there are other worlds beyond these—other continents, other planets, other galaxies. Yet even beyond this existence of countless planets exist more worlds—entirely different dimensions of reality known as the planes of existence. Except for rare linking points that allow travel between them, each plane is effectively its own universe with its own natural laws. Collectively, the entirety of these other dimensions and planes is known as the Great Beyond.

Although the number of planes is limited only by imagination, they can all be categorized into five general types: the Material Plane, the transitive planes, the Inner Planes, the Outer Planes, and the countless demiplanes.

MATERIAL PLANE

The Material Plane tends to be the most Earth-like of all planes and operates under the same set of natural laws that our own real world does. The “size” of the Material Plane depends upon the campaign—it might conform only to the single world on which your game is set, or it might encompass an entire universe of planets, moons, stars, and galaxies. The Material Plane is the default plane for the Pathfinder Roleplaying Game.

TRANSITIVE PLANES

Transitive planes have one important common characteristic: they “overlap” with other planes, and as such can be used to travel between these overlapping realities. These planes have the strongest regular interaction with the Material Plane and are often accessed by using various spells. They have native inhabitants as well. Example transitive planes include the following.

Astral Plane

A silvery void that connects the Material and Inner Planes to the Outer Planes, the astral plane is the medium through which the souls of the departed travel to the afterlife. A traveler in the Astral Plane sees the plane as a vast empty void periodically dotted with tiny motes of physical reality calved off of the countless planes it overlaps. Powerful spellcasters utilize the Astral Plane for a tiny fraction of a second when they teleport, or they can use it to travel between planes with spells like *astral projection*.

Ethereal Plane

The Ethereal Plane is a ghostly realm that exists as a buffer between the Material Plane and the Shadow Plane, overlapping each. A traveler in the Ethereal plane experiences the real world as if the world were an insubstantial ghost, and can move through solid objects without being seen in the real world. Strange creatures dwell in the Ethereal Plane, as well as ghosts and dreams, many of which can sometimes extend their influence into the real world in mysterious and terrifying ways. Powerful spellcasters utilize the Ethereal Plane with spells like *blink*, *etherealness*, and *ethereal jaunt*.

Shadow Plane

The eerie and deadly Shadow Plane is a grim, colorless “duplicate” of the Material Plane. It overlaps with the Material Plane but is smaller in size, and is in many ways a warped and mocking “reflection” of the Material Plane, one infused with negative energy (see Inner Planes) and serving as home for strange monsters like undead shadows and worse. Powerful spellcasters utilize the Shadow Plane to swiftly travel immense distances on the Material Plane with *shadow walk*, or draw upon the mutable essence of the Shadow Plane to create quasi-real effects and creatures with spells like *shadow evocation* or *shades*.

INNER PLANES

The Inner Planes contain the building blocks of reality—it’s easiest to envision these planes as “containing” the Material Plane, but they do not overlap with the Material Plane as do the transitive planes. Each Inner Plane is made up of a single type of energy or element that overwhelms all others. The natives of a particular Inner Plane are made of the same energy or element as the plane itself. Example Inner Planes include the following.

Elemental Planes

The four classic Inner Planes are the Plane of Air, the Plane of Earth, the Plane of Fire, and the Plane of Water—it is from these planes that the creatures known as elementals hail, yet they house many other strange denizens as well, such as the genie races, strange metal-eating xorns, unseen invisible stalkers, and mischievous mephits.

Energy Planes

Two energy planes exist—the Positive Energy Plane (from which the animating spark of life hails) and the Negative Energy Plane (from which the sinister taint of undeath hails). Energy from both planes infuses reality, the ebb and flow of this energy running through all creatures to bear them along the journey from birth to death. Clerics utilize power from these planes when they channel energy.

OUTER PLANES

Beyond the realm of the mortal world, beyond the building blocks of reality, lie the Outer Planes. Vast beyond imagining, it is to these realms that the souls of the dead travel, and it is upon these realms in which the gods themselves hold court. Each of the Outer Planes has an alignment, representing a particular moral or ethical outlook, and the natives of each plane tend to behave in agreement with that plane's alignment. The Outer Planes are also the final resting place of souls from the Material Plane, whether that final rest takes the form of calm introspection or eternal damnation. The denizens of the Outer Planes form the mythologies of civilization, comprising angels and demons, titans and devils, and countless other incarnations of possibility. Each campaign world should have different Outer Planes to match its themes and needs, but classic Outer Planes include lawful good Heaven, the chaos and evil of the Abyss, the regimented lawful evil of Hell, and the capricious freedom and joys of chaotic good Elysium. Powerful spellcasters can contact the Outer Planes for advice or guidance with spells like *commune* and *contact outer plane*, or can conjure allies with spells like *planar ally* or *summon monster*.

DEMIPLANES

This catchall category covers all extradimensional spaces that function like planes but have measurable size and limited access. Other kinds of planes are theoretically infinite in size, but a demiplane might be only a few hundred feet across. There are countless demiplanes adrift in reality, and while most are connected to the Astral Plane and Ethereal Plane, some are cut off entirely from the transitive planes and can only be accessed by well-hidden portals or obscure magic spells.

LAYERED PLANES

Infinites may be broken into smaller infinites, and planes into smaller, related planes. These layers are effectively separate planes of existence, and each layer can have its own features and qualities. Layers are connected to each other through a variety of planar gates, natural vortices, paths, and shifting borders.

Access to a layered plane from elsewhere usually happens on the first layer of the plane, which can be either the top or bottom layer, depending on the specific plane. Most fixed access points (such as portals and natural vortices) reach this layer, which makes it the gateway for other layers of the plane. The *plane shift* spell generally deposits the spellcaster on the first layer of the plane.

HOW PLANES INTERACT

Two planes that are separate do not overlap or directly connect to each other. They are like planets in different orbits. The only way to get from one separate plane to the other is to go through a third plane, such as a Transitive Plane.

Coterminous Planes

Planes that touch at specific points are coterminous. Where they touch, a connection exists, and travelers can leave one reality behind and enter the other.

Coexistent Planes

If a link between two planes can be created at any point, the two planes are coexistent. These planes overlap each other completely. A coexistent plane can be reached from anywhere on the plane it overlaps. When moving on a coexistent plane, it is often possible to see into or interact with the plane with which it coexists.

ENVIRONMENTAL RULES

Environmental hazards specific to one kind of terrain are described in the Wilderness section. Environmental hazards common to more than one setting are detailed below.

ACID EFFECTS

Corrosive acids deals 1d6 points of damage per round of exposure except in the case of total immersion (such as in a vat of acid), which deals 10d6 points of damage per round. An attack with acid, such as from a hurled vial or a monster's spittle, counts as a round of exposure.

The fumes from most acids are inhaled poisons. Those who are adjacent to a large body of acid must make a DC 13 Fortitude save or take 1 point of Constitution damage each round. This poison does not have a frequency, a creature is safe as soon as it moves away from the acid.

Creatures immune to acid's caustic properties might still drown in it if they are totally immersed (see Drowning).

COLD DANGERS

Cold and exposure deal nonlethal damage to the victim. A character cannot recover from the damage dealt by a cold environment until she gets out of the cold and warms up again. Once a character has taken an amount of nonlethal damage equal to her total hit points, any further damage from a cold environment is lethal damage.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well. Characters wearing a cold weather outfit only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Extreme cold (below -20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage.

Ice Effects

Characters walking on ice must spend 2 squares of movement to enter a square covered by ice, and the DC for Acrobatics checks increases by +5. Characters in prolonged contact with ice might run the risk of taking damage from severe cold.

DARKNESS

Darkvision allows many characters and monsters to see perfectly well without any light at all, but characters with normal or low-light vision can be rendered completely blind by putting out the lights. Torches or lanterns can be blown out by sudden gusts of subterranean wind, magical light sources can be dispelled or countered, or magical traps might create fields of impenetrable darkness.

In many cases, some characters or monsters might be able to see while others are blinded. For purposes of the following points, a blinded creature is one who simply can't see through the surrounding darkness.

Creatures blinded by darkness lose the ability to deal extra damage due to precision (for example, via sneak attack or a duelist's precise strike ability).

Blind creatures must make a DC 10 Acrobatics skill check to move faster than half speed. Creatures that fail this check fall prone. Blinded creatures can't run or charge.

All opponents have total concealment from a blinded creature, so the blinded creature has a 50% miss chance in combat. A blinded creature must first pinpoint the location of an opponent in order to attack the right square; if the blinded creature launches an attack without pinpointing its foe, it attacks a random square within its reach. For ranged attacks or spells against a foe whose location is not pinpointed, roll to determine which adjacent square the blinded creature is facing; its attack is directed at the closest target that lies in that direction.

A blinded creature loses its Dexterity modifier to AC (if positive) and takes a -2 penalty to AC.

A blinded creature takes a -4 penalty on Perception checks and most Strength- and Dexterity-based skill checks, including any with an armor check penalty. A creature blinded by darkness automatically fails any skill check relying on vision.

Creatures blinded by darkness cannot use gaze attacks and are immune to gaze attacks.

A creature blinded by darkness can make a Perception check as a free action each round in order to locate foes (DC equal to opponents' Stealth checks). A successful check lets a blinded character hear an unseen creature "over there somewhere." It's almost impossible to pinpoint the location of an unseen creature. A Perception check that beats the DC by 20 reveals the unseen creature's square (but the unseen creature still has total concealment from the blinded creature).

A blinded creature can grope about to find unseen creatures. A character can make a touch attack with his hands or a weapon into two adjacent squares using a standard action. If an unseen target is in the designated square, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has pinpointed the unseen creature's current location. If the unseen creature moves, its location is once again unknown.

If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck him (until the unseen creature moves, of course). The only exception is if the unseen creature has a reach greater than 5 feet (in which case the blinded character knows the location of the unseen opponent, but has not pinpointed him) or uses a ranged attack (in which case the blinded character knows the general direction of the foe, but not his location).

A creature with the scent ability automatically pinpoints unseen creatures within 5 feet of its location.

FALLING

Creatures that fall take 1d6 points of damage per 10 feet fallen, to a maximum of 20d6. Creatures that take lethal damage from a fall land in a prone position.

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 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 jumps, he takes 1d6 points of nonlethal damage and 2d6 points of lethal damage. And if the character leaps down with a successful Acrobatics 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 Acrobatics skill.

A character cannot cast a spell while falling, unless the fall is greater than 500 feet or the spell is an immediate action, such as *feather fall*. Casting a spell while falling requires a concentration check with a DC equal to 20 + the spell's level. Casting *teleport* or a similar spell while falling does not end your momentum, it just changes your location, meaning that you still take falling damage, even if you arrive atop a solid surface.

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. The DC of the check, however, increases by 5 for every 50 feet of the dive.

FALLING OBJECTS

Just as characters take damage when they fall more than 10 feet, so too do they take damage when they are hit by falling objects.

Objects that fall upon characters deal damage based on their size and the distance they have fallen. Table: Damage from Falling Objects determines the amount of damage dealt by an object based on its size. Note that this assumes that the object is made of dense, heavy material, such as stone. Objects made of lighter materials might deal as little as half the listed damage, subject to GM discretion. For example, a Huge boulder that hits a character deals 6d6 points of damage, whereas a Huge wooden wagon might deal only 3d6 damage. In addition, if an object falls less than 30 feet, it deals half the listed damage. If an object falls more than 150 feet, it deals double the listed damage. Note that a falling object takes the same amount of damage as it deals.

Dropping an object on a creature requires a ranged touch attack. Such attacks generally have a range increment of 20 feet. If an object falls on a creature (instead of being thrown), that creature can make a DC 15 Reflex save to halve the damage if he is aware of the object. Falling objects that are part of a trap use the trap rules instead of these general guidelines.

Table: Damage from Falling Objects

OBJECT SIZE	DAMAGE
Small	2d6
Medium	3d6
Large	4d6
Huge	6d6
Gargantuan	8d6
Colossal	10d6

HEAT DANGERS

Heat deals nonlethal damage that cannot be recovered from until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by *endure elements*, and so forth). Once a character has taken an amount of nonlethal damage equal to her total hit points, any further damage from a hot environment is lethal damage.

A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the Survival skill in Using Skills). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers from the nonlethal damage she took from the heat.

Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of fire damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saves.

Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

Catching on Fire

Characters exposed to burning oil, bonfires, and non-instantaneous magic fires might find their clothes, hair, or equipment on fire. Spells with an instantaneous duration don't normally set a character on fire, since the heat and flame from these come and go in a flash.

Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out—that is, once he succeeds on his saving throw, he's no longer on fire.

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

Those whose clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

Lava Effects

Lava or magma deals 2d6 points of fire damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of fire damage per round.

Damage from lava continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round). Immunity or resistance to fire serves as an immunity or resistance to fire, lava or magma. A creature immune to fire might still drown if completely immersed in lava (see Drowning).

SMOKE EFFECTS

A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Smoke obscures vision, giving concealment (20% miss chance) to characters within it.

STARVATION AND THIRST

Characters might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. (Small characters need half as much.) In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. Characters that take an amount of nonlethal damage equal to their total hit points begin to take lethal damage instead.

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. Characters that take an amount of nonlethal damage equal to their total hit points begin to take lethal damage instead.

Characters who have taken nonlethal damage from lack of food or water are fatigued. Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores hit points heals this damage.

SUFFOCATION

A character who has no air to breathe can hold her breath for 2 rounds per point of Constitution. If a character takes a standard or full-round action, the remaining duration that the character can hold her breath is reduced by 1 round. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The check must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates.

Slow Suffocation

A Medium character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of nonlethal damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last. Once rendered unconscious through the accumulation of nonlethal damage, the character begins to take lethal damage at the same rate. Small characters consume half as much air as Medium characters.

WATER DANGERS

Any character can wade in relatively calm water that isn't over his head, no check required. Similarly, swimming in calm water only requires Swim skill checks with a DC of 10. Trained swimmers can just take 10. Remember, however, that armor or heavy gear makes any attempt at swimming much more difficult (see the Swim skill description).

By contrast, fast-moving water is much more dangerous. Characters must make a successful DC 15 Swim check or a DC 15 Strength check to avoid going under. On a failed check, the character takes 1d3 points of nonlethal damage per round (1d6 points of lethal damage if flowing over rocks and cascades).

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, deals water pressure damage of 1d6 points per minute for every 100 feet the character is below the surface. A successful Fortitude save (DC 15, +1 for each previous check) means the diver takes no damage in that minute. Very cold water deals 1d6 points of nonlethal damage from hypothermia per minute of exposure.

Drowning

Any character can hold her breath for a number of rounds equal to twice her Constitution score. If a character takes a standard or full-round action, the remaining duration that the character can hold her breath is reduced by 1 round. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to -1 hit points and is dying. In the third round, she drowns.

Unconscious characters must begin making Constitution checks immediately upon being submerged (or upon becoming unconscious if the character was conscious when submerged). Once she fails one of these checks, she immediately drops to -1 (or loses 1 additional hit point, if her total is below -1). On the following round, she drowns.

It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.

GAMEMASTERING

DESIGNING ENCOUNTERS

The heart of any adventure is its encounters. An encounter is any event that puts a specific problem before the PCs that they must solve. Most encounters present combat with monsters or hostile NPCs, but there are many other types—a trapped corridor, a political interaction with a suspicious king, a dangerous passage over a rickety rope bridge, an awkward argument with a friendly NPC who suspects a PC has betrayed him, or anything that adds drama to the game. Brain-teasing puzzles, roleplaying challenges, and skill checks are all classic methods for resolving encounters, but the most complex encounters to build are the most common ones—combat encounters.

When designing a combat encounter, you first decide what level of challenge you want your PCs to face, then follow the steps outlined below.

Step 1—Determine APL: Determine the average level of your player characters—this is their Average Party Level (APL for short). You should round this value to the nearest whole number (this is one of the few exceptions to the round down rule). Note that these encounter creation guidelines assume a group of four or five PCs. If your group contains six or more players, add one to their average level. If your group contains three or fewer players, subtract one from their average level. For example, if your group consists of six players, two of which are 4th level and four of which are 5th level, their APL is 6th (28 total levels, divided by six players, rounding up, and adding one to the final result).

TABLE: ENCOUNTER DESIGN

DIFFICULTY	CHALLENGE RATING EQUALS...
Easy	APL -1
Average	APL
Challenging	APL +1
Hard	APL +2
Epic	APL +3

TABLE: CR EQUIVALENCIES

NUMBER OF CREATURES	EQUAL TO...
1 Creature	CR
2 Creatures	CR +2
3 Creatures	CR +3
4 Creatures	CR +4
6 Creatures	CR +5
8 Creatures	CR +6
12 Creatures	CR +7
16 Creatures	CR +8

TABLE: EXPERIENCE POINT AWARDS

CR	TOTAL XP	INDIVIDUAL XP
1-3	4-5	6+
1/8	50	15
1/6	65	20
1/4	100	35
1/3	135	45
1/2	200	65
1	400	135
2	600	200
3	800	265
4	1,200	400
5	1,600	535
6	2,400	800
7	3,200	1,070
8	4,800	1,600
9	6,400	2,130
10	9,600	3,200
11	12,800	4,270
12	19,200	6,400
13	25,600	8,530
14	38,400	12,800
15	51,200	17,100
16	76,800	25,600
17	102,400	34,100
18	153,600	51,200
19	204,800	68,300
20	307,200	102,000
21	409,600	137,000
22	614,400	205,000
23	819,200	273,000
24	1,228,800	410,000
25	1,638,400	546,000
Step 2-Determine CR: Challenge Rating (or CR) is a convenient number used to indicate the relative danger presented by a monster, trap, hazard, or other encounter-the higher the CR, the more dangerous the encounter. Refer to Table: Encounter Design to determine the Challenge Rating your group should face, depending on the difficulty of the challenge you want and the group's APL.		

Step 3-Build the Encounter: Determine the total XP award for the encounter by looking it up by its CR on Table: Experience Point Awards. This gives you an "XP budget" for the encounter. Every creature, trap, and hazard is worth an amount of XP determined by its CR, as noted on Table: Experience Point Awards. To build your encounter, simply add creatures, traps, and hazards whose combined XP does not exceed the total XP budget for your encounter. It's easiest to add the highest CR challenges to the encounter first, filling out the remaining total with lesser challenges.

For example, let's say you want your group of six 8th-level PCs to face a challenging encounter against a group of gargoyles (each CR 4) and their stone giant boss (CR 8). The PCs have an APL of 9, and table 12-1 tells you that a challenging encounter for your APL 9 group is a CR 10 encounter—worth 9,600 XP according to Table: Experience Point Awards. At CR 8, the stone giant is worth 4,800 XP, leaving you with another 4,800 points in your XP budget for the gargoyles. Gargoyles are CR 4 each, and thus worth 1,200 XP apiece, meaning that the encounter can support four gargoyles in its XP budget. You could further refine the encounter by including only three gargoyles, leaving you with 1,200 XP to spend on a trio of Small earth elemental servants (at CR 1, each is worth 400 XP) to further aid the stone giant.

Adding NPCs: Creatures whose Hit Dice are solely a factor of their class levels and not a feature of their race, such as all of the PC races detailed in Races, are factored into combats a little differently than normal monsters or monsters with class levels. A creature that possesses class levels, but does not have any racial Hit Dice, is factored in as a creature with a CR equal to its class levels -1. A creature that only possesses non-player class levels (such as a warrior or adept) is factored in as a creature with a CR equal to its class levels -2. If this reduction would reduce a creature's CR to below 1, its CR drops one step on the following progression for each step below 1 this reduction would make: 1/2, 1/3, 1/4, 1/6, 1/8.

High CR Encounters: The XP values for high-CR encounters can seem quite daunting. Table: CR Equivalencies provides some simple formulas to help you manage these large numbers. When using a large number of identical creatures, this chart can help simplify the math by combining them into one CR, making it easier to find their total XP value. For example, using this chart, four CR 8 creatures (worth 4,800 XP each) are equivalent to a CR 12 creature (worth 19,200 XP).

Ad Hoc CR Adjustments: While you can adjust a specific monster's CR by advancing it, applying templates, or giving it class levels, you can also adjust an encounter's difficulty by applying ad hoc adjustments to the encounter or creature itself. Listed here are three additional ways you can alter an encounter's difficulty.

Favorable Terrain for the PCs: An encounter against a monster that's out of its favored element (like a yeti encountered in a sweltering cave with lava, or an enormous dragon encountered in a tiny room) gives the PCs an advantage. Build the encounter as normal, but when you award experience for the encounter, do so as if the encounter were one CR lower than its actual CR.

Unfavorable Terrain for the PCs: Monsters are designed with the assumption that they are encountered in their favored terrain—encountering a water-breathing aboleth in an underwater area does not increase the CR for that encounter, even though none of the PCs breathe water. If, on the other hand, the terrain impacts the encounter significantly (such as an encounter against a creature with blindsight in an area that suppresses all light), you can, at your option, increase the effective XP award as if the encounter's CR were one higher.

NPC Gear Adjustments: You can significantly increase or decrease the power level of an NPC with class levels by adjusting the NPC's gear. The combined value of an NPC's gear is given in Creating NPCs on Table: NPC Gear. A classed NPC encountered with no gear should have his CR reduced by 1 (provided that loss of gear actually hampers the NPC), while a classed NPC that instead has gear equivalent to that of a PC (as listed on Table: Character Wealth by Level) has a CR of 1 higher than his actual CR. Be careful awarding NPCs this extra gear, though—especially at high levels, where you can blow out your entire adventure's treasure budget in one fell swoop!

AWARDING EXPERIENCE

Pathfinder Roleplaying Game characters advance in level by defeating monsters, overcoming challenges, and completing adventures—in so doing, they earn experience points (XP for short). Although you can award experience points as soon as a challenge is overcome, this can quickly disrupt the flow of game play. It's easier to simply award experience points at the end of a game session—that way, if a character earns enough XP to gain a level, he won't disrupt the game while he levels up his character. He can instead take the time between game sessions to do that.

Keep a list of the CRs of all the monsters, traps, obstacles, and roleplaying encounters the PCs overcome. At the end of each session, award XP to each PC that participated. Each monster, trap, and obstacle awards a set amount of XP, as determined by its CR, regardless of the level of the party in relation to the challenge, although you should never bother awarding XP for challenges that have a CR of 10 or more lower than the APL. Pure roleplaying encounters generally have a CR equal to the average level of the party (although particularly easy or difficult roleplaying encounters might be one higher or lower). There are two methods for awarding XP. While one is more exact, it requires a calculator for ease of use. The other is slightly more abstract.

Exact XP: Once the game session is over, take your list of defeated CR numbers and look up the value of each CR on Table: Experience Point Awards under the "Total XP" column. Add up the XP values for each CR and then divide this total by the number of characters—each character earns an amount of XP equal to this number.

Abstract XP: Simply add up the individual XP awards listed for a group of the appropriate size. In this case, the division is done for you—you need only total up all the awards to determine how many XP to award to each PC.

Story Awards: Feel free to award Story Awards when players conclude a major storyline or make an important accomplishment. These awards should be worth double the amount of experience points for a CR equal to the APL. Particularly long or difficult story arcs might award even more, at your discretion as GM.

PLACING TREASURE

Table: Character Wealth by Level

PC LEVEL*	WEALTH
2	1,000 gp
3	3,000 gp
4	6,000 gp
5	10,500 gp
6	16,000 gp
7	23,500 gp
8	33,000 gp
9	46,000 gp
10	62,000 gp
11	82,000 gp
12	108,000 gp
13	140,000 gp
14	185,000 gp
15	240,000 gp
16	315,000 gp
17	410,000 gp
18	530,000 gp
19	685,000 gp
20	880,000 gp

For 1st-level PCs, see table 6-1 in Equipment. As PCs gain levels, the amount of treasure they carry and use increases as well. The Pathfinder Roleplaying Game assumes that all PCs of equivalent level have roughly equal amounts of treasure and magic items. Since the primary income for a PC derives from treasure and loot gained from adventuring, it's important to moderate the wealth and hoards you place in your adventures. To aid in placing treasure, the amount of treasure and magic items the PCs receive for their adventures is tied to the Challenge Rating of the encounters they face—the higher an encounter's CR, the more treasure it can award.

Table: Character Wealth by Level lists the amount of treasure each PC is expected to have at a specific level. Note that this table assumes a standard fantasy game. Low-fantasy games might award only half this value, while high-fantasy games might double the value. It is assumed that some of this treasure is consumed in the course of an adventure (such as potions and scrolls), and that some of the less useful items are sold for half value so more useful gear can be purchased.

Table: Character Wealth by Level can also be used to budget gear for characters starting above 1st level, such as a new character created to replace a dead one. Characters should spend no more than half their total wealth on any single item. For a balanced approach, PCs that are built after 1st level should spend no more than 25% of their wealth on weapons, 25% on armor and protective devices, 25% on other magic items, 15% on disposable items like potions, scrolls, and wands, and 10% on ordinary gear and coins. Different character types might spend their wealth differently than these percentages suggest; for example, arcane casters might spend very little on weapons but a great deal more on other magic items and disposable items.

Table: Treasure Values per Encounter lists the amount of treasure each encounter should award based on the average level of the PCs and the speed of the campaign’s XP progression (slow, medium, or fast). Easy encounters should award treasure one level lower than the PCs’ average level. Challenging, hard, and epic encounters should award treasure one, two, or three levels higher than the PCs’ average level, respectively. If you are running a low-fantasy game, cut these values in half. If you are running a high-fantasy game, double these values.

Encounters against NPCs typically award three times the treasure a monster-based encounter awards, due to NPC gear. To compensate, make sure the PCs face off against a pair of additional encounters that award little in the way of treasure. Animals, plants, constructs, mindless undead, oozes, and traps are great “low treasure” encounters. Alternatively, if the PCs face a number of creatures with little or no treasure, they should have the opportunity to acquire a number of significantly more valuable objects sometime in the near future to make up for the imbalance. As a general rule, PCs should not own any magic item worth more than half their total character wealth, so make sure to check before awarding expensive magic items.

Table: Treasure Values per Encounter

AVERAGE PARTY LEVEL		TREASURE PER ENCOUNTER	
Slow		Medium	
1		170 gp	
2		350 gp	
3		550 gp	
4		750 gp	
5		1,000 gp	
6		1,350 gp	
7		1,750 gp	
8		2,200 gp	
9		2,850 gp	
10		3,650 gp	
11		4,650 gp	
12		6,000 gp	
13		7,750 gp	
14		10,000 gp	
15		13,000 gp	
16		16,500 gp	
17		22,000 gp	
18		28,000 gp	
19		35,000 gp	
20		44,000 gp	

BUILDING A TREASURE HOARD

While it's often enough to simply tell your players they've found 5,000 gp in gems and 10,000 gp in jewelry, it's generally more interesting to give details. Giving treasure a personality can not only help the verisimilitude of your game, but can sometimes trigger new adventures. The information on the below can help you randomly determine types of additional treasure—suggested values are given for many of the objects, but feel free to assign values to the objects as you see fit. It's easiest to place the expensive items first—if you wish, you can even randomly roll magic items, using the tables in *Magic Items*, to determine what sort of items are present in the hoard. Once you've consumed a sizable portion of the hoard's value, the remainder can simply be loose coins or nonmagical treasure with values arbitrarily assigned as you see fit.

Coins: Coins in a treasure hoard can consist of copper, silver, gold, and platinum pieces—silver and gold are the most common, but you can divide the coinage as you wish. Coins and their value relative to each other are described at the start of *Equipment*.

Gems: Although you can assign any value to a gemstone, some are inherently more valuable than others. Use the value categories below (and their associated gemstones) as guidelines when assigning values to gemstones.

Low-Quality Gems (10 gp): agates; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; tiger's eye; turquoise; freshwater (irregular) pearl

Semi-Precious Gems (50 gp): bloodstone; carnelian; chalcedony; chrysoprase; citrine; jasper; moonstone; onyx; peridot; rock crystal (clear quartz); sard; sardonyx; rose, smoky, or star rose quartz; zircon

Medium Quality Gemstones (100 gp): amber; amethyst; chrysoberyl; coral; red or brown-green garnet; jade; jet; white, golden, pink, or silver pearl; red, red-brown, or deep green spinel; tourmaline

High Quality Gemstones (500 gp): alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz

Jewels (1,000 gp): emerald; white, black, or fire opal; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire

Grand Jewels (5,000 gp or more): clearest bright green emerald; diamond; jacinth; ruby

Nonmagical Treasures: This expansive category includes jewelry, fine clothing, trade goods, alchemical items, masterwork objects, and more. Unlike gemstones, many of these objects have set values, but you can always increase an object's value by having it be bejeweled or of particularly fine craftsmanship. This increase in cost doesn't grant additional abilities—a gem-encrusted masterwork cold iron scimitar worth 40,000 gp functions the same as a typical masterwork cold iron scimitar worth the base price of 330 gp. Listed below are numerous examples of several types of nonmagical treasures, along with typical values.

Fine Artwork (100 gp or more): Although some artwork is composed of precious materials, the value of most paintings, sculptures, works of literature, fine clothing, and the like come from their skill and craftsmanship. Artwork is often bulky or cumbersome to move and fragile to boot, making salvage an adventure in and of itself.

Jewelry, Minor (50 gp): This category includes relatively small pieces of jewelry crafted from materials like brass, bronze, copper, ivory, or even exotic woods, sometimes set with tiny or flawed low-quality gems. Minor jewelry includes rings, bracelets, and earrings.

Jewelry, Normal (100–500 gp): Most jewelry is made of silver, gold, jade, or coral, often ornamented with semi-precious or even medium-quality gemstones. Normal jewelry includes all types of minor jewelry plus armbands, necklaces, and brooches.

Jewelry, Precious (500 gp or more): Truly precious jewelry is crafted from gold, mithral, platinum, or similar rare metals. Such objects include normal jewelry types plus crowns, scepters, pendants, and other large items.

Masterwork Tools (100–300 gp): This category includes masterwork weapons, armor, and skill kits—see Equipment for more details and costs for these items.

Mundane Gear (up to 1,000 gp): There are many valuable items of mundane or alchemical nature detailed in Equipment that can be utilized as treasure. Most of the alchemical items are portable and valuable, but other objects like locks, holy symbols, spyglasses, fine wine, or fine clothing work well as interesting bits of treasure. Trade goods can even serve as treasure—10 pounds of saffron, for example, is worth 150 gp.

Treasure Maps and Other Intelligence (variable): Items like treasure maps, deeds to ships and homes, lists of informants or guard rosters, passwords, and the like can also make fun items of treasure—you can set the value of such items at any amount you wish, and often they can serve double-duty as adventure seeds.

Magic Items: Of course, the discovery of a magic item is the true prize for any adventurer. You should take care with the placement of magic items in a hoard—it’s generally more satisfying for many players to find a magic item rather than purchase it, so there’s no crime in placing items that happen to be those your players can use! An extensive list of magic items (and their costs) is given in Magic Items.

Magic Item Category

MAGIC ITEM CATEGORY	AVERAGE VALUE
Minor Item	1,000 gp
Medium Item	10,000 gp
Major Item	40,000 gp
Although you should generally place items with careful consideration of their likely effects on your campaign, it can be fun and save time to generate magic items in a treasure hoard randomly. You can “purchase” random die rolls of magic items for a treasure hoard at the following prices, subtracting the indicated amount from your treasure budget and then rolling on the appropriate column on table 15-2 in Magic Items to determine what item is in the treasure hoard. Take care with this approach, though! It’s easy, through the luck (or unluck) of the dice to bloat your game with too much treasure or deprive it of the same. Random magic item placement should always be tempered with good common sense by the GM.	

COST OF LIVING

An adventurer’s primary source of income is treasure, and his primary purchases are tools and items he needs to continue adventuring—spell components, weapons, magic items, potions, and the like. Yet what about things like food? Rent? Taxes? Bribes? Idle purchases?

You can certainly handle these minor expenditures in detail during play, but tracking every time a PC pays for a room, buys water, or pays a gate tax can swiftly become obnoxious and tiresome. If you’re not really into tracking these minor costs of living, you can choose to simply ignore these small payments. A more realistic and easier-to-use method is to have PCs pay a recurring cost of living tax. At the start of every game month, a PC must pay an amount of gold equal to the lifestyle bracket he wishes to live in—if he can’t afford his desired bracket, he drops down to the first one he can afford.

Destitute (0 gp/month): The PC is homeless and lives in the wilderness or on the streets. A destitute character must track every purchase, and may need to resort to Survival checks or theft to feed himself.

Poor (3 gp/month): The PC lives in common rooms of taverns, with his parents, or in some other communal situation—this is the lifestyle of most untrained laborers and commoners. He need not track purchases of meals or taxes that cost 1 sp or less.

Average (10 gp/month): The PC lives in his own apartment, small house, or similar location—this is the lifestyle of most trained or skilled experts or warriors. He can secure any nonmagical item worth 1 gp or less from his home in 1d10 minutes, and need not track purchases of common meals or taxes that cost 1 gp or less.

Wealthy (100 gp/month): The PC has a sizable home or a nice suite of rooms in a fine inn. He can secure any nonmagical item worth 5 gp or less from his belongings in his home in 1d10 minutes, and need only track purchases of meals or taxes in excess of 10 gp.

Extravagant (1,000 gp/month): The PC lives in a mansion, castle, or other extravagant home—he might even own the building in question. This is the lifestyle of most aristocrats. He can secure any nonmagical item worth 25 gp or less from his belongings in his home in 1d10 minutes. He need only track purchases of meals or taxes in excess of 100 gp.

BEYOND 20TH LEVEL

Although *Classes* doesn't describe what happens after 20th level, this isn't to say that there are no resources available to you should you wish to continue your campaign on to 21st level and beyond. Rules for epic-level play like this exist in numerous products that are compatible with the *Pathfinder Roleplaying Game*, although in many cases these alternative rules can provide unanticipated problems. For example, if your campaign world is populated by creatures and villains who, at the upper limit of power, can challenge a 20th-level character, where will epic-level PCs go for challenges? You might be looking at creating an entirely new campaign setting, one set on different planes, planets, or dimensions from the one where your players spent their first 20 levels, and that's a lot of work.

Paizo Publishing may eventually publish rules to take your game into these epic realms, but if you can't wait and would rather not use existing open content rules for epic-level play, you can use the following brief guidelines to continue beyond 20th level. Note that these guidelines aren't robust enough to keep the game vibrant and interesting on their own for much longer past 20th level, but they should do in a pinch for a campaign that needs, say, 22 or 23 experience levels to wrap up. Likewise, you can use these rules to create super-powerful NPCs for 20th-level characters to face.

Experience Points: To gain a level beyond 20th, a character must double the experience points needed to achieve the previous level. Thus, assuming the medium XP progression, a 20th-level character needs 2,100,000 XP to become 21st level, since he needed 1,050,000 XP to reach 20th level from 19th. He'd then need 4,200,000 XP to reach 22nd level, 8,400,000 XP to reach 23rd, and so on.

Scaling Powers: Hit dice, base attack bonuses, and saving throws continue to increase at the same rate beyond 20th level, as appropriate for the class in question. Note that no character can have more than 4 attacks based on its base attack bonus. Note also that, before long, the difference between good saving throws and poor saving throws becomes awkwardly large—the further you get from 20th level, the more noticeable this difference grows, and for high-level characters, bolstering their poor saving throws should become increasingly important. Class abilities that have a set, increasing rate, such as a barbarian's damage reduction, a fighter's bonus feats and weapon training, a paladin's smite evil, or a rogue's sneak attack continue to progress at the appropriate rate.

Spells: A spellcaster's caster level continues to increase by one for each level beyond 20th level. Every odd-numbered level, a spellcaster gains access to a new level of spell one above his previous maximum level, gaining one spell slot in that new level. These spell slots can be used to prepare or cast spells adjusted by metamagic feats or any known spell of lower levels. Every even-numbered level, a spellcaster gains additional spell slots equal to the highest level spell he can currently cast. He can split these new slots any way he wants among the slots he currently has access to.

For example, a 21st-level wizard gains a single 10th-level spell slot, in which he can prepare any spell of level 1st through 9th, or in which he can prepare a metamagic spell that results in an effective spell level of 10 (such as extended summon monster IX, or quickened disintegrate). At 22nd level he gains 10 spell-levels' worth of new spell slots, and can gain 10 1st-level spells per day, two 5th-level spells per day, one 7th-level and one 3rd-level spell per day, or one more 10th-level spell per day. At 23rd level, he gains a single 11th-level spell slot, and so on.

Spellcasters who have a limited number of spells known (such as bards and sorcerers) can opt out of the benefits they gain (either a new level of spells or a number of spell slots) for that level and in exchange learn two more spells of any level they can currently cast.

You might want to further adjust the rate of spell level gain for classes (like paladins and rangers) who gain spells more slowly than more dedicated spellcaster classes.

Multiclassing/Prestige Classes: The simplest way to progress beyond 20th level is to simply multiclass or take levels in a prestige class, in which case you gain all of the abilities of the new class level normally. This effectively treats 20th level as a hard limit for class level, but not as a hard limit for total character level.

CREATING NPCs

The world that the player characters inhabit should be full of rich and vibrant characters with whom they can interact. While most need little more than names and general descriptions, some require complete statistics, such as town guards, local clerics, and wizened sages. The PCs might find themselves in combat with these characters, either against them or as allies. Alternatively the PCs might find themselves relying on the skills and abilities of the NPCs. In either case, the process for creating these NPCs can be performed in seven simple steps.

STEP 1: THE BASICS

The first step in making an NPC is to determine its basic role in your campaign. This includes its race, class, and basic concept.

STEP 2: DETERMINE ABILITY SCORES

Once the character's basic concept has been determined, its ability scores must be assigned. Apply the NPC's racial modifiers after the scores have been assigned. For every four levels the NPC has attained, increase one of its scores by 1. If the NPC possesses levels in a PC class, it is considered a heroic NPC and receives better ability scores. These scores can be assigned in any order.

Basic NPCs

The ability scores for a basic NPC are: 13, 12, 11, 10, 9, and 8.

Heroic NPCs

The ability scores for a heroic NPC are: 15, 14, 13, 12, 10, and 8.

Preset Ability Scores

Instead of assigning the scores, you can use Table: NPC Ability Scores to determine the NPC's ability scores, adjusting them as necessary to fit. Use the Melee NPC ability scores for characters whose primary role involves melee combat, such as barbarians, fighters, monks, paladins, rangers, and warriors. The Ranged NPC ability scores are for characters that fight with ranged weapons or use their Dexterity to hit, such as fighters, rangers, and rogues. Use the Divine NPC ability scores for characters with divine spellcasting capabilities, such as adepts, clerics, and druids. The Arcane NPC ability scores should be used by characters with arcane spellcasting capabilities, such as bards, sorcerers, and wizards. Finally, the Skill NPC ability scores should be used for characters that focus on skill use, such as aristocrats, bards, commoners, experts, and rogues. Some NPCs might not fit into one of these categories and should have custom ability scores.

Table: NPC Ability Scores

ABILITY SCORE	MELEE NPC	RANGED NPC	DIVINE NPC	ARCANE NPC	SKILL NPC
Basic	Heroic	Basic	Heroic	Basic	Heroic
Strength	13	15	11	13	10
Dexterity	11	13	13	15	8
Constitution	12	14	12	14	12
Intelligence	9	10	10	12	9
Wisdom	10	12	9	10	13
Charisma	8	8	8	8	11

- ♦ If the arcane caster's spellcasting relies on Charisma, exchange these scores with one another.

Table: Racial Ability Adjustments

ABILITY SCORE	DWARF	ELF	GNOME	HALF-ELF*	HALF-ORC*	HALFLING	HUMAN*
Strength	–	–	–2	–	–	–2	–
Dexterity	–	+2	–	–	–	+2	–
Constitution	+2	–2	+2	–	–	–	–
Intelligence	–	+2	–	–	–	–	–
Wisdom	+2	–	–	–	–	–	–
Charisma	–2	–	+2	–	–	+2	–

- ♦ Half-elves, half-orcs, and humans receive a +2 bonus to one ability score of your choice.

STEP 3: SKILLS

To assign skills precisely, total up the number of skill ranks possessed by the character and assign them normally. Remember that the number of ranks in an individual skill that a character can possess is limited by his total HD.

For simpler skill generation, refer to Table: NPC Skill Selections to determine the total number of skill selections the NPC possesses. After selecting that number of skills, mostly from the class skills lists of the NPC's class, the NPC receives a number of ranks in each skill equal to his level.

If the NPC has two classes, start by selecting skills for the class with the fewest number of skill selections. The NPC receives a number of ranks in those skills equal to his total character level. Next, find the difference in the number of selections between the first class and the other class possessed by the NPC. Select that number of new skills and give the NPC a number of ranks in those skills equal to his level in the second class. For example, a human fighter 3/monk 4 with a +1 Intelligence modifier can select four skills for his fighter class (since it receives fewer selections). These four skills each have seven ranks (equal to his total level). Next, he selects a number of skills equal to the difference between the fighter and the monk classes, in this case two skills. These two skills each have four ranks (his monk level).

If the NPC has three or more classes, you must use the precise method for determining his skills.

Once all of the NPC's ranks have been determined, assign class skill bonuses and apply the bonus or penalty from the NPC's relevant ability score.

Table: NPC Skill Selections

PC SKILL CLASS SELECTIONS*	NPC SKILL CLASS SELECTIONS*
Barbarian	4 + Int Mod
Bard	6 + Int Mod
Cleric	2 + Int Mod
Druid	4 + Int Mod
Fighter	2 + Int Mod
Monk	4 + Int Mod
Paladin	2 + Int Mod
Ranger	6 + Int Mod
Rogue	8 + Int Mod
Sorcerer	2 + Int Mod
Wizard	2 + Int Mod

- ♦ Humans receive one additional skill selection.

STEP 4: FEATS

After skills have been determined, the next step is to assign the NPC's feats. Start by assigning all of the feats granted through class abilities. Next, assign the feats garnered from the NPC's total character level (one feat for every two levels beyond 1st). Remember that humans receive an additional feat at 1st level. For simplified feat choices, select feats from the lists provided for the following character types.

Arcane Caster

Arcane Strike, Combat Casting, Eschew Materials, Greater Spell Focus, Greater Spell Penetration, Improved Initiative, Iron Will, item creation feats (all), Lightning Reflexes, metamagic feats (all), Spell Focus, Spell Mastery, Spell Penetration, and Toughness.

Divine Caster

Alignment Channel, Channel Smite, Combat Casting, Command Undead, Elemental Channel, Extra Channel, Improved Initiative, Improved Channel, Iron Will, item creation feats (all), metamagic feats (all), Power Attack, Selective Channeling, Spell Focus, Spell Penetration, Toughness, and Turn Undead.

Divine Caster (Without Channeling)

Cleave, Combat Casting, Eschew Materials, Improved Initiative, Iron Will, item creation feats (all), Lightning Reflexes, metamagic feats (all), Natural Spell, Power Attack, Spell Focus, Spell Penetration, Toughness, and Weapon Focus.

Melee (Finesse Fighter)

Combat Expertise, Combat Reflexes, Dazzling Display, Deadly Stroke, Dodge, Greater Vital Strike, Improved Disarm, Improved Feint, Improved Trip, Improved Vital Strike, Mobility, Spring Attack, Shatter Defenses, Vital Strike, Weapon Finesse, and Whirlwind Attack.

Melee (Unarmed Fighter)

Combat Reflexes, Deflect Arrows, Dodge, Gorgon's Fist, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Medusa's Wrath, Mobility, Scorpion Style, Snatch Arrows, Spring Attack, Stunning Fist, and Weapon Focus.

Melee (Mounted)

Improved Critical, Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Toughness, Trample, and Weapon Focus.

Melee (Sword and Shield Fighter)

Cleave, Great Cleave, Great Fortitude, Greater Vital Strike, Improved Bull Rush, Improved Critical, Improved Initiative, Improved Vital Strike, Power Attack, Shield Focus, Shield Master, Shield Slam, Two-Weapon Fighting, Vital Strike, and Weapon Focus.

Melee (Two-Handed Fighter)

Cleave, Great Cleave, Great Fortitude, Greater Vital Strike, Improved Bull Rush, Improved Critical, Improved Initiative, Improved Sunder, Improved Vital Strike, Power Attack, Vital Strike, and Weapon Focus.

Melee (Two-Weapon Fighter)

Combat Reflexes, Dodge, Double Slice, Greater Two-Weapon Fighting, Greater Vital Strike, Improved Critical, Improved Initiative, Improved Two-Weapon Fighting, Improved Vital Strike, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Vital Strike, and Weapon Focus.

Ranged

Deadly Aim, Far Shot, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Manyshot, Pinpoint Targeting, Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Shot on the Run, Vital Strike, and Weapon Focus.

Skill (most NPC classes)

Armor Proficiency (all), Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Run, Shield Proficiency, Skill Focus, and Toughness.

STEP 5: CLASS FEATURES

After determining feats, the next step is to fill in all the class features possessed by the NPC. This is the time to make decisions about the NPC's spell selection, rage powers, rogue talents, and other class-based abilities.

When it comes to spells, determine how many spell selections you need to make for each level. Choose a variety of spells for the highest two levels of spells possessed by the NPC. For all other levels, stick to a few basic spells, prepared multiple times (if possible). If this NPC is slated to appear in only one encounter (such as a combat), leaving off lower-level spells entirely is an acceptable way to speed up generation, especially if the NPC is unlikely to cast those spells. You can always choose a few during play if they are needed.

STEP 6: GEAR

After recording all of the NPC's class features, the next step is to outfit the character with gear appropriate to his level. Note that NPCs receive less gear than PCs of an equal level. If an NPC is a recurring character, his gear should be selected carefully. Use the total gp value found on Table: NPC Gear to determine how much gear he should carry. NPCs that are only scheduled to appear once can have a simpler gear selection. Table: NPC Gear includes a number of categories to make it easier to select an NPC's gear. When outfitting the character, spend the listed amount on each category by purchasing as few items as possible. Leftover gold from any category can be spent on any other category. Funds left over at the end represent coins and jewelry carried by the character.

Note that these values are approximate and based on the values for a campaign using the medium experience progression and a normal treasure allotment. If your campaign is using the fast experience progression, treat your NPCs as one level higher when determining their gear. If your campaign is using the slow experience progression, treat the NPCs as one level lower when determining their gear. If your campaign is high fantasy, double these values. Reduce them by half if your campaign is low fantasy. If the final value of an NPC's gear is a little over or under these amounts, that's okay.

Table: NPC Gear

BASIC LEVEL	HEROIC LEVEL	TOTAL GP VALUE	WEAPONS	PROTECTION	MAGIC	LIMITED USE	GEAR
1	–	260 gp	50 gp	130 gp	–	40 gp	40 gp
2	1	390 gp	100 gp	150 gp	–	40 gp	100 gp
3	2	780 gp	350 gp	200 gp	–	80 gp	150 gp
4	3	1,650 gp	650 gp	800 gp	–	100 gp	200 gp
5	4	2,400 gp	900 gp	1,000 gp	–	300 gp	200 gp
6	5	3,450 gp	1,400 gp	1,400 gp	–	450 gp	200 gp
7	6	4,650 gp	2,350 gp	1,650 gp	–	450 gp	200 gp
8	7	6,000 gp	2,700 gp	2,000 gp	500 gp	600 gp	200 gp
9	8	7,800 gp	3,000 gp	2,500 gp	1,000 gp	800 gp	500 gp
10	9	10,050 gp	3,500 gp	3,000 gp	2,000 gp	1,050 gp	500 gp
11	10	12,750 gp	4,000 gp	4,000 gp	3,000 gp	1,250 gp	500 gp
12	11	16,350 gp	6,000 gp	4,500 gp	4,000 gp	1,350 gp	500 gp
13	12	21,000 gp	8,500 gp	5,500 gp	5,000 gp	1,500 gp	500 gp
14	13	27,000 gp	9,000 gp	8,000 gp	7,000 gp	2,500 gp	500 gp
15	14	34,800 gp	12,000 gp	10,500 gp	9,000 gp	2,800 gp	500 gp
16	15	45,000 gp	17,000 gp	13,500 gp	11,000 gp	3,000 gp	500 gp
17	16	58,500 gp	19,000 gp	18,000 gp	16,000 gp	4,000 gp	1,500 gp
18	17	75,000 gp	24,000 gp	23,000 gp	20,000 gp	6,500 gp	1,500 gp
19	18	96,000 gp	30,000 gp	28,000 gp	28,000 gp	8,000 gp	2,000 gp
20	19	123,000 gp	40,000 gp	35,000 gp	35,000 gp	11,000 gp	2,000 gp
–	20	159,000 gp	55,000 gp	40,000 gp	44,000 gp	18,000 gp	2,000 gp

Weapons

This includes normal, masterwork, and magic weapons, as well as magic staves and wands used by spellcasters to harm their enemies. For example, a *wand of scorching ray* would count as a weapon, but a *staff of life* would count as a piece of magic gear.

Protection

This category includes armor and shields, as well as any magic item that augments a character's Armor Class or saving throws.

Magic

This category includes all other permanent magic items. Most rings, rods, and wondrous items fit into this category.

Limited Use

Items that fall into this category include alchemical items, potions, scrolls, and wands with few charges. Charged wondrous items fall into this grouping as well.

Gear

Use the amount in this category to purchase standard nonmagical gear for the character. In most cases, this equipment can be omitted during creation and filled in as needed during play. You can assume that the character has whatever gear is needed for him to properly use his skills and class abilities. This category can also include jewelry, gems, or loose coins that the NPC might have on his person.

STEP 7: DETAILS

Once you have assigned all of the NPC's gear, all that remains is to fill out the details. Determine the character's attack and damage bonuses, CMB, CMD, initiative modifier, and Armor Class. If the character's magic items affect his skills or ability scores, make sure to take those changes into account. Determine the character's total hit points by assuming the average result. Finally, fill out any other important details, such as name, alignment, religion, and a few personality traits to round him out.

SPECIAL ABILITIES

This page covers the two categories of special ability found throughout the Pathfinder rules: extraordinary, spell-like, and supernatural abilities, and the various afflictions (curses, diseases, and poisons) that can affect a character. See Conditions for the standardized status effects (blinded, prone, staggered, and so on) referenced throughout the rules.

The following special abilities include rules commonly used by a number of creatures, spells, and traps.

EXTRAORDINARY ABILITIES

Extraordinary abilities are nonmagical. They are, however, not something that just anyone can do or even learn to do without extensive training. Effects or areas that suppress or negate magic have no effect on extraordinary abilities.

SPELL-LIKE ABILITIES

Spell-like abilities, as the name implies, are magical abilities that are very much like spells. Spell-like abilities are subject to spell resistance and *dispel magic*. They do not function in areas where magic is suppressed or negated (such as an *antimagic field*). Spell-like abilities can be dispelled but they cannot be counterspelled or used to counterspell.

SUPERNATURAL ABILITIES

Supernatural abilities are magical but not spell-like. Supernatural abilities are not subject to spell resistance and do not function in areas where magic is suppressed or negated (such as an *antimagic field*). A supernatural ability's effect cannot be dispelled and is not subject to counterspells. See Table: Special Ability Types for a summary of the types of special abilities.

TABLE: SPECIAL ABILITY TYPES

	Extraordinary	Spell-Like	Supernatural
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Dispell	No	Yes	No
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Spell resistance	No	Yes	No
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Antimagic field	No	Yes	Yes
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Attack of opportunity	No	Yes	No
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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?

ABILITY SCORE BONUSES

Some spells and abilities increase your ability scores. Ability score increases with a duration of 1 day or less give only temporary bonuses. For every two points of increase to a single ability, apply a +1 bonus to the skills and statistics listed with the relevant ability.

STRENGTH

Temporary increases to your Strength score give you a bonus on Strength-based skill checks, melee attack rolls, and weapon damage rolls (if they rely on Strength). The bonus also applies to your Combat Maneuver Bonus (if you are Small or larger) and to your Combat Maneuver Defense.

DEXTERITY

Temporary increases to your Dexterity score give you a bonus on Dexterity-based skill checks, ranged attack rolls, initiative checks, and Reflex saving throws. The bonus also applies to your Armor Class, your Combat Maneuver Bonus (if you are Tiny or smaller), and your Combat Maneuver Defense.

CONSTITUTION

Temporary increases to your Constitution score give you a bonus on your Fortitude saving throws. In addition, multiply your total Hit Dice by this bonus and add that amount to your current and total hit points. When the bonus ends, remove this total from your current and total hit points.

INTELLIGENCE

Temporary increases to your Intelligence score give you a bonus on Intelligence-based skill checks. This bonus also applies to any spell DCs based on Intelligence.

WISDOM

Temporary increases to your Wisdom score give you a bonus on Wisdom-based skill checks and Will saving throws. This bonus also applies to any spell DCs based on Wisdom.

CHARISMA

Temporary increases to your Charisma score give you a bonus on Charisma-based skill checks. This bonus also applies to any spell DCs based on Charisma and the DC to resist your channeled energy.

PERMANENT BONUSES

Ability bonuses with a duration greater than 1 day actually increase the relevant ability score after 24 hours. Modify all skills and statistics related to that ability. This might cause you to gain skill points, hit points, and other bonuses. These bonuses should be noted separately in case they are removed.

ABILITY SCORE DAMAGE, PENALTY, AND DRAIN

Diseases, poisons, spells, and other abilities can all deal damage directly to your ability scores. This damage does not actually reduce an ability, but it does apply a penalty to the skills and statistics that are based on that ability.

For every 2 points of damage you take to a single ability, apply a -1 penalty to skills and statistics listed with the relevant ability. If the amount of ability damage you have taken equals or exceeds your ability score, you immediately fall unconscious until the damage is less than your ability score. The only exception to this is your Constitution score. If the damage to your Constitution is equal to or greater than your Constitution score, you die. Unless otherwise noted, damage to your ability scores is healed at the rate of 1 per day to each ability score that has been damaged. Ability damage can be healed through the use of spells, such as *lesser restoration*.

Some spells and abilities cause you to take an ability penalty for a limited amount of time. While in effect, these penalties function just like ability damage, but they cannot cause you to fall unconscious or die. In essence, penalties cannot decrease your ability score to less than 1.

STRENGTH

Damage to your Strength score causes you to take penalties on Strength-based skill checks, melee attack rolls, and weapon damage rolls (if they rely on Strength). The penalty also applies to your Combat Maneuver Bonus (if you are Small or larger) and your Combat Maneuver Defense.

DEXTERITY

Damage to your Dexterity score causes you to take penalties on Dexterity-based skill checks, ranged attack rolls, initiative checks, and Reflex saving throws. The penalty also applies to your Armor Class, your Combat Maneuver Bonus (if you are Tiny or smaller), and to your Combat Maneuver Defense.

CONSTITUTION

Damage to your Constitution score causes you to take penalties on your Fortitude saving throws. In addition, multiply your total Hit Dice by this penalty and subtract that amount from your current and total hit points. Lost hit points are restored when the damage to your Constitution is healed.

INTELLIGENCE

Damage to your Intelligence score causes you to take penalties on Intelligence-based skill checks. This penalty also applies to any spell DCs based on Intelligence.

WISDOM

Damage to your Wisdom score causes you to take penalties on Wisdom-based skill checks and Will saving throws. This penalty also applies to any spell DCs based on Wisdom.

CHARISMA

Damage to your Charisma score causes you to take penalties on Charisma-based skill checks. This penalty also applies to any spell DCs based off Charisma and the DC to resist your channeled energy.

ABILITY DRAIN

Ability drain actually reduces the relevant ability score. Modify all skills and statistics related to that ability. This might cause you to lose skill points, hit points, and other bonuses. Ability drain can be healed through the use of spells such as *restoration*.

AFFLICTIONS

From curses to poisons to diseases, there are a number of afflictions that can affect a creature. While each of these afflictions has a different effect, they all function using the same basic system. All afflictions grant a saving throw when they are contracted. If successful, the creature does not suffer from the affliction and does not need to make any further rolls. If the saving throw is a failure, the creature falls victim to the affliction and must deal with its effects.

Afflictions require a creature to make a saving throw after a period of time to avoid taking certain penalties. With most afflictions, if a number of saving throws are made consecutively, the affliction is removed and no further saves are necessary. Some afflictions, usually supernatural ones, cannot be cured through saving throws alone and require the aid of powerful magic to remove. Each affliction is presented as a short block of information to help you better adjudicate its results.

NAME

This is the name of the affliction.

TYPE

This is the type of the affliction, such as curse, disease, or poison. It might also include the means by which it is contracted, such as contact, ingestion, inhalation, injury, spell, or trap.

SAVE

This gives the type of save necessary to avoid contracting the affliction, as well as the DC of that save. Unless otherwise noted, this is also the save to avoid the affliction's effects once it is contracted, as well as the DC of any caster level checks needed to end the affliction through magic, such as *remove curse* or *neutralize poison*.

ONSET

Some afflictions have a variable amount of time before they set in. Creatures that come in contact with an affliction with an onset time must make a saving throw immediately. Success means that the affliction is avoided and no further saving throws must be made. Failure means that the creature has contracted the affliction and must begin making additional saves after the onset period has elapsed. The affliction's effect does not occur until after the onset period has elapsed and then only if further saving throws are failed.

FREQUENCY

This is how often the periodic saving throw must be attempted after the affliction has been contracted (after the onset time, if the affliction has any). While some afflictions last until they are cured, others end prematurely, even if the character is not cured through other means. If an affliction ends after a set amount of time, it will be noted in the frequency. For example, a disease with a frequency of "1/day" lasts until cured, but a poison with a frequency of "1/round for 6 rounds" ends after 6 rounds have passed.

Afflictions without a frequency occur only once, immediately upon contraction (or after the onset time if one is listed).

EFFECT

This is the effect that the character suffers each time if he fails his saving throw against the affliction. Most afflictions cause ability damage or hit point damage. These effects are cumulative, but they can be cured normally. Other afflictions cause the creature to take penalties or other effects. These effects are sometimes cumulative, with the rest only affecting the creature if it failed its most recent save. Some afflictions have different effects after the first save is failed. These afflictions have an initial effect, which occurs when the first save is failed, and a secondary effect, when additional saves are failed, as noted in the text. Hit point and ability score damage caused by an affliction cannot be healed naturally while the affliction persists.

CURE

This tells you how the affliction is cured. Commonly, this is a number of saving throws that must be made consecutively. Even if the affliction has a limited frequency, it might be cured prematurely if enough saving throws are made. Hit point damage and ability score damage is not removed when an affliction is cured. Such damage must be healed normally. Afflictions without a cure entry can only be cured through powerful spells, such as *neutralize poison* and *remove curse*. No matter how many saving throws are made, these afflictions continue to affect the target.

He failed a DC 15 Fortitude save to avoid contracting it, so after the onset period of 1d3 days has passed, he must make another DC 15 Fortitude save to avoid taking 1d6 points of Strength damage. From this point onward, he must make a DC 15 Fortitude save each day (according to the disease's frequency) to avoid further Strength damage. If, on two consecutive days, he makes his Fortitude saves, he is cured of the disease and any damage it caused begins to heal as normal.

CURSES

Careless rogues plundering a tomb, drunken heroes insulting a powerful wizard, and foolhardy adventurers who pick up ancient swords all might suffer from curses. These magic afflictions can have a wide variety of effects, from a simple penalty to certain checks to transforming the victim into a toad. Some even cause the afflicted to slowly rot away, leaving nothing behind but dust. Unlike other afflictions, most curses cannot be cured through a number of successful saving throws. Curses can be cured through magic, however, usually via spells such as *remove curse* and *break enchantment*. While some curses cause a progressive deterioration, others inflict a static penalty from the moment they are contracted, neither fading over time nor growing worse. In addition, there are a number of magic items that act like curses. See Magic Items for a description of these cursed items.

The following samples present just some of the possibilities when creating curses. (The 6 named sample curses in the core rulebook, such as Baleful Polymorph, Bestow Curse Trap, Curse of the Ages, Mummy Rot, Unluck, and Werewolf Lycanthropy, are presented as structured stat blocks rather than prose descriptions, so their full writeups are deferred to a future data batch.)

DISEASES

From a widespread plague to the bite of a dire rat, disease is a serious threat to common folk and adventurers alike. Diseases rarely have a limited frequency, but most have a lengthy onset time. This onset time can also be variable. Most diseases can be cured by a number of consecutive saving throws or by spells such as *remove disease*.

The following samples represent just some of the possibilities when creating diseases. (The 11 named sample diseases in the core rulebook, such as Blinding Sickness, Bubonic Plague, Cackle Fever, Demon Fever, Devil Chills, Filth Fever, Leprosy, Mindfire, Red Ache, Shakes, and Slimy Doom, are presented as structured stat blocks rather than prose descriptions, so their full writeups are deferred to a future data batch.)

POISON

No other affliction is so prevalent as poison. From the fangs of a viper to the ichor-stained assassin's blade, poison is a constant threat. Poisons can be cured by successful saving throws and spells such as *neutralize poison*.

Contact poisons are contracted the moment someone touches the poison with his bare skin. Such poisons can be used as injury poisons. Contact poisons usually have an onset time of 1 minute and a frequency of 1 minute. Ingested poisons are contracted when a creature eats or drinks the poison. Ingested poisons usually have an onset time of 10 minutes and a frequency of 1 minute. Injury poisons are primarily contracted through the attacks of certain creatures and through weapons coated in the toxin. Injury poisons do not usually have an onset time and have a frequency of 1 round. Inhaled poisons are contracted the moment a creature enters an area containing such poisons. Most inhaled poisons fill a volume equal to a 10-foot cube per dose. Creatures can attempt to hold their breaths while inside to avoid inhaling the toxin. Creatures holding their breaths receive a 50% chance of not having to make a Fortitude save each round. See the rules for holding your breath and suffocation in Environment. Note that a character that would normally suffocate while attempting to hold its breath instead begins to breathe normally again.

Unlike other afflictions, multiple doses of the same poison stack. Poisons delivered by injury and contact cannot inflict more than one dose of poison at a time, but inhaled and ingested poisons can inflict multiple doses at once. Each additional dose extends the total duration of the poison (as noted under frequency) by half its total duration. In addition, each dose of poison increases the DC to resist the poison by +2. This increase is cumulative. Multiple doses do not alter the cure conditions of the poison, and meeting these conditions ends the affliction for all the doses. For example, a character is bit three times in the same round by a trio of Medium monstrous spiders, injecting him with three doses of Medium spider venom. The unfortunate character must make a DC 18 Fortitude save for the next 8 rounds. Fortunately, just one successful save cures the character of all three doses of the poison.

Applying poison to a weapon or single piece of ammunition is a standard action. Whenever a character applies or readies a poison for use there is a 5% chance that he exposes himself to the poison and must save against the poison as normal. This does not consume the dose of poison. Whenever a character attacks with a poisoned weapon, if the attack roll results in a natural 1, he exposes himself to the poison. This poison is consumed when the weapon strikes a creature or is touched by the wielder. Characters with the poison use class feature do not risk accidentally poisoning themselves.

Poisons can be made using Craft (alchemy). The DC to make a poison is equal to its Fortitude save DC. Rolling a natural 1 on a Craft skill check while making a poison exposes the crafter to the poison. Crafters with the poison use class feature do not risk poisoning themselves when using Craft to make poison.

The following samples represent just some of the possibilities when creating poisons.

TABLE: SAMPLE POISONS

NAME	TYPE	FORT DC	ONSET	FREQUENCY	EFFECT	CURE	COST
Arsenic	ingested	13	10 min.	1/min. for 4 min.	1d2 Con	1 save	120 gp
Belladonna	ingested	14	10 min.	1/min. for 6 min.	1d2 Str, see text	1 save	100 gp
Black adder venom	injury	11	–	1/rd. for 6 rds.	1d2 Con	1 save	120 gp
Black lotus extract	contact	20	1 min.	1/rd. for 6 rds.	1d6 Con	2 saves	4,500 gp
Bloodroot	injury	12	1 rd.	1/rd. for 4 rds.	1 Con and 1 Wis	1 save	100 gp
Blue whinnis	injury	14	–	1/rd. for 2 rds	1 Con/unconscious 1d3 hours	1 save	120 gp
Burnt othur fumes	inhaled	18	–	1/rd. for 6 rds.	1 Con drain/1d3 Con	2 saves	2,100 gp
Dark reaver powder	ingested	18	10 min.	1/min. for 6 min.	1d3 Con and 1 Str	2 saves	800 gp
Deathblade	injury	20	–	1/rd. for 6 rds.	1d3 Con	2 saves	1,800 gp
Dragon bile	contact	26	–	1/rd. for 6 rds.	1d3 Str	–	1,500 gp
Drow poison	injury	13	–	1/min. for 2 min.	unconscious 1 min./2d4 hours	1 save	75 gp
Giant wasp poison	injury	18	–	1/rd. for 6 rds.	1d2 Dex	1 save	210 gp
Greenblood oil	injury	13	–	1/rd. for 4 rds.	1 Con	1 save	100 gp
Green prismatic poison	spell	varies	–	1/rd.	for 6 rds. Death/1 Con	2 saves	–
Hemlock	ingested	18	10 min.	1/min. for 6 min.	1d6 Dex, see text	2 saves	2,500 gp
Id moss	ingested	14	10 min.	1/min. for 6 min.	1d3 Int	1 save	125 gp
Insanity mist	inhaled	15	–	1/rd. for 6 rds.	1d3 Wis	1 save	1,500 gp
King's sleep	ingested	19	1 day	1/day	1 Con drain	2 saves	5,000 gp
Large scorpion venom	injury	17	–	1/rd. for 6 rds.	1d2 Str	1 save	200 gp
Lich dust	ingested	17	10 min.	1/min. for 6 min.	1d3 Str	2 saves	400 gp
Malyass root paste	contact	16	1 min.	1/min. for 6 min.	1d2 Dex	1 save	250 gp
Medium spider venom	injury	14	–	1/rd. for 4 rds.	1d2 Str	1 save	150 gp
Nightmare vapor	inhaled	20	–	1/rd. for 6 rds.	1 Wis and confused 1 round	2 saves	1,800 gp
Nitharit	contact	13	1 min.	1/min. for 6 min.	1d3 Con	1 save	650 gp
Oil of taggit	ingested	15	min.	–	unconscious 1d3 hours	1 save	90 gp
Purple worm poison	injury	24	–	1/rd. for 6 rds.	1d3 Str	2 saves	700 gp
Sassone leaf residue	contact	16	1 min.	1/min. for 6 min.	2d12 hp/1 Con	1 save	300 gp
Shadow essence	injury	17	–	1/rd. for 6 rds.	1 Str drain/1d2 Str	1 save	250 gp
Small centipede poison	injury	11	–	1/rd. for 4 rds.	1 Dex	save	90 gp
Striped toadstool	ingested	11	10 min.	1/min. for 4 min.	1d3 Wis and 1 Int	1 save	180 gp
Tears of death	contact	22	1 min.	1/min. for 6 min.	1d6 Con and paralyzed 1 min.	–	6,500 gp
Terinav root	contact	16	1 min.	1/min. for 6 min.	1d3 Dex	1 save	400 gp
Ungol dust	inhaled	15	–	1/rd. for 4 rds.	1 Cha drain/1d2 Cha	1 save	1,000 gp
Wolfsbane	ingested	16	10 min.	1/min. for 6 min.	1d3 Con	1 save	500 gp
Wyvern poison	injury	17	–	1/rd. for 6 rds.	1d4 Con	2 saves	3,000 gp

BLINDSIGHT AND BLINDSENSE

Some creatures possess blindsight, the extraordinary ability to use a nonvisual sense (or a combination senses) to operate effectively without vision. Such senses may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures). This ability operates out to a range specified in the creature description.

- ♦ 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 that use blindsight.
- ♦ Deafening attacks thwart blindsight if it relies on hearing.
- ♦ Blindsight works underwater but not in a vacuum.
- ♦ Blindsight negates displacement and blur effects.

BLINDSENSE

Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Perception checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent that cannot be seen has total concealment (50% miss chance) against a creature with blindsense, and the blindsensing 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.

CHANNEL RESISTANCE

Creatures with channel resistance gain a bonus on Will saves made against channeled energy. They add their bonus to any Will saves made to halve the damage and resist the effect.

CHARM AND COMPULSION

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 action to his minion, but the servitude is not absolute or mindless. Charms of this type include the various *charm* spells and some monster abilities. 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 with an actual friend).

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 him.

- ♦ 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 does not volunteer information or tactics that his master doesn't ask for.

DAMAGE REDUCTION

Some magic creatures have the supernatural ability to instantly heal damage from weapons or ignore blows altogether as though they were invulnerable.

The numerical part of a creature's damage reduction (or DR) is the amount of damage the creature ignores from normal attacks. Usually, a certain type of weapon can overcome this reduction (see Overcoming DR). This information is separated from the damage reduction number by a slash. For example, DR 5/magic means that a creature takes 5 less points of damage from all weapons that are not magic. If a dash follows the slash, then the damage reduction is effective against any attack that does not ignore 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 poison, a monk's stunning, and injury-based 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.

Spells, spell-like abilities, and energy attacks (even nonmagical fire) ignore damage reduction.

Sometimes damage reduction represents instant healing. Sometimes it represents the creature's tough hide or body. In either case, other characters can see that conventional attacks won't work.

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.

OVERCOMING DR

Damage reduction may be overcome by special materials, magic weapons (any weapon with a +1 or higher enhancement bonus, not counting the enhancement from masterwork quality), certain types of weapons (such as slashing or bludgeoning), and weapons imbued with an alignment.

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).

Weapons with an enhancement bonus of +3 or greater can ignore some types of damage reduction, regardless of their actual material or alignment. The following table shows what type of enhancement bonus is needed to overcome some common types of damage reduction.

DR Type

DR TYPE	WEAPON ENHANCEMENT BONUS EQUIVALENT
cold iron/silver	+3
adamantine*	+4
alignment-based	+5

- ♦ Note that this does not give the ability to ignore hardness, like an actual adamantine weapon does

DARKVISION

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black-and-white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

DEATH ATTACKS

In most cases, a death attack allows the victim a Fortitude save to avoid the effect, but if the save fails, the creature takes a large amount of damage, which might cause it to die instantly.

- ♦ *Raise dead* doesn't work on someone killed by a death attack or effect.
- ♦ Death attacks slay instantly. A victim cannot be made stable and thereby kept alive.
- ♦ In case it matters, a dead character, no matter how he died, has hit points equal to or less than his negative Constitution score.
- ♦ The spell *death ward* protects against these attacks.

ENERGY DRAIN AND NEGATIVE LEVELS

Some spells and a number of undead creatures have the ability to drain away life and energy; this dreadful attack results in “negative levels.” These cause a character to take a number of penalties.

For each negative level a creature has, it takes a cumulative -1 penalty on all ability checks, attack rolls, combat maneuver checks, Combat Maneuver Defense, saving throws, and skill checks. In addition, the creature reduces its current and total hit points by 5 for each negative level it possesses. The creature is also treated as one level lower for the purpose of level-dependent variables (such as spellcasting) for each negative level possessed. Spellcasters do not lose any prepared spells or slots as a result of negative levels. If a creature’s negative levels equal or exceed its total Hit Dice, it dies.

A creature with temporary negative levels receives a new saving throw to remove the negative level each day. The DC of this save is the same as the effect that caused the negative levels.

Some abilities and spells (such as *raise dead*) bestow permanent level drain on a creature. These are treated just like temporary negative levels, but they do not allow a new save each day to remove them. Level drain can be removed through spells like *restoration*. Permanent negative levels remain after a dead creature is restored to life. A creature whose permanent negative levels equal its Hit Dice cannot be brought back to life through spells like *raise dead* and *resurrection* without also receiving a *restoration* spell, cast the round after it is restored to life.

ENERGY IMMUNITY AND VULNERABILITY

A creature with energy immunity never takes damage from that energy type. Vulnerability means the creature takes half again as much (+50%) damage as normal from that energy type, regardless of whether a saving throw is allowed or if the save is a success or failure.

ENERGY RESISTANCE

A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type per attack, but it does not have total immunity.

Each resistance ability is defined by what energy type it resists 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.

FEAR

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 paths 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. If the duration of their fear continues, however, characters can be forced to flee 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, dropping whatever they are holding. Other than running away from the source, their paths are random. They flee from all other dangers that confront them rather than facing those dangers. Once they are out of sight (or hearing) of any source of danger, they can act as they want. Panicked characters cover 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.

INVISIBILITY

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 does not, by itself, make a creature immune to critical hits, but it does make 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. It's practically impossible (+20 DC) to pinpoint an invisible creature's location with a Perception check. Even once a character has pinpointed the square that contains an invisible creature, the creature still benefits from total concealment (50% miss chance). There are a number of modifiers that can be applied to this DC if the invisible creature is moving or engaged in a noisy activity.

INVISIBLE CREATURE IS...

INVISIBLE CREATURE IS...	PERCEPTION
In combat or speaking	-20
Moving at half speed	-5
Moving at full speed	-10
Running or charging	-20
Not moving	+20
Using Stealth	Stealth check +20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15
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 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 invisible 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 and tell him that the character has missed, regardless of the result. 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. 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. One could coat an invisible object with flour to at least keep track of its position (until the flour falls off or blows away).

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* 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 divination spells.

Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

LOW-LIGHT VISION

Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to him as a source of light.

Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

PARALYSIS

Some monsters and spells have the supernatural or spell-like ability to paralyze their victims, immobilizing them through magical means. Paralysis from poison is discussed in the Afflictions section.

A paralyzed character cannot move, speak, or take any physical action. He 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.

A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

SCENT

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

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.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If the creature moves within 5 feet (1 square) of the scent's source, the creature can pinpoint the area that the source occupies, even if it cannot be seen.

A creature with the Survival skill and the scent ability can follow tracks by smell, making a Survival check to find or follow a track. A creature with the scent ability can attempt to follow tracks using Survival untrained. The typical DC for a fresh trail is 10. 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 the Survival skill in regards to tracking. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

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.

SPELL RESISTANCE

Spell resistance is the extraordinary ability to avoid being affected by spells. 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) at least equal to the creature's spell resistance. 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, but rather 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 back 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. Spell-resistant creatures can be harmed by a spell when they are not 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.

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.

CONDITIONS

This page covers the standardized conditions referenced throughout the Pathfinder rules: status effects like blinded, prone, staggered, and unconscious. See Special Abilities for extraordinary, spell-like, and supernatural abilities, and for afflictions like curses, diseases, and poison.

If more than one condition affects a character, apply them all. If effects can't combine, apply the most severe effect.

BLEED

A creature that is taking bleed damage takes the listed amount of damage at the beginning of its turn. Bleeding can be stopped by a DC 15 Heal check or through the application of any spell that cures hit point damage (even if the bleed is ability damage). Some bleed effects cause ability damage or even ability drain. Bleed effects do not stack with each other unless they deal different kinds of damage. When two or more bleed effects deal the same kind of damage, take the worse effect. In this case, ability drain is worse than ability damage.

BLINDED

The creature cannot see. It takes a -2 penalty to Armor Class, loses its Dexterity bonus to AC (if any), and takes a -4 penalty on most Strength- and Dexterity-based skill checks and on opposed Perception skill checks. All checks and activities that rely on vision (such as reading and Perception checks based on sight) automatically fail. All opponents are considered to have total concealment (50% miss chance) against the blinded character. Blind creatures must make a DC 10 Acrobatics skill check to move faster than half speed. Creatures that fail this check fall prone. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

BROKEN

Items that have taken damage in excess of half their total hit points gain the broken condition, meaning they are less effective at their designated task. The broken condition has the following effects, depending upon the item.

- ♦ If the item is a weapon, any attacks made with the item 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 on a confirmed critical hit.
- ♦ If the item is a suit of armor or a shield, the bonus it grants to AC is halved, rounding down. Broken armor doubles its armor check penalty on skills.
- ♦ If the item is a tool needed for a skill, any skill check made with the item takes a -2 penalty.
- ♦ If the item is a wand or staff, it uses up twice as many charges when used.

If the item does not fit into any of these categories, the broken condition has no effect on its use. Items with the broken condition, regardless of type, are worth 75% of their normal value. If the item is magical, it 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. Items lose the broken condition if the spell restores the object to half its original hit points or higher. Non-magical items can be repaired in a similar fashion, or through the Craft skill used to create it. Generally speaking, this requires a DC 20 Craft check and 1 hour of work per point of damage to be repaired. Most craftsmen charge one-tenth the item's total cost to repair such damage (more if the item is badly damaged or ruined).

CONFUSED

A confused creature is mentally befuddled and cannot act normally. A confused creature cannot tell the difference between ally and foe, treating all creatures as enemies. Allies wishing to cast a beneficial spell that requires a touch on a confused creature must succeed on a melee touch attack. If a confused creature is attacked, it attacks the creature that last attacked it until that creature is dead or out of sight.

Roll on the following table at the beginning of each confused subject's turn each round to see what the subject does in that round.

D %

D %	BEHAVIOR
01-25	Act normally.
26-50	Do nothing but babble incoherently.
51-75	Deal 1d8 points of damage + Str modifier to self with item in hand.
76-100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A confused creature who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused creature. Any confused creature who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused creature will not make attacks of opportunity against anything 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 his Dexterity bonus (if any).

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 and sight-based Perception checks.

DEAD

The character's hit points are reduced to a negative amount equal to his Constitution score, his Constitution drops to 0, or he is killed outright by a spell or effect. The character's soul leaves his body. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

DEAFENED

A deafened character cannot hear. He takes a -4 penalty on initiative checks, automatically fails Perception checks based on sound, takes a -4 penalty on opposed 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 he take full-round actions, but he can still take swift, immediate, and free actions). He moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the GM 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, he is now in negative hit points and dying.

A disabled character with negative hit points recovers hit points naturally if he is being helped. Otherwise, each day he can attempt a DC 10 Constitution check after resting for 8 hours, to begin recovering hit points naturally. The character takes a penalty on this roll equal to his negative hit point total. Failing this check causes the character to lose 1 hit point, but this does not cause the character to become unconscious. Once a character makes this check, he continues to heal naturally and is no longer in danger of losing hit points naturally.

DYING

A dying creature is unconscious and near death. Creatures that have negative hit points and have not stabilized are dying. A dying creature can take no actions. On the character's next turn, after being reduced to negative hit points (but not dead), and on all subsequent turns, the character must make a DC 10 Constitution check to become stable. The character takes a penalty on this roll equal to his negative hit point total. A character that is stable does not need to make this check. A natural 20 on this check is an automatic success. If the character fails this check, he loses 1 hit point. If a dying creature has an amount of negative hit points equal to its Constitution score, it dies.

ENERGY DRAINED

The character gains one or more negative levels, which might become permanent. If the subject has at least as many negative levels as Hit Dice, he dies. See Energy Drain and Negative levels for more information.

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 15 + spell level) or lose the spell.

EXHAUSTED

An exhausted character moves at half speed, cannot run or charge, and takes a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

FASCINATED

A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a -4 penalty on skill checks made as reactions, such as Perception 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.

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 complete rest, fatigued characters are no longer fatigued.

FLAT-FOOTED

A character who has not yet acted during a combat is flat-footed, unable to react normally to the situation. A flat-footed character loses his Dexterity bonus to AC (if any) and cannot make attacks of opportunity.

FRIGHTENED

A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature 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 is restrained by a creature, trap, or effect. Grappled creatures cannot move and take a -4 penalty to Dexterity. A grappled creature takes a -2 penalty on all attack rolls and combat maneuver checks, except those made to grapple or escape a grapple. In addition, grappled creatures can take no action that requires two hands to perform. A grappled character who attempts to cast a spell or use a spell-like ability must make a concentration check (DC 10 + grappler's CMB + spell level), or lose the spell. Grappled creatures cannot make attacks of opportunity.

A grappled creature cannot use Stealth to hide from the creature grappling it, even if a special ability, such as hide in plain sight, would normally allow it to do so. If a grappled creature becomes invisible, through a spell or other ability, it gains a +2 circumstance bonus on its CMD to avoid being grappled, but receives no other benefit.

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 his sneak attack damage bonus against a helpless foe when delivering a coup de grace.) If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die. Delivering a coup de grace provokes attacks of opportunity.

Creatures that are immune to critical hits do not take critical damage, nor do they need to make Fortitude saves to avoid being killed by a coup de grace.

INCORPOREAL

Creatures with the incorporeal condition do not have a physical body. Incorporeal creatures are immune to all nonmagical attack forms. Incorporeal creatures take half damage (50%) from magic weapons, spells, spell-like effects, and supernatural effects. Incorporeal creatures take full damage from other incorporeal creatures and effects, as well as all force effects.

INVISIBLE

Invisible creatures are 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.

NAUSEATED

Creatures with the nauseated condition experience 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 actions 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. A 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 to move through.

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

A pinned creature is tightly bound and can take few actions. A pinned creature cannot move and is denied its Dexterity bonus. A pinned character also takes an additional -4 penalty to his Armor Class. A pinned creature is limited in the actions that it can take. A pinned creature can always attempt to free itself, usually through a combat maneuver check or Escape Artist check. A pinned creature can take verbal and mental actions, but cannot cast any spells that require a somatic or material component. A pinned character who attempts to cast a spell or use a spell-like ability must make a concentration check (DC 10 + grappler's CMB + spell level) or lose the spell. Pinned is a more severe version of grappled, and their effects do not stack.

PRONE

The character is lying on the ground. A prone attacker has a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A prone defender 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 that provokes an attack of opportunity.

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 each round 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. The character can make a DC 10 Constitution check each hour to become conscious and disabled (even though his hit points are still negative). The character takes a penalty on this roll equal to his negative hit point total.

If a character has become stable on his own and hasn't had help, he is still at risk of losing hit points. Each hour he can make a Constitution check to become stable (as a character that has received aid), but each failed check causes him to lose 1 hit point.

STAGGERED

A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take free, swift and immediate actions. A creature with nonlethal damage exactly equal to its current hit points gains the staggered condition.

STUNNED

A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses its Dexterity bonus to AC (if any).

UNCONSCIOUS

Unconscious creatures are knocked out and helpless. Unconsciousness can result from having negative hit points (but not more than the creature's Constitution score), or from nonlethal damage in excess of current hit points.

BESTIARY

All 336 core monsters from the Pathfinder Roleplaying Game Bestiary, organized alphabetically. Each entry shows challenge rating, type, and size for quick reference.

MONSTER	CR	TYPE	SIZE
Aasimar	1/2	Outsider (native)	Medium
Aboleth	7	Aberration (aquatic)	Huge
Angel, Astral Deva	14	Outsider (angel, extraplanar, good)	Medium
Angel, Planetary	16	Outsider (angel, extraplanar, good)	Large
Angel, Solar	23	Outsider (angel, extraplanar, good)	Large
Animated Object	3	Construct	Medium
Ankheg	3	Magical Beast	Large
Ant, Giant	2	Vermin	Medium
Ape, Dire	3	Animal	Large
Ape, Gorilla	2	Animal	Large
Archon, Hound	4	Outsider (archon, extraplanar, good, lawful)	Medium
Archon, Lantern	2	Outsider (archon, extraplanar, good, lawful)	Small
Archon, Trumpet	14	Outsider (archon, extraplanar, good, lawful)	Medium
Assassin Vine	3	Plant	Large
Azata, Bralani	6	Outsider (azata, chaotic, extraplanar, good, shapechanger)	Medium
Azata, Ghaele	13	Outsider (azata, chaotic, extraplanar, good, shapechanger)	Medium
Azata, Lillend	7	Outsider (azata, chaotic, extraplanar, good)	Large
Barghest	4	Outsider (evil, extraplanar, lawful, shapechanger)	Medium
Barghest, Greater	7	Outsider (evil, extraplanar, lawful, shapechanger)	Large
Basidirond	5	Plant	Medium
Basilisk	5	Magical Beast	Medium
Bat, Dire	2	Animal	Large
Bear, Dire	7	Animal	Large
Bear, Grizzly	4	Animal	Large
Bebilith	10	Outsider (chaotic, evil, extraplanar)	Huge
Beetle, Fire	1/3	Vermin	Small
Beetle, Giant Stag	4	Vermin	Large
Behir	8	Magical Beast	Huge
Black Pudding	7	Ooze	Huge
Boar	2	Animal	Medium
Boar, Dire	4	Animal	Large
Boggard	2	Humanoid (boggard)	Medium
Bugbear	2	Humanoid (goblinoid)	Medium
Bulette	7	Magical Beast	Huge
Cat, Cheetah	2	Animal	Medium
Cat, Leopard	2	Animal	Medium
Cave Fisher	2	Vermin	Medium
Centaur	3	Monstrous Humanoid	Large
Centipede, Giant	1/2	Vermin	Medium

CHARACTER SHEET

A blank character sheet for recording your character's abilities, skills, feats, and equipment. Print this sheet or use the [interactive character generator](#) to create a new character with randomised ability scores and starting gear.

Player Character

Character Name

Class

Level1

Race

Alignment

Deity

Abilities

STR

3-18

mod

DEX

3-18

mod

CON

3-18

mod

INT

3-18

mod

WIS

3-18

mod

CHA

3-18

mod

Hit Points

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