

d20 Modern SRD

Base Mechanics and Urban Arcana

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THE BASICS

Dice Rolls

Notation

These rules use the following die notations:

- **d4**: four-sided die
- **d6**: six-sided die
- **d8**: eight-sided die
- **d10**: ten-sided die
- **d12**: twelve-sided die
- **d20**: twenty-sided die
- **d%**: percentile dice (A number between 1 and 100 is generated by rolling two different ten-sided dice. One (designated before rolling) is the tens digit. The other is the ones digit. Two 0s represent 100.)

Format

[#] die type [+ / - modifiers]

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

Rounding Fractions

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger. Exception: Certain rolls, such as damage and hit points, have a minimum of 1.

Multiplying

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

Task Resolution

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

d20 + Modifiers vs. Target Number

The Modifiers and Target Number are determined by the type of task. If the result of the d20 roll + the Modifiers equals or exceeds the Target Number, the test is successful. Any other result is a failure.

A "natural 20" on the die roll is not an automatic success. A "natural 1" on the die roll is not an automatic failure, unless the rules state otherwise.

Ability Scores

Every character has six basic Ability Scores: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA).

The Score of these Abilities ranges from 0 to infinity. A limit, if any, will be specified in the rules. The normal human range is 3 to 18.

It is possible for a creature to have a score of "none". A score of "none" is not the same as a score of "0". A score of "none" means that the creature does not possess the ability at all. The modifier for a score of "none" is +0.

A character with a CON of 0 is dead. A 0 in any other score means the character is helpless and cannot move. Keeping track of negative ability score points is never necessary, as a character's ability score can never drop below 0.

Modifiers

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

(ability / 2) - 5 [round result down]

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

Changing

Ability scores can increase with no limit. Poisons, diseases, and other effects can cause temporary ability damage. Ability points lost to damage return naturally, typically at a rate of 1 point per day for each affected ability. As a character ages, some ability scores go up and others go down. When an ability score changes, the modifier associated with that score also changes.

Uses

Strength

Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack instead of a Strength modifier.

Dexterity

Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can't move. If it can act, it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature fails all Reflex saves and Dexterity checks.

Constitution

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

Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects. The creature is also immune to ability damage, ability drain, energy drain, and massive damage, and always fails Constitution checks.

Intelligence

Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Intelligence checks.

Wisdom

Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score, and vice versa.

Charisma

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

Age

As the character ages, his or her physical ability scores decrease and his or her mental ability scores increase, as detailed on Table: Aging Effects. The effects of each aging step are cumulative.

<u>Table: Aging Effects</u>	
Age Category	Ability Adjustments
Child (1-11)	-3 to Str and Con; -1 to Dex, Int, Wis, and Cha
Young adult (12-15)	Original scores
Adult (16-39)	Original scores
Middle age (40-59)	-1 to Str, Dex, and Con; +1 to Int, Wis, and Cha
Old (60-79)	-1 to Str, Dex, and Con; +1 to Int, Wis, and Cha
Venerable (80+)	-1 to Str, Dex, and Con; +1 to Int, Wis, and Cha

Action Points

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

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

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

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

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

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

<u>Table: Action Point Dice Per Level</u>	
Character Level	Action Point Dice Rolled
1st-7th	1d6
8th-14th	2d6
15th-20th	3d6

Allegiances

The allegiances system is optional.

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

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

Pledging

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

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

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

Person or Group

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

Organization

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

Nation

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

Belief System

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

Ethical Philosophy

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

Moral Philosophy

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

Influence

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

Department-7

Department-7 is a fictional elite organization that the heroes belong to that deals with situations threatening the modern world. Depending on the campaign, Department-7 might have federal authority, or it might be a state or local agency, or perhaps a private institution. In some campaigns, it might have an international scope thanks to ties to the United Nations or some global conglomerate. Department-7 might deal with homeland defense, law enforcement, espionage and intelligence, or counter-terrorism. In some games, it might have a charter to investigate paranormal activity or alien incursions or dimensional displacement.

It is our hope that other publishers will use Department-7 as an example in their products, thereby providing a common feel for the game.

Reputation

Reputation is used to determine whether another character (a GM character) recognizes a character. Those who recognize the hero are more likely to help the hero or do what he or she asks, provided the reputation has a positive connotation to the character who recognizes the hero. A high Reputation bonus also makes it difficult for the hero to mask his or her identity.

Most of the time, a hero doesn't decide to use his or her reputation. The GM decides when a hero's reputation can be relevant to a scene or encounter. At the moment it becomes relevant, the GM makes a Reputation check for a GM character who might be influenced in some fashion due to the hero's fame or notoriety, as detailed below.

Fame and Infamy

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

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

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

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

Using

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

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

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

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

BASIC CHARACTER CLASSES

Descriptions

Ability

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

Hit Die

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

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

Action Points

The number of action points gained per level.

Class Skills

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

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

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

Starting Feats

The feats gained at 1st level in the class.

Class Table

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

- **Level:** The character's level in the class.
- **Base Attack Bonus:** The character's base attack bonus and number of attacks.
- **Fort Save:** The base save bonus for Fortitude saving throws. The character's Constitution modifier also applies.
- **Ref Save:** The base save bonus for Reflex saving throws. The character's Dexterity modifier also applies.
- **Will Save:** The base save bonus for Will saving throws. The character's Wisdom modifier also applies.
- **Class Features:** Level-dependent class features, each explained in that section.
- **Defense Bonus:** The character's bonus to Defense. The character's Dexterity modifier and equipment bonus also applies.
- **Reputation Bonus:** The character's base Reputation bonus.

Class Features

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

Talents

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

Bonus Feats

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

Strong Hero

Class Information

- **Ability:** Strength
- **Hit Die:** 1d8
- **Action Points:** Strong heroes gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.
- **Class Skills:** The Strong hero's class skills (and the key ability for each skill) are as follows. Also, the starting occupation selected can provide additional class skills to choose from.
 - Climb (Str)
 - Craft (structural) (Int)
 - Handle Animal (Cha)
 - Jump (Str)
 - Knowledge (current events, popular culture, streetwise, tactics) (Int)
 - Profession (Wis)
 - Read/Write Language
 - Repair (Int)
 - Speak Language
 - Swim (Str)
- **Skill Points at 1st Level:** $(3 + \text{Int modifier}) \times 4$.
- **Skill Points at Each Additional Level:** $3 + \text{Int modifier}$.
- **Starting Feats:** In addition to the two feats all characters get at 1st level, a Strong hero begins play with the Simple Weapons Proficiency feat.

Class Features

The following are class features of the Strong hero.

Talents

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

Extreme Effort Talent Tree

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

Extreme Effort

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

Improved Extreme Effort

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

Advanced Extreme Effort

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

Ignore Hardness Talent Tree

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

Ignore Hardness

The Strong hero ignores 2 points of an object's hardness.

Improved Ignore Hardness

The Strong hero ignores 2 additional points of an object's hardness (for a total of 4). Prerequisite: Ignore Hardness.

Advanced Ignore Hardness

The Strong hero ignores 2 additional points of an object's hardness (for a total of 6). Prerequisites: Ignore Hardness, Improved Ignore Hardness.

Melee Smash Talent Tree

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

Melee Smash

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

Improved Melee Smash

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

Advanced Melee Smash

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

Bonus Feats

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

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

Table: Strong Hero

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

Fast Hero

Class Information

- **Ability:** Dexterity
- **Hit Die:** 1d8
- **Action Points:** Fast heroes gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.
- **Class Skills:** The Fast hero's class skills (and the key ability for each skill) are as follows. Also, the starting occupation selected can provide additional class skills to choose from.
 - Balance (Dex)
 - Craft (mechanical) (Int)
 - Drive (Dex)
 - Escape Artist (Dex)
 - Hide (Dex)
 - Knowledge (current events, popular culture, streetwise) (Int)
 - Move Silently (Dex)
 - Pilot (Dex)
 - Profession (Wis)
 - Read/Write Language
 - Ride (Dex)
 - Sleight of Hand (Dex)
 - Speak Language
 - Tumble (Dex)
- **Skill Points at 1st Level:** (5 + Int modifier) x 4.
- **Skill Points at Each Additional Level:** 5 + Int modifier.
- **Starting Feats:** In addition to the two feats all characters get at 1st level, a Fast hero begins play with the Simple Weapons Proficiency feat.

Class Features

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

Talents

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

Defensive Talent Tree

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

Evasion

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

Uncanny Dodge 1

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

Uncanny Dodge 2

The Fast hero can no longer be flanked; the hero can react to opponents on opposite sides of him or herself as easily as he or she can react to a single attacker. Prerequisites: Evasion, Uncanny Dodge 1.

Defensive Roll

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

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

Since this effect would not normally allow a character to make a Reflex save for half damage, the Fast hero's Evasion talent doesn't apply to the defensive roll. Prerequisites: Evasion, Uncanny Dodge 1.

Opportunist

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

Increased Speed Talent Tree

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

Increased Speed

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

Improved Increased Speed

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

Advanced Increased Speed

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

Bonus Feats

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

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

Table: Fast Hero

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

Tough Hero

Class Information

- **Ability:** Constitution
- **Hit Die:** 1d10
- **Action Points:** Tough heroes gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.
- **Class Skills:** The Tough hero's class skills (and the key ability for each skill) are as follows. Also, the starting occupation selected can provide additional class skills to choose from.
 - Climb (Str)
 - Concentration (Con)
 - Craft (mechanical, structural) (Int)
 - Drive (Dex)
 - Intimidate (Cha)
 - Knowledge (current events, popular culture, streetwise) (Int)
 - Profession (Wis)
 - Read/Write Language
 - Ride (Dex)
 - Speak Language
 - Spot (Wis)
 - Survival (Wis)
- **Skill Points at 1st Level:** (3 + Int modifier) x 4.
- **Skill Points at Each Additional Level:** 3 + Int modifier.
- **Starting Feats:** In addition to the two feats all characters get at 1st level, a Tough hero begins play with the Simple Weapons Proficiency feat.

Class Features

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

Talents

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

Damage Reduction Talent Tree

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

Damage Reduction 1/-

The Tough hero ignores 1 point of damage from melee and ranged weapons. Prerequisite: One other talent from either the Energy Resistance Talent Tree or the Unbreakable Talent Tree.

Damage Reduction 2/-

The Tough hero ignores an additional 1 point of damage from melee and ranged weapons (DR 2/- total). Prerequisites: Damage Reduction 1/-, one other talent from either the Energy Resistance Talent Tree or the Unbreakable Talent Tree.

Damage Reduction 3/-

The Tough hero ignores an additional 1 point of damage from melee and ranged weapons (DR 3/- total). Prerequisites: Damage Reduction 1/-, Damage Reduction 2/-, one other talent from either the Energy Resistance Talent Tree or the Unbreakable Talent Tree.

Energy Resistance Talent Tree

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

Acid Resistance

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

Cold Resistance

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

Electricity Resistance

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

Fire Resistance

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

Sonic/Concussion Resistance

The Tough hero ignores an amount of sonic or concussion damage equal to his or her Constitution modifier.

Unbreakable Talent Tree

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

Remain Conscious

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

Robust

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

Second Wind

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

Stamina

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

Bonus Feats

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

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

Table: Tough Hero

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

Smart Hero

Class Information

- **Ability:** Intelligence
- **Hit Die:** 1d6
- **Action Points:** Smart heroes gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.
- **Class Skills:** The Smart hero's class skills (and the key ability for each skill) are as follows. Also, the starting occupation selected can provide additional class skills to choose from.
 - Computer Use (Int)
 - Craft (chemical, electronic, mechanical, pharmaceutical, structural, visual art, writing) (Int)
 - Decipher Script (Int)
 - Demolitions (Int)
 - Disable Device (Int)
 - Forgery (Int)
 - Investigate (Int)
 - Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int)
 - Navigate (Int)
 - Profession (Wis)
 - Read/Write Language
 - Repair (Int)
 - Research (Int)
 - Search (Int)
 - Speak Language
- **Skill Points at 1st Level:** (9 + Int modifier) x4.
- **Skill Points at Each Additional Level:** 9 + Int modifier.
- **Starting Feats:** In addition to the two feats all characters get at 1st level, a Smart hero begins play with the Simple Weapons Proficiency feat.

Class Features

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

Talents

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

Research Talent Tree

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

Savant

Select one of the skills listed in the following paragraph. The hero must have ranks in the skill if it is Trained Only. The Smart hero gets to add a bonus equal to his or her Smart level when making checks with that skill. A Smart hero can take this talent multiple times; each time it applies to a different skill.

- Computer Use
- Craft (any single skill)
- Decipher Script
- Demolitions
- Disable Device
- Forgery
- Investigate
- Knowledge (any single skill)
- Navigate
- Repair
- Research
- Search

Linguist

With this talent, the Smart hero becomes a master linguist. Whenever the hero encounters a new language, either spoken or written, that he or she does not know the Smart hero can make an Intelligence check to determine if he or she can understand it. The check is made with a bonus equal to the hero's Smart level. For a written language, the bonus applies to a Decipher Script check instead.

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

A single check covers roughly one minute of a spoken language or one page of a written language. Prerequisite: At least 1 rank in either Read/Write Language or Speak Language for each of three different languages.

Strategy Talent Tree

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

Exploit Weakness

After 1 round of combat, the Smart hero can designate one opponent and try to find ways to gain an advantage by using brains over brawn. The Smart hero uses a move action and makes an Intelligence check (DC 15) with a bonus equal to his or her Smart level. If the check succeeds, for the rest of the combat the Smart hero uses his or her Intelligence bonus instead of either Strength or Dexterity bonus on attack rolls as the hero finds ways to out-think his opponent and notices weaknesses in his opponent's fighting style. Prerequisite: One talent from the Research Talent Tree.

Plan

Prior to an encounter the Smart hero can develop a plan of action to handle the situation. Using this talent requires preparation; a Smart hero can't use this talent when surprised or otherwise unprepared for a particular situation. Creating a plan requires 1 minute.

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

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

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

Trick

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

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

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

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

Prerequisite: One talent from the Research Talent Tree.

Bonus Feats

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

- Builder
- Cautious
- Combat Expertise
- Educated
- Gearhead
- Improved Disarm
- Improved Trip
- Iron Will
- Lightning Reflexes
- Meticulous
- Studios
- Vehicle Expert
- Weapon Focus

Table: Smart Hero

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

Dedicated Hero

Class Information

- **Ability:** Wisdom
- **Hit Die:** 1d6
- **Action Points:** Dedicated heroes gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.
- **Class Skills:** The Dedicated hero's class skills (and the key ability for each skill) are as follows. Also, the starting occupation selected can provide additional class skills to choose from.
 - Craft (pharmaceutical, visual art, writing) (Int)
 - Gamble (Wis)
 - Investigate (Int)
 - Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int)
 - Listen (Wis)
 - Profession (Wis)
 - Read/Write Language
 - Sense Motive (Wis)
 - Speak Language
 - Spot (Wis)
 - Survival (Wis)
 - Treat Injury (Wis)
- **Skill Points at 1st Level:** (5 + Int modifier) x 4.
- **Skill Points at Each Additional Level:** 5 + Int modifier.
- **Starting Feats:** In addition to the two feats all characters get at 1st level, a Dedicated hero begins play with the Simple Weapons Proficiency feat.

Class Features

The following are class features of the Dedicated hero.

Talents

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

Empathic Talent Tree

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

Empathy

The Dedicated hero has a knack for being sensitive to the feelings and thoughts of others without having those feelings and thoughts communicated in any objectively explicit manner. This innate talent provides a bonus on checks involving interaction skills (Bluff, Diplomacy, Handle Animal, Intimidate, Perform, and Sense Motive), provided the hero spends at least 1 minute observing his or her target prior to making the skill check. The bonus is equal to the hero's Dedicated level.

Improved Aid Another

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

Intuition

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

Healing Talent Tree

The Dedicated hero has a talent for healing.

Healing Knack

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

Healing Touch 1

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

Healing Touch 2

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

Insightful Talent Tree

The Dedicated hero's innate insightfulness serves him or her well.

Skill Emphasis

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

Aware

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

Faith

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

Cool Under Pressure

The Dedicated hero selects a number of skills equal to 3 + the hero's Wisdom modifier. When making a check with one of these skills, the Dedicated hero can take 10 even when distracted or under duress. Prerequisite: Skill Emphasis plus either Faith or Aware.

Bonus Feats

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

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

Table: Dedicated Hero

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

Charismatic Hero

Class Information

- **Ability:** Charisma
- **Hit Die:** 1d6
- **Action Points:** Charismatic heroes gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.
- **Class Skills:** The Charismatic hero's class skills (and the key ability for each skill) are as follows. Also, the starting occupation selected can provide additional class skills to choose from.
 - Bluff (Cha)
 - Craft (visual art, writing) (Int)
 - Diplomacy (Cha)
 - Disguise (Cha)
 - Gather Information (Cha)
 - Handle Animal (Cha)
 - Intimidate (Cha)
 - Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, popular culture, streetwise, theology and philosophy) (Int)
 - Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, wind instruments) (Cha)
 - Profession (Wis)
 - Read/Write Language
 - Speak Language
- **Skill Points at 1st Level:** (7 + Int modifier) x 4.
- **Skill Points at Each Additional Level:** 7 + Int modifier.
- **Starting Feats:** In addition to the two feats all characters get at 1st level, a Charismatic hero begins play with the Simple Weapons Proficiency feat.

Class Features

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

Talents

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

Charm Talent Tree

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

Charm

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

A Charismatic hero can only charm Gamemaster characters with attitudes of indifferent or better. The charm bonus can't be used against characters who are unfriendly or hostile. This ability can be taken more than once (for another gender).

Favor

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

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

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

Captivate

The Charismatic hero has the ability to temporarily beguile a target through the use of words and bearing. The target must have an Intelligence score of 3 or higher to be susceptible to a captivate attempt, must be within 30 feet of the hero, must be flat-footed or not in combat, and must be able to see, hear, and understand the hero.

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

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

A Charismatic hero can concentrate to keep a target captivated for additional rounds. The Charismatic hero concentrates all his or her effort on the task, and the target gets to make a new Will save each round. The effect ends when the hero stops concentrating, or when the target succeeds on the save. This is a Mind-Affecting ability. Prerequisites: Charm, Favor.

Fast-Talk Talent Tree

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

Fast-Talk

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

Dazzle

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

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

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

This talent can be selected multiple times, each time worsening the dazzled penalty by -1. This is a Mind-Affecting ability. Prerequisite: Fast-Talk.

Taunt

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

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

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

A taunt can be played on an opponent any number of times. This is a Mind-Affecting ability. Prerequisites: Fast-Talk, Dazzle.

Leadership Talent Tree

The Charismatic hero has a talent for leadership and inspiration.

Coordinate

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

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

Inspiration

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

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

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

Greater Inspiration

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

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

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

Bonus Feats

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

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

Table: Charismatic Hero

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

Multiclassing

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

Class and Level Features

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

Level

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

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

Hit Points

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

Base Attack Bonus

Add the base attack bonuses for each class to get the hero's base attack bonus. A resulting value of +6 or higher provides the hero with multiple attacks. To use multiple attacks in the same round, a character must use a full attack, which is a full-round action.

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

Saving Throws

Add the base save bonuses for each class together.

Defense Bonus

Add the Defense bonuses for each class together.

Reputation Bonus

Add Reputation bonuses together.

Skills

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

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

Class Features

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

Feats

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

Ability Increases

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

Adding a Second Class

When a character with one class gains a level, he or she may choose to increase the level of his or her current class or pick up a new class at 1st level. This could be a basic class or, if the character qualifies for it, an advanced class. The character gains the 1st-level base attack bonus, base save bonuses, class skills, other class features of the new class, hit points of the appropriate die type, and the new class's number of skill points gained at each additional level (not that number x4, as is the case for a 1st-level character).

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

Advancing a Level

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

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

Skill points are spent according to the class that the multiclass character just advanced in. Skills are purchased at the cost appropriate for that class. In general, a character can have levels in as many different classes as there are classes.

SKILLS

Getting

At each level, a character gets skill points that are used to buy skills. The character's class and Intelligence modifier determine the number of points received.

If the character buys a class skill, he or she gets 1 rank in the skill for each skill point spent. If the character buys a cross-class skill, he or she gets ½ rank per skill point. The maximum rank in a class skill is equal to character level + 3. The maximum rank in a cross-class skill is one-half of this number.

Ranks

Ranks indicate how much training or experience a character has with a given skill. Each skill has a number of ranks, from 0 (for a skill in which a character has no training at all) to 23 (for a 20th-level character who has increased a class skill to its maximum rank). When making a skill check, a character adds his or her skill ranks to the roll as part of the skill modifier.

The rules assume that a character can always find a way to learn any skill. However, the GM can impose limits depending on circumstances and a given situation.

Table: Skill Points Per Level

Class	1st Level Skill Points	Higher Level Skill Points
Strong	(3 + Int modifier) x4	3 + Int modifier
Fast	(5 + Int modifier) x4	5 + Int modifier
Tough	(3 + Int modifier) x4	3 + Int modifier
Smart	(9 + Int modifier) x4	9 + Int modifier
Dedicated	(5 + Int modifier) x4	5 + Int modifier
Charismatic	(7 + Int modifier) x4	7 + Int modifier

Using

To make a skill check, roll:

1d20 + skill modifier (Skill modifier = skill ranks + ability modifier + miscellaneous modifiers)

Ranks

A character's ranks in a skill is based on the number of skill points the character has invested in the skill. Some skills can be used even if the character has no ranks in the skill; doing this is known as making an untrained skill check.

Ability Modifier

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

Miscellaneous Modifiers

Miscellaneous modifiers include bonuses provided by feats and class features, and penalties such as the ones associated with the non-proficient use of armor, among others.

Skill Checks

Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success when making a skill check, and a natural roll of 1 is not an automatic failure.

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number set by the GM (using the skill rules as a guideline) that a character must attain to succeed.

Table: Difficulty Class Examples	
Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something large in plain sight (Spot)
Easy (5)	Climb a knotted rope (Climb)
Average (10)	Hear an approaching security guard (Listen)
Tough (15)	Disarm an explosive (Demolitions)
Challenging (20)	Swim against a strong current (Swim)
Formidable (25)	Break into a secure computer system (Computer Use)
Heroic (30)	Leap across a 30-foot chasm (Jump)
Superheroic (35)	Convince the guards that even though you're not wearing an ID badge and aren't on their list, they should let you into the building (Bluff)
Nearly impossible (40)	Track a trained commando through the forests of Brazil on a moonless night after 12 days of rainfall (Survival)

Opposed Checks

Some skill checks are opposed checks. They are made against a randomized number, usually another character's skill check result. For ties on opposed checks, the character with the higher key ability score wins. If those scores are the same, roll again.

Table: Example Opposed Checks		
Task	Skill	Opposing Skill
Sneak up on someone	Move Silently	Listen
Con someone	Bluff	Sense Motive
Hide from someone	Hide	Spot
Win a car race	Drive	Drive
Pretend to be someone else	Disguise	Spot
Steal a key chain	Sleight of Hand	Spot
Create a fake ID	Forgery	Forgery

Trying Again

If a character fails on a skill check, he or she can sometimes try again. Check the skill description to find out if, and under what circumstances, a character can try again. Many skills, however, have natural consequences for failing that must be accounted for. Some skills can't be tried again once a check has failed for a particular task.

If the use of a skill carries no penalty for failure, a character can take 20 and assume that he or she keeps trying until he or she eventually succeeds.

Untrained

Generally, if a character attempts to use a skill he or she doesn't have any ranks in, the character makes a skill check as described. The character's skill modifier doesn't include skill ranks because the character doesn't have any. The character does get other modifiers, though, such as the ability modifier for the skill's key ability.

Some skills can be used only if the character is trained in the skill.

Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier or a change to the skill check's DC. The GM can alter the odds of success in four ways to take into account exceptional circumstances:

- Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character, or working under conditions that are significantly better than normal.
- Give the skill user a -2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or possessing misleading information.
- Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience when making a Perform check or searching for information on an extremely well documented topic with a Computer Use check.
- Increase the DC by 2 to represent circumstances that make the task harder, such as making a Perform check in front of a hostile audience or searching for information on a very poorly documented topic with a Computer Use check.

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

Time

Using a skill might take a round, several rounds, or even longer. It might take no time at all. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. See the skill description for specifics on how long a skill takes to use.

In general, using a skill that requires concentration while in close combat is dangerous. Nearby opponents can make attacks of opportunity against a character when he or she lets his or her guard down.

Tools

Some skill applications require the use of tools. If tools are needed, the specific items required are mentioned in the skill description. If the character doesn't have the appropriate tools, he or she can still attempt to use the skill, but the character takes a -4 penalty on his or her check.

A character may be able to put together some impromptu tools to make the check. If the GM allows it, reduce the penalty to -2 (instead of -4) for using impromptu tools. It usually takes some time (several minutes to an hour or more) to collect or create a set of impromptu tools, and it may require a skill check as well.

Checks Without Rolls

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

Taking 10

When a character is not being threatened or distracted, he or she may choose to take 10. Instead of rolling 1d20 for the skill check, calculate the result as if the character had rolled a 10 (an average roll on a d20). For many relatively routine tasks, taking 10 results in a success.

Distractions and threats make it impossible for a character to take 10. A character also can't take 10 when using a skill untrained, though the GM may allow exceptions for truly routine activities.

Taking 20

When a character has plenty of time, is faced with no threats or distractions, and the skill being attempted carries no penalty for failure, a character can take 20. Instead of rolling 1d20 for the skill check, calculate the result as if the character had rolled a 20.

Taking 20 is the equivalent of attempting the check over and over again until the character gets it right. Taking 20 takes twenty times as long as making a single check (2 minutes for a skill that can normally be checked in 1 round).

Aiding Another

In some situations, characters can cooperate to accomplish a given task. One character is designated as the leader in the effort, while the others try to aid the character in his or her efforts. A character aids another by making a skill check (DC 10). This is an attack action, and the character can't take 10 on this check. If the check succeeds, the character's ally gains a +2 circumstance bonus to apply to his or her skill check to complete the task.

In many cases, a character's help won't be beneficial, or only a limited number of characters can help at the same time. The GM limits aid another attempts as he or she sees fit for the conditions.

Skill Synergy

Sometimes, the GM may decide that having one skill provides a bonus when a character uses another skill in certain situations. The character must have at least 5 ranks in the related skill to gain this synergy bonus, and the GM must agree that the two skills can complement each other in the given situation. In such cases, the character receives a +2 synergy bonus on the skill check.

Ability Checks

Sometimes a character tries to do something to which no specific skill applies. In these cases, the character makes an ability check.

Roll 1d20 and apply the appropriate ability modifier. The GM assigns a DC, or sets up an opposed check when two characters are engaged in a contest using one ability against another. In some cases, a test of one's ability doesn't involve luck. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, make opposed Strength checks.

<u>Table: Example Ability Checks</u>	
Example Ability Check	Key Ability
Forcing open a jammed or locked door	Strength
Tying a rope	Dexterity
Holding one's breath	Constitution
Navigating a maze	Intelligence
Recognize a stranger you've seen before	Wisdom
Getting yourself noticed in a crowd	Charisma

Modifier Types and Stacking

A modifier provides a bonus (a positive modifier) or a penalty (a negative modifier) to a die roll.

Bonuses with specific descriptors, such as “equipment bonus”, generally don’t stack (combine for cumulative effect) with others of the same type. In those cases, only the best bonus of that type applies.

The only specific bonuses that stack are dodge bonuses, synergy bonuses, and sometimes circumstance bonuses. Circumstance bonuses stack only if they’re provided by differing circumstances; if two circumstance bonuses caused by similar circumstances apply, they don’t stack. Specific bonuses that don’t stack include: competence, cover, equipment, morale, natural armor, and size.

If the game setting includes magic or other supernatural effects, there can also be deflection, enhancement, enlargement, haste, inherent, insight, luck, profane, resistance, and sacred bonus descriptors. None of these bonuses stack.

Any bonus without a descriptor (such as simply a “+1 bonus”) stacks with other bonuses. All penalties stack, regardless of their descriptors.

Skill Descriptions

Skills are presented in alphabetical order, in the following format. Entries that do not apply to a particular skill are omitted in that skill’s description. The skill name and the sections beneath it include the following information:

- **Key Ability:** The abbreviation for the ability whose modifier applies to the skill check. Exceptions: Speak Language and Read/Write Language have “None” given as their key ability because the use of these skills never requires a check.
- **Trained Only:** If “Trained Only” appears on the line beneath the skill name, a character must have at least 1 rank in the skill to use it. If “Trained Only” is omitted, the skill can be used untrained. If any particular notes apply to trained or untrained use, they are covered in the Special section (see below).
- **Armor Penalty:** If “Armor Penalty” appears on the line beneath the skill name, apply the armor penalty for the armor the character is wearing to checks involving this skill.
- **Check:** What a character can do with a successful skill check, and the check’s DC.
- **Try Again?:** Any conditions that apply to repeated attempts to use the skill for a particular purpose. If this entry is omitted, the skill check can be tried again without any inherent penalty other than taking additional time.
- **Special:** Any particular notes that apply, such as whether a character can take 10 or take 20 when using the skill.
- **Untrained:** Any details about using a skill untrained. If this entry doesn’t appear, it means the skill works the same even when used untrained, or that an untrained character can’t make checks with this skill (true for skills that are designated “Trained Only”).
- **Time:** How much time it takes to make a check with this skill.

Balance

Key Ability

Dexterity. Armor check penalty applies.

Check

The character can walk on a precarious surface. A successful check lets the character move at half his or her speed along the surface as a move action. A failure indicates that the character spends his or her move action keeping his or her balance and does not move. A failure by 5 or more indicates that the character falls. The difficulty varies with the conditions of the surface.

Being Attacked While Balancing

While balancing, the character is flat-footed (the character loses his or her Dexterity bonus to Defense, if the character has one), unless the character has 5 or more ranks in Balance. If the character takes damage, he or she must make a Balance check again to remain standing.

Accelerated Movement

The character can try to cross a precarious surface more quickly than normal. The character can move his or her full speed, but the character takes a -5 penalty on his or her Balance check. (Moving twice the character's speed in a round requires two checks, one for each move action.)

The character can attempt to charge across a precarious surface. Charging requires one Balance check at a -5 penalty for each multiple of the character's speed (or fraction thereof) that the character charges.

Special

A character can take 10 when making a Balance check, but can't take 20.

A character with the Focused feat gets a +2 bonus on all Balance checks.

Time

Balancing while moving one-half the character's speed is a move action.

Accelerated movement, allowing the character to balance while moving his or her full speed, is also a move action.

Table: Balance Check DCs

Narrow Surface	DC*	Difficult Surface	DC
7-12 in. wide	10	Uneven or angled	10
2-6 in. wide	15	Slippery surface	10
Less than 2 in. wide	20		
*Add +5 to the DC if the narrow surface is slippery or angled; add +10 if it is both slippery and angled.			

Bluff

Key Ability

Charisma.

Check

A Bluff check is opposed by the target's Sense Motive check when trying to con or mislead. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can work against the character: the bluff is hard to believe, or the action that the bluff requires the target to take goes against the target's self-interest, nature, personality, or orders.

If it's important, the GM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the target's Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target's Sense Motive check succeeds by 11 or more, he has seen through the bluff, and would have succeeded in doing so even if it had not placed any demand on him (that is, even without the +10 bonus).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less), or the target believes something that the character wants him or her to believe.

A bluff requires interaction between the character and the target. Targets unaware of the character can't be bluffed.

A bluff is not the same thing as a lie. A bluff is a quick prevarication intended to distract, confuse, or mislead, generally only for the short term. A bluff is not intended to withstand long-term or careful scrutiny, but rather to momentarily deter an action or decision. Bluffs involve attitude and body language. Bluffs often include lies, but they usually aren't very sophisticated and aren't intended to deceive the target for more than a few moments.

A lie, on the other hand, is a simple misrepresentation of the facts. Body language and attitude aren't a big part of communication. The lie may be very sophisticated and well thought-out, and is intended to deceive a character at least until he or she discovers evidence to the contrary. A character should not make a Bluff check every time he or she utters a lie.

Feinting in Combat

A character can also use Bluff to mislead an opponent in combat so that the opponent can't dodge the character's attack effectively. If the character succeeds, the next attack the character makes against the target ignores his or her Dexterity bonus to Defense (if the opponent has one), thus lowering his or her Defense score. Using Bluff in this way against a creature of animal intelligence (Int 1 or 2) requires a -8 penalty on the check. Against a non-intelligent creature, feinting is impossible.

Creating a Diversion to Hide

A character can use Bluff to help him or her hide. A successful Bluff check gives the character the momentary diversion needed to attempt a Hide check while people are aware of the character. (See the Hide skill)

Sending a Secret Message

A character can use Bluff to send and understand secret messages while appearing to be speaking about other things. The DC for a basic message is 10. Complex messages or messages trying to communicate new information have DCs of 15 or 20. Both the sender and the receiver must make the check for the secret message to be successfully relayed and understood.

Anyone listening in on a secret message can attempt a Sense Motive check (DC equal to the sender's Bluff check result). If successful, the eavesdropper realizes that a secret message is contained in the communication. If the eavesdropper beats the DC by 5 or more, he or she understands the secret message.

Whether trying to send or intercept a message, a failure by 5 or more points means that one side or the other misinterprets the message in some fashion.

Try Again?

Generally, a failed Bluff check makes the target too suspicious for the character to try another bluff in the same circumstances. For feinting in combat, the character may try again freely.

Special

A character can take 10 when making a bluff (except for feinting in combat), but can't take 20.

A character with the Deceptive feat gets a +2 bonus on all Bluff checks.

Time

A bluff takes at least 1 round (and is at least a full-round action) but can take much longer if the character tries something elaborate. Using Bluff as a feint in combat is an attack action.

Table: Bluff Check DCs

Example Circumstances	Sense Motive Modifier
The target wants to believe the character.	-5
The bluff is believable and doesn't affect the target much one way or the other.	+0
The bluff is a little hard to believe or puts the target at some kind of risk.	+5
The bluff is hard to believe or entails a large risk for the target.	+10
The bluff is way out there; it's almost too incredible to consider.	+20

Climb

Key Ability

Strength. Armor check penalty applies.

Check

With each successful Climb check, the character can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds). A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.

A failed Climb check indicates that the character makes no progress, and a check that fails by 5 or more means that the character falls from whatever height he or she had already attained (unless the character is secured with some kind of harness or other equipment).

The DC of the check depends on the climb's conditions. If the climb is less than 10 feet, reduce the DC by 5.

Since the character can't move to avoid an attack, he or she is flat-footed while climbing (the character loses any Dexterity bonus to Defense). Any time the character takes damage while climbing, make a Climb check against the DC of the slope or wall. Failure means the character falls from his or her current height and sustains the appropriate falling damage.

Accelerated Climbing

A character can try to climb more quickly than normal. The character can move his or her full speed, but the character takes a -5 penalty on his or her Climb check. (Moving twice the character's speed in a round requires two checks, one for each move action.)

Making Handholds and Footholds

A character can make handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In similar fashion, a climber with an ice axe or other proper implement can cut handholds or footholds in an ice wall.

Catching Yourself When Falling

It's practically impossible for a character to catch him or herself on a wall while falling. Make a Climb check (DC equal to wall's DC + 20) to do so. A slope is relatively easier to catch on (DC equal to slope's DC + 10).

Special

Someone using a rope can haul a character upward (or lower the character) by means of sheer strength. Use two times a character's maximum load to determine how much weight he or she can lift.

A character can take 10 while climbing, but can't take 20.

A character without climbing gear takes a -4 penalty on Climb checks. At the GM's discretion, certain kinds of climbing attempts might require only a rope or some other implement, or even just one's hands and feet, rather than a full set of climbing gear to avoid the penalty.

A character with the Athletic feat gets a +2 bonus on all Climb checks.

Time

Climbing at one-half your speed is a full-round action. Moving half that far (one-fourth the character's speed) is a move action.

Accelerated climbing, allowing the character to climb at his or her full speed, is a full-round action. A character can move half that far (one-half his or her speed) as a move action.

Table: Climb Check DCs

DC	Example Wall or Surface or Task
0	A slope too steep to walk up.
5	A knotted rope with a wall to brace against.
10	A rope with a wall to brace against. A knotted rope. A surface with sizable ledges to hold on to and stand on, such as a rugged cliff face.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a rough natural rock surface, a tree, or a chain-link fence. An unknotted rope. Pulling yourself up when dangling by your hands.
20	An uneven surface with just a few narrow handholds and footholds, such as a coarse masonry wall or a sheer cliff face with a few crevices and small toeholds.
25	A rough surface with no real handholds or footholds, such as a brick wall.
25	Overhang or ceiling with handholds but no footholds.
-	A perfectly smooth, flat, vertical surface can't be climbed.
-10*	Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
-5*	Climbing a corner where a character can brace against perpendicular walls (reduces normal DC by 5).
+5*	Surface is slippery (increases normal DC by 5).
*These modifiers are cumulative; use any that apply.	

Computer Use

Key Ability

Intelligence.

Check

Most normal computer operations don't require a Computer Use check (though a character might have to make a Research check; see the Research skill description). However, searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (better or worse), and breaking through computer security are all relatively difficult and require skill checks.

Computer Hacking

Breaking into a secure computer or network is often called hacking. When a character hacks, he or she attempts to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single computer, or as large as a corporate network connecting computers and data archives all over the world-the important thing is that access to the site connects the user to everything within it. Some sites can be accessed via the Internet; others are not connected to any outside network and can only be tapped into by a user who physically accesses a computer connected to the site.

Every site is overseen by a system administrator-the person in charge of the site, and who maintains its security. Often, the system administrator is the only person with access to all of a site's functions and data. A site can have more than one system administrator; large sites have a system administrator on duty at all times. A character is the system administrator of his or her personal computer.

When a character hacks into a site, the visit is called a session. Once a character stops accessing the site, the session is over. The character can go back to the site in the future; when he or she does, it's a new session.

Several steps are required to hack into a site:

Covering Tracks

This step is optional. By making a Computer Use check (DC 20), a character can alter his or her identifying information. This imposes a -5 penalty on any attempt made to identify the character if his or her activity is detected.

Access the Site

There are two ways to do this: physically or over the Internet.

Physical Access

A character gains physical access to the computer, or a computer connected to the site. If the site being hacked is not connected to the Internet, this is probably the only way a character can access it. A variety of skill checks may be required, depending on the method used to gain access.

Internet Access

Reaching a site over the net requires two Computer Use checks. The first check (DC 10) is needed to find the site on the net. The second is a check to defeat computer security (see the Defeat Computer Security skill description). Once a character has succeeded in both checks, the character has accessed the site.

Locate What You're Looking For

To find the data (or application, or remote device) the character wants, make a Computer Use check. See Find File under the skill description.

Defeat File Security

Many networks have additional file security. If that's the case, the character needs to make another check to defeat computer security.

Do Your Stuff

Finally, the character can actually do what he or she came to do. If the character just wants to look at records, no additional check is needed. (A character can also download data, although that often takes several rounds-or even several minutes, for especially large amounts of information-to complete.) Altering or deleting records sometimes requires yet another check to defeat computer security. Other operations can be carried out according to the Computer Use skill description.

Defeat Computer Security

This application of Computer Use can't be used untrained. The DC is determined by the quality of the security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorized entry. An alerted administrator may attempt to identify the character or cut off the character's access to the system.

Sometimes, when accessing a difficult site, the character has to defeat security at more than one stage of the operation. If the character beats the DC by 10 or more when attempting to defeat computer security, the character automatically succeeds at all subsequent security checks at that site until the end of the character's session (see Computer Hacking above).

<u>Table: Defeat Computer Security DCs</u>	
Level of Security	DC
Minimum	20
Average	25
Exceptional	35
Maximum	40

Defend Security

If the character is the system administrator for a site (which may be as simple as being the owner of a laptop), he or she can defend the site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder's access (end the intruder's session), or even to identify the intruder.

To cut off access, make an opposed Computer Use check against the intruder. If the character succeeds, the intruder's session is ended. The intruder might be able to defeat the character's security and access his or her site again, but the intruder will have to start the hacking process all over. Attempting to cut off access takes a full round.

One surefire way to prevent further access is to simply shut the site down. With a single computer, that's often no big deal-but on a large site with many computers (or computers controlling functions that can't be interrupted), it may be time-consuming or even impossible.

To identify the intruder, make an opposed Computer Use check against the intruder. If the character succeeds, the character learns the site from which the intruder is operating (if it's a single computer, the character learns the name of the computer's owner). Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the character's site for the entire length of the check-if the intruder's session ends before the character finishes the check, the character automatically fails.

Degrade Programming

A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what the character tries to do. Crashing a computer simply shuts it down. Its user can restart it without making a skill check (however, restarting takes 1 minute). Destroying programming makes the computer unusable until the programming is repaired. Damaging programming imposes a -4 penalty on all Computer Use checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and won't simply decide to use a different computer).

A character can degrade the programming of multiple computers at a single site; doing so adds +2 to the DC for each additional computer.

Fixing the degraded programming requires 1 hour and a Computer Use check against a DC equal to the DC for degrading it + 5.

Table: Degrade Programming DCs		
Scope of Alteration	DC	Time
Crash computer	10	1 minute
Destroy programming	15	10 minutes
Damage programming	20	10 minutes

Find File

This skill can be used for finding files or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which the character is searching.

Finding public information on the Internet does not fall under this category; usually, such a task requires a Research check. This application of the Computer Use skill only pertains to finding files on private systems with which the character is not familiar.

Table: Find File DCs		
Size of Site	DC	Time
Personal computer	10	1 round
Small office network	15	2 rounds
Large office network	20	1 minute
Massive corporate network	25	10 minutes

Operate Remote Device

Many devices are computer-operated via remote links. If the character has access to the computer that controls such systems, the character can either shut them off or change their operating parameters. The DC depends on the nature of the operation. If the character fails the check by 5 or more, the system immediately alerts its administrator that there has been an unauthorized use of the equipment. An alerted administrator may attempt to identify the character or cut off his or her access to the system.

Table: Operate Remote Device DCs		
Type of Operation	DC	Time
Shut down passive remote (including cameras and door locks)	20	1 round per remote
Shut down active remote (including motion detectors and alarms)	25	1 round per remote
Reset parameters	30	1 minute per remote
Change passcodes	25	1 minute
Hide evidence of alteration	+10	1 minute
Minimum security	-5	-
Exceptional security	+10	-
Maximum security	+15	-

Write Program

A character can create a program to help with a specific task. Doing so grants the character a +2 circumstance bonus to the task. A specific task, in this case, is one type of operation with one target. The DC to write a program is 20; the time required is 1 hour.

Special

A character can take 10 when using the Computer Use skill. A character can take 20 in some cases, but not in those that involve a penalty for failure. (A character cannot take 20 to defeat computer security or defend security.)

A character with the Gearhead feat gets a +2 bonus on all Computer Use checks.

Time

Computer Use requires at least a full-round action. The GM may determine that some tasks require several rounds, a few minutes, or longer, as described above.

Concentration

Key Ability

Constitution.

Check

A character makes a Concentration check whenever he or she may potentially be distracted while engaged in some action that requires his or her full attention (such as making a Disable Device or Treat Injury check). Situations such as taking damage, working in a bouncing vehicle, or dealing with severe weather can require a character to make a Concentration check. The check DC depends on the nature of the distraction.

If the Concentration check succeeds, the character may continue with the action. If the Concentration check fails, the action automatically fails (with the appropriate ramifications, if any), and the action is wasted.

A successful Concentration check still doesn't allow a character to take 10 when in a stressful situation; he or she must roll the check as normal.

Try Again?

Yes, though a success doesn't cancel the effects of a previous failure, such as the disruption of an action that was being concentrated on.

Special

A character can use Concentration to avoid attacks of opportunity when attempting a skill check that normally provokes attacks of opportunity. The DC to do so is 15.

If the Concentration check succeeds, the character may attempt the action normally without incurring any attacks of opportunity. If the Concentration check fails, the related check automatically fails just as if the character's concentration had been disrupted by a distraction. The character does not provoke attacks of opportunity, however.

This use of Concentration applies only to skill checks. It does not apply to other actions that normally provoke attacks of opportunity, such as movement or making unarmed attacks.

A character with the Focused feat gets a +2 bonus on all Concentration checks.

The Concentration skill has further uses for characters using magic or psionics.

Time

Making a Concentration check doesn't require an action; it is either a reaction (when attempted in response to a distraction) or part of another action (when attempted actively).

Table: Concentration Check DCs

Distraction	DC
Damaged during the action ¹	10 + damage dealt
Taking continuous damage during the action ²	10 + half of continuous damage last dealt
Vigorous motion (bouncy vehicle ride, small boat in rough water, belowdecks in a storm-tossed ship, riding a horse)	10
Violent motion (very rough vehicle ride, small boat in rapids, on deck of storm-tossed ship, galloping horse)	15
Extraordinarily violent motion (earthquake)	20
Entangled in net or snare	15
Grappling or pinned	20
Weather is a high wind carrying blinding rain or sleet	5
Weather is wind-driven hail, dust, or debris	10
1 Such as an activity that requires more than a single full-round action. Also from an attack of opportunity or readied attack made in response to the action being taken (for activities requiring no more than a full-round action).	
2 Such as from catching on fire.	

Craft

This skill encompasses several categories, each of them treated as a separate skill: Craft (chemical), Craft (electronic), Craft (mechanical), Craft (pharmaceutical), Craft (structural), Craft (visual arts), and Craft (writing).

Craft skills are specifically focused on creating objects. To use a Craft skill effectively, a character must have a kit or some other set of basic tools. The purchase DC of this equipment varies according to the particular Craft skill.

To use Craft, first decide what the character is trying to make and consult the category descriptions below. Make a Wealth check against the given purchase DC for the object to see if the character succeeds in acquiring the raw materials. If the character succeeds at that check, make the Craft check against the given DC for the object in question. If the character fails the check, he or she does not make the object, and the raw materials are wasted (unless otherwise noted).

Generally, a character can take 10 when using a Craft skill to construct an object, but can't take 20 (since doing so represents multiple attempts, and the character uses up the raw materials after the first attempt). The exception is Craft (writing); a character can take 20 because the character does not use up any raw materials (and thus no Wealth check is required to use the skill).

Craft (chemical)

This skill allows a character to mix chemicals to create acids, bases, explosives, and poisonous substances.

Key Ability

Intelligence. Trained Only.

Acids and Bases

Acids are corrosive substances. Bases neutralize acids but do not deal damage. A base of a certain type counteracts an acid of the same type or a less potent type.

Table: Craft Acids and Bases Check DCs

Type of Acid	Purchase DC	Craft DCs		Time
		Acid	Base	
Mild (1d6/1d10) ¹	8	15	10	1 min.
Potent (2d6/2d10)	12	20	15	30 min.
Concentrated (3d6/3d10)	16	30	20	1 hr.

1 The dice rolls in parentheses are typical contact damage/immersion damage caused per round of immersion.

Explosives

Building an explosive from scratch is dangerous. If the Craft (chemical) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius.

If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires a Demolitions check.

Scratch built explosives deal concussion damage.

Table: Craft Explosives Check DCs

Type of Scratch-Built Explosive	Purchase DC	Craft DC	Reflex DC (save for half damage)	Time
Improvised (1d6/5 feet) ¹	6	10	10	1 round
Simple (2d6/5 feet)	12	15	12	10 min.
Moderate (4d6/10 feet)	16	20	12	1 hr.
Complex (6d6/15 feet)	20	25	15	3 hr.
Powerful (8d6/20 feet)	25	30	15	12 hr.
Devastating (10d6/25 feet)	30	35	18	24 hr.

1 The figures in parentheses are typical damage/burst radius for each type of explosive.

Poisonous Substances

Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective. The table below summarizes the characteristics of various poisons.

Save DC

The Difficulty Class of the Fortitude save to negate the effects of the poison.

Initial Damage

The damage a character takes immediately upon failing his or her Fortitude save.

Secondary Damage

The damage a character takes after 1 minute of exposure to the poison if the character fails a second saving throw. Ability score damage is temporary, unless marked with an asterisk, in which case the damage is permanent ability drain. Unconsciousness lasts for 1d3 hours, and paralysis lasts 2d6 minutes.

Purchase DC

The DC for the Wealth check necessary to obtain the raw materials to craft the poison, or to purchase one bottle of solid or liquid poison or one high-pressure cylinder of gaseous poison. A bottle holds four doses, while a cylinder holds enough gas to fill a 10-foot-radius area.

Restriction

The restriction rating for the poison, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the poison on the black market.

Craft DC

The DC of the Craft check to create a quantity of the poison.

Time

The amount of time required for the Craft check.

If the Craft check succeeds, the final product is a synthesized solid or liquid poison stored in a bottle (containing 4 doses) or a gas stored in a pressurized cylinder. When released, the gas is sufficient to fill a 10-foot-radius area and takes 1 round to fill the area.

<u>Table: Poisons</u>								
Poison	Type	Save DC	Initial Damage	Secondary Damage	Purch. DC	Restrict.	Craft DC	Time
Arsenic	Ingested	15	1d4 Str	2d4 Con	9	Res (+2)	24	4 hr.
Atropine	Injury	13	1d6 Dex	1d6 Str	3	Res (+2)	14	1 hr.
Belladonna (plant)	Injury	18	1d6 Str	2d6 Str	14	Lic (+1)	n/a	n/a
Blue vitriol	Injury	12	1d2 Con	1d2 Con	3	Res (+2)	9	1 hr.
Blue-ringed octopus venom	Injury	15	1d4 Con	1d4 Con	14	Lic (+1)	n/a	n/a
Chloral hydrate	Ingested	18	1d6 Dex	Unconsciousness 1d3 hours	12	Res (+2)	28	8 hr.
Chloroform ¹	Inhaled	17	Unconsciousness 1d3 hours	-	9	Res (+2)	24	4 hr.
Curare (plant)	Injury	18	2d4 Dex	2d4 Wis	15	Res (+2)	n/a	n/a
Cyanide	Injury	16	1d6 Con	2d6 Con	15	Mil (+3)	31	15 hr.

Table: Poisons

Poison	Type	Save DC	Initial Damage	Secondary Damage	Purch. DC	Restrict.	Craft DC	Time
Cyanogen	Inhaled	19	1d4 Dex	2d4 Con	12	Mil (+3)	28	8 hr.
DDT	Inhaled	17	1d2 Str	1d4 Str	9	Lic (+1)	20	4 hr.
Knockout gas	Inhaled	18	1d3 Dex	Unconsciousness 1d3 hours	12	Res (+2)	26	8 hr.
Lead arsenate (gas)	Inhaled	12	1d2 Str	1d4 Con	6	Res (+2)	17	2 hr.
Lead arsenate (solid)	Ingested	12	1d2 Con	1d4 Con	6	Res (+2)	18	2 hr.
Mustard gas	Inhaled	17	1d4 Con	2d4 Con	12	Mil (+3)	26	8 hr.
Paris green (gas)	Inhaled	14	1d2 Con	1d4 Con	9	Res (+2)	20	4 hr.
Paris green (solid)	Ingested	14	1d4 Con	1d4 Con	9	Res (+2)	24	4 hr.
Puffer poison (fish)	Injury	13	1d6 Str	Paralysis 2d6 minutes	13	Lic (+1)	n/a	n/a
Rattlesnake venom	Injury	12	1d6 Con	1d6 Con	12	Lic (+1)	n/a	n/a
Sarin nerve gas	Inhaled	18	1d4 Con	2d4 Con	15	Illegal (+4)	30	15 hr.
Scorpion/tarantula venom	Injury	11	1d2 Str	1d2 Str	12	Lic (+1)	n/a	n/a
Strychnine	Injury	19	1d3 Dex	2d4 Con	9	Res (+2)	23	4 hr.
Tear gas	Inhaled	15	Nauseated 1d6 rounds	-	9	Res (+2)	21	4 hr.
VX nerve gas	Inhaled	22	1d6 Con	2d6 Con	21	Illegal (+4)	42	48 hr.
1 Chloroform gives off vapor that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful grapple check and pin.								
n/a Certain poisons can't be made with the Craft skill. Instead, such a poison must be obtained by extracting it from the creature in question.								

Special

A character without a chemical kit takes a -4 penalty on Craft (chemical) checks.

A character with the Builder feat gets a +2 bonus on all Craft (chemical) checks.

Craft (electronic)

This skill allows a character to build electronic equipment from scratch, such as audio and video equipment, timers and listening devices, or radios and communication devices.

When building an electronic device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides whether the device is simple, moderate, complex, or advanced compared to current technology.

Key Ability

Intelligence. Trained Only.

Special

A character without an electrical tool kit takes a -4 penalty on Craft (electronic) checks.

A character with the Builder feat gets a +2 bonus on all Craft (electronic) checks.

Table: Craft Electronic Check DCs			
Type of Scratch-Built Electronics (Examples)	Purchase DC	Craft DC	Time
Simple (timer or detonator)	8	15	1 hr.
Moderate (radio direction finder, electronic lock)	12	20	12 hr.
Complex (cell phone)	16	25	24 hr.
Advanced (computer)	22	30	60 hr.

Craft (mechanical)

This skill allows a character to build mechanical devices from scratch, including engines and engine parts, weapons, armor, and other gadgets. When building a mechanical device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides if the device is simple, moderate, complex, or advanced compared to current technology.

Key Ability

Intelligence. Trained Only.

Special

A character without a mechanical tool kit takes a -4 penalty on Craft (mechanical) checks.

A character with the Builder feat gets a +2 bonus on all Craft (mechanical) checks.

<u>Table: Craft Mechanical Check DCs</u>			
Type of Scratch-Built Mechanical Device (Examples)	Purchase DC	Craft DC	Time
Simple (tripwire trap)	5	15	1 hr
Moderate (engine component, light armor)	12	20	12 hr.
Complex (automobile engine, 9mm autoloader handgun)	16	25	24 hr.
Advanced (jet engine)	20	30	60 hr.

Craft (pharmaceutical)

This skill allows a character to compound medicinal drugs to aid in recovery from treatable illnesses. A medicinal drug gives a +2 circumstance bonus on Fortitude saves made to resist the effects of a disease.

The Craft (pharmaceutical) check is based on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it.

Key Ability

Intelligence. Trained Only.

Special

A character without a pharmacist kit takes a -4 penalty on Craft (pharmaceutical) checks.

A character with the Medical Expert feat gets a +2 bonus on all Craft (pharmaceutical) checks.

<u>Table: Craft Pharmaceutical Check DCs</u>			
Disease Fortitude Save DC	Purchase DC	Craft DC	Time
14 or lower	5	15	1 hr.
15-18	10	20	3 hr.
19-22	15	25	6 hr.
23 or higher	20	30	12 hr.

Craft (structural)

This skill allows a character to build wooden, concrete, or metal structures from scratch, including bookcases, desks, walls, houses, and so forth, and includes such handyman skills as plumbing, house painting, drywall, laying cement, and building cabinets.

When building a structure from scratch, the character describes the kind of structure he or she wants to construct; then the Gamemaster decides if the structure is simple, moderate, complex, or advanced in scope and difficulty.

Key Ability

Intelligence.

Special

A character without a mechanical tool kit takes a -4 penalty on Craft (structural) checks.

A character with the Builder feat gets a +2 bonus on all Craft (structural) checks.

<u>Table: Craft Structural Check DCs</u>			
Type of Scratch-Built Structure (Examples)	Purchase DC	Craft DC	Time
Simple (bookcase, false wall)	5	15	12 hr.
Moderate (catapult, shed, house deck)	10	20	24 hr.
Complex (bunker, domed ceiling)	15	25	60 hr.
Advanced (house)	20	30	600 hr.

Craft (visual art)

This skill allows a character to create paintings or drawings, take photographs, use a video camera, or in some other way create a work of visual art.

When attempting to create a work of visual art, the character simply makes a Craft (visual art) check, the result of which determines the quality of the work.

Unless the effort is particularly elaborate or the character must acquire an expensive piece of equipment, the basic components have a purchase DC of 5.

Creating a work of visual art requires at least a full-round action, but usually takes an hour, a day, or more, depending on the scope of the project.

Key Ability

Intelligence.

Special

A character with the Creative feat gets a +2 bonus on all Craft (visual art) checks.

<u>Table: Craft Visual Art Check DCs</u>	
Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10-19	Talented amateur
20-24	Professional
25-30	Expert
31 or higher	Master

Craft (writing)

This skill allows a character to create short stories, novels, scripts and screenplays, newspaper articles and columns, and similar works of writing.

When creating a work of writing, the player simply makes a Craft (writing) check, the result of which determines the quality of the work. No Wealth check is necessary to use this Craft skill.

Creating a work of writing requires at least 1 hour, but usually takes a day, a week, or more, depending on the scope of the project.

Key Ability

Intelligence.

Special

A character with the Creative feat gets a +2 bonus on all Craft (writing) checks.

<u>Table: Craft Writing Check DCs</u>	
Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10-19	Talented amateur
20-24	Professional
25-30	Expert
31 or higher	Master

Decipher Script

Key Ability

Intelligence. Trained only.

Check

A character can decipher writing in an ancient language or in code, or interpret the meaning of an incomplete text. The base DC is 20 for the simplest messages, 25 for standard codes, and 30 or higher for intricate or complex codes or exotic messages. Helpful texts or computer programs can provide a bonus (usually a +2 circumstance bonus) on the check, provided they are applicable to the script in question.

If the check succeeds, the character understands the general content of a piece of writing, reading about one page of text or its equivalent in 1 minute. If the check fails, the GM makes a Wisdom check (DC 10) for the character to see if he or she avoids drawing a false conclusion about the text. (Success means that the character does not draw a false conclusion; failure means that the character does.)

The GM secretly makes both the skill check and the Wisdom check so the character can't tell whether the conclusion drawn is accurate or not.

Try Again?

No, unless conditions change or new information is uncovered.

Special

A character can take 10 when making a Decipher Script check, but can't take 20.

A character with the Studious feat gets a +2 bonus on all Decipher Script checks.

Time

Decipher Script takes 1 minute or more, depending on the complexity of the code.

Demolitions

Key Ability

Intelligence. Trained only.

Check

Setting a simple explosive to blow up at a certain spot doesn't require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

Set Detonator

Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Demolitions check (DC 10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

A character can make an explosive difficult to disarm. To do so, the character chooses the disarm DC before making his or her check to set the detonator (it must be higher than 10). The character's DC to set the detonator is equal to the disarm DC.

Place Explosive Device

Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt by exploiting vulnerabilities in the structure's construction.

The GM makes the check (so that the character doesn't know exactly how well he or she has done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.

Disarm Explosive Device

Disarming an explosive that has been set to go off requires a Demolitions check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If the character fails the check, he or she does not disarm the explosive. If the character fails by more than 5, the explosive goes off.

Special

A character can take 10 when using the Demolitions skill, but can't take 20.

A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Demolitions checks.

A character without a demolitions kit takes a -4 penalty on Demolitions checks.

Making an explosive requires the Craft (chemical) skill. See that skill description for details.

Time

Setting a detonator is usually a full-round action. Placing an explosive device takes 1 minute or more, depending on the scope of the job.

Diplomacy

Key Ability

Charisma.

Check

A character can change others' attitudes with a successful check (see the table below). In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases where two advocates or diplomats plead opposing cases before a third party.

Diplomacy can be used to influence a GM character's attitude. The GM chooses the character's initial attitude based on circumstances. Most of the time, the people the heroes meet are indifferent toward them, but a specific situation may call for a different initial attitude. The DCs given in the accompanying table show what it takes to change someone's attitude with the use of the Diplomacy skill. The character doesn't declare a specific outcome he or she is trying for; instead, make the check and compare the result to the table on the next page.

Bribery and Diplomacy

Offering money or another form of favor can, in the right situation, improve a character's chances with a Diplomacy skill check. Bribery allows a character to circumvent various official obstacles when a person in a position of trust or authority is willing to accept such an offering.

An illegal act, bribery requires two willing participants—one to offer a bribe and the other to accept it. When a character requires a bribe to render services, then a hero's Diplomacy check automatically fails if a bribe isn't attached to it. If a bribe isn't required, a hero can add a bribe to get a bonus on his or her skill check. This can backfire, as some characters will be insulted by a bribe offer (their attitude changes one step for the worse) and others will report the hero to the proper authorities.

To bribe a character, make a Wealth check. Typical DCs are shown below, but the GM may modify the DC as he or she sees fit. If the hero succeeds in the check, he or she gains a +2 bonus on the Diplomacy check. For every point by which the hero beats the DC, increase the bonus by +1 (to a total maximum bonus of +10).

<u>Table: Bribery Check DCs</u>	
Bribe Target	Purchase DC
Bouncer	6
Bureaucrat	10
Informant	7
Police officer	10

Try Again?

Generally, trying again doesn't work. Even if the initial check succeeds, the other character can only be persuaded so far. If the initial check fails, the other character has probably become more firmly committed to his or her position, and trying again is futile.

Special

A character can take 10 when making a Diplomacy check, but can't take 20.

A character with the Trustworthy feat gets a +2 bonus on all Diplomacy checks.

Time

Diplomacy is at least a full-round action. The GM may determine that some negotiations require a longer period of time.

Table: NPC Attitudes

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt or avoid you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Act as socially expected
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

Table: Changing NPC Attitudes Check DCs

Initial Attitude	New Attitude				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	19 or less	20	25	35	45
Unfriendly	4 or less	5	15	25	35
Indifferent	-	0 or less	1	15	25
Friendly	-	-	0 or less	1	15

Disable Device

Key Ability

Intelligence. Trained only.

Check

The GM makes the Disable Device check so that the character doesn't necessarily know whether he or she has succeeded.

Open Lock

A character can pick conventional locks, finesse combination locks, and bypass electronic locks. The character must have a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). The DC depends on the quality of the lock.

<u>Table: Open Lock Check DCs</u>	
Lock Type (Example)	DC
Cheap (briefcase lock)	20
Average (home deadbolt)	25
High quality (business deadbolt)	30
High security (branch bank vault)	40
Ultra-high security (bank headquarters vault)	50

Disable Security Device

A character can disable a security device, such as an electric fence, motion sensor, or security camera. The character must be able to reach the actual device. If the device is monitored, the fact that the character attempted to disable it will probably be noticed.

When disabling a monitored device, the character can prevent his or her tampering from being noticed. Doing so requires 10 minutes and an electrical tool kit, and increases the DC of the check by +10.

<u>Table: Disable Security Device Check DCs</u>	
Device Type (Example)	DC
Cheap (home door alarm)	20
Average (store security camera)	25
High quality (art museum motion detector)	30
High security (bank vault alarm)	35
Ultrahigh security (motion detector at Area 51)	40

Traps and Sabotage

Disabling (or rigging or jamming) a simple mechanical device has a DC of 10. More intricate and complex devices have higher DCs. The GM rolls the check. If the check succeeds, the character disables the device. If the check fails by 4 or less, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If it's a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally.

A character can rig simple devices to work normally for a while and then fail some time later (usually after 1d4 rounds or minutes of use).

Try Again?

Yes, though the character must be aware that he or she has failed in order to try again.

Special

A character can take 10 when making a Disable Device check. A character can take 20 to open a lock or to disable a security device, unless the character is trying to prevent his or her tampering from being noticed.

Possessing the proper tools gives a character the best chance of succeeding on a Disable Device check. Opening a lock requires a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). Opening a locked car calls for a car opening kit. Disabling a security device requires either a mechanical tool kit or an electronic tool kit, depending on the nature of the device. If the character does not have the appropriate tools, he or she takes a -4 penalty on their check.

A lock release gun can open a mechanical lock of cheap or average quality without a Disable Device check.

A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Disable Device checks.

Time

Disabling a simple mechanical device is a full-round action. Intricate or complex devices require 2d4 rounds.

Disguise

Key Ability

Charisma.

Check

A character's Disguise check result determines how good the disguise is. It is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The GM makes the character's Disguise check secretly so that the character is not sure how well his or her disguise holds up to scrutiny.

If the character doesn't draw any attention to him or herself, however, others don't get to make Spot checks. If the character comes to the attention of people who are suspicious, the suspicious person gets to make a Spot check. (The GM can assume that such observers take 10 on their Spot checks.)

The effectiveness of the character's disguise depends in part on how much the character is attempting to change his or her appearance. If the character is impersonating a particular individual, those who know what that person looks like automatically get to make Spot checks. Furthermore, they get a bonus on their Spot checks.

Usually, an individual makes a Spot check to detect a disguise immediately upon meeting the character and each hour thereafter. If the character casually meets many different people, each for a short time, the GM checks once per day or hour, using an average Spot modifier for the group (assuming they take 10).

Try Again?

No, though the character can assume the same disguise again at a later time. If others saw through the previous disguise, they are automatically treated as suspicious if the character assumes the same disguise again.

Special

A character can take 10 or take 20 when establishing a disguise.

A character without a disguise kit takes a -4 penalty on Disguise checks.

A character with the Deceptive feat gets a +2 bonus on all Disguise checks.

A character can help someone else create a disguise for him or her, treating it as an aid another attempt.

Time

A Disguise check requires 1d4 x 10 minutes of preparation. The GM makes Spot checks for those who encounter the character immediately upon meeting the character and again each hour or day thereafter, depending on circumstances.

<u>Table: Disguise Check DCs</u>	
Disguise	Modifier
Minor details only	+5
Appropriate uniform or costume	+2
Disguised as different sex	-2
Disguised as different age category	-2 ¹
1 Per step of difference between the character's age category and the disguised age category (child, young adult, adult, middle age, old, or venerable).	

Table: Opposing Spot Check DCs

Familiarity	Bonus
Recognizes on sight	+4
Friend or associate	+6
Close friend	+8
Intimate	+10

Drive

Key Ability

Dexterity.

Check

Routine tasks, such as ordinary driving, don't require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface), or when the character is driving during a dramatic situation (the character is being chased or attacked, for example, or is trying to reach a destination in a limited amount of time). When driving, the character can attempt simple maneuvers or stunts. See Driving a Vehicle for more details.

Try Again?

Most driving checks have consequences for failure that make trying again impossible.

Special

A character can take 10 when driving, but can't take 20.

A character with the Vehicle Expert feat gets a +2 bonus on all Drive checks.

There is no penalty for operating a general-purpose motor vehicle. Other types of motor vehicles (heavy wheeled, powerboat, sailboat, ship, and tracked) require the corresponding Surface Vehicle Operation feat, or the character takes a -4 penalty on Drive checks.

Time

A Drive check is a move action.

Escape Artist

Key Ability

Dexterity. Armor check penalty applies.

Check

Make a check to escape from restraints or to squeeze through a tight space. For ropes, a character's Escape Artist check is opposed by the Dexterity check result of the opponent who tied the bonds. Since it's easier to tie someone up than to escape from being tied up, the opponent gets a +20 bonus on his or her Dexterity check.

For a tight space, a check is only called for if the character's head fits but his or her shoulders don't. If the space is long, such as in an airshaft, the GM may call for multiple checks. A character can't fit through a space that his or her head doesn't fit through.

A character can make an Escape Artist check opposed by his or her opponent's grapple check to get out of a grapple or out of a pinned condition (so that the character is just being grappled). Doing so is an attack action, so if the character escapes the grapple he or she can move in the same round.

Try Again?

A character can make another check after a failed check if the character is squeezing through a tight space, making multiple checks. If the situation permits, the character can make additional checks as long as he or she is not being actively opposed.

Special

A character can take 10 on an Escape Artist check. A character can take 20 if he or she is not being actively opposed (a character can take 20 if he or she is tied up, even though it's an opposed check, because the opponent isn't actively opposing the character).

A character with the Nimble feat gets a +2 bonus on all Escape Artist checks.

Time

Making a check to escape from being bound by ropes, handcuffs, or other restraints (except a grappler) requires 1 minute. Escaping a net is a full-round action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on the distance that must be crossed.

Table: Escape Artist Check DCs

Restraint	DC
Ropes	Opponent's Dex check +20
Net	20
Handcuffs	35
Tight space	30
Grappler	Opponent's grapple check

Forgery

Key Ability

Intelligence.

Check

Forgery requires materials appropriate to the document being forged, and some time. To forge a document the character needs to have seen a similar document before. The complexity of the document, the character's degree of familiarity with it, and whether the character needs to reproduce the signature or handwriting of a specific individual, provide modifiers to the Forgery check, as shown below.

Some documents require security or authorization codes, whether authentic ones or additional forgeries. The GM makes the character's check secretly so the character is not sure how good his or her forgery is.

The Forgery skill is also used to detect someone else's forgery. The result of the original Forgery check that created the document is opposed by a Forgery check by the person who examines the document to check its authenticity. If the examiner's check result is equal to or higher than the original Forgery check, the document is determined to be fraudulent. The examiner gains bonuses or penalties on his or her check as given in the table below.

A document that contradicts procedure, orders, or previous knowledge, or one that requires the examiner to relinquish a possession or a piece of information, can increase the examiner's suspicion (and thus create favorable circumstances for the examiner's opposed Forgery check).

<u>Table: Forgery Check Modifiers</u>		
Document Type	Check Modifier	Time
Simple Document (typed letter, business card)	+0	10 min.
Moderate Document (letterhead, business form)	-2	20 min.
Complex Document (stock certificate, driver's license)	-4	1 hr.
Difficult Document (passport)	-8	4 hr.
Extremely Difficult Document (military/law enforcement ID)	-16	24 hr.
Familiarity	Check Modifier	
Unfamiliar (seen once for less than a minute)	-4	
Fairly familiar (seen for several minutes)	+0	
Quite familiar (on hand, or studied at leisure)	+4	
Forger has produced other documents of same type	+4	
Document includes specific signature	-4	

<u>Table: Examiner's Check Modifiers</u>	
Condition	Examiner's Check Modifier
Type of document unknown to examiner	-4
Type of document somewhat known to examiner	-2
Type of document well known to examiner	+0
Document is put through additional tests ¹	+4
Examiner only casually reviews the document ¹	-2
1 Cumulative with any of the first three conditions on the table. Apply this modifier along with one of the other three whenever appropriate.	

Try Again?

No, since the forger isn't sure of the quality of the original forgery.

Special

To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.)

A character can take 10 when making a Forgery check, but can't take 20.

A character with the Meticulous feat gets a +2 bonus on all Forgery checks.

A character without a forgery kit takes a -4 penalty on Forgery checks.

Time

Forging a short, simple document takes about 1 minute. Longer or more complex documents take 1d4 minutes per page or longer.

Gamble

Key Ability

Wisdom.

Check

To join or start a game, a character must first pay a stake. The character sets the purchase DC of the stake if he or she starts the game, or the GM sets it if the character joins a game. Stakes run from penny-ante (purchase DC 4) to astronomical (purchase DC 24). A character cannot take 20 when purchasing a stake.

If the stake is within the character's means (it is equal to or less than his or her Wealth bonus), the character stands no chance of winning any significant amount. The character might come out ahead, but the amount is not enough to affect his or her Wealth bonus. Since paying the stake didn't cost any points of Wealth bonus, the character doesn't lose anything either.

If the stake is higher than the character's Wealth bonus (before applying any reductions from purchasing the stake), the character gets a +1 bonus on his or her Gamble check for every point the purchase DC is above the character's Wealth bonus.

The character's Gamble check is opposed by the Gamble checks of all other participants in the game. (If playing at a casino, assume the house has a Gamble skill modifier equal to the stake purchase DC. Regardless of the stake purchase DC, the house does not get a bonus on its Gamble check for the purchase DC.) If there are many characters participating, the GM can opt to make a single roll for all of them, using the highest Gamble skill modifier among them and adding a +2 bonus to the check.

If the character beats all other participants, he or she wins and gains an increase to his or her Wealth bonus. The amount of the increase depends on the difference between the character's check result and the next highest result among the other participants.

Try Again?

No, unless the character wants to put up another stake.

Special

A character can't take 10 or take 20 when making a Gamble check.

A character with the Confident feat gets a +2 bonus on all Gamble checks.

Time

A Gamble check requires 1 hour.

<u>Table: Gambling Result Rewards</u>	
Check Result Difference	Wealth Bonus Increase
1-9	+1
10-19	+2
20-29	+3
30-39	+4
40 or more	+5

Gather Information

Key Ability

Charisma.

Check

By succeeding at a skill check (DC 10) and spending 1d4+1 hours passing out money and buying drinks, a character can get a feel for the major news items in a neighborhood. This result assumes that no obvious reasons exist why information would be withheld. The higher the check result, the better the information.

If the situation doesn't require the expenditure of money, no Wealth check is necessary. Information ranges from general to protected, and the cost and DC increases accordingly for the type of information the character seeks to gather, as given in the table below.

General information concerns local happenings, rumors, gossip, and the like. Specific information usually relates to a particular question. Restricted information includes facts that aren't generally known and requires that the character locate someone who has access to such information. Protected information is even harder to come by and might involve some danger, either for the one asking the questions or the one providing the answer. There's a chance that someone will take note of anyone asking about restricted or protected information.

The character can increase the amount of money used to gather information, gaining a circumstance bonus by effectively offering a bribe (though the process might entail buying more expensive drinks, not necessarily offering a character extra money). Increase the Wealth check DC by 2 for each +1 circumstance bonus the character wants to add to his or her skill check.

Try Again?

Yes, but it takes 1d4+1 hours for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

Special

A character can take 10 when making a Gather Information check, but cannot take 20.

A character with the Trustworthy feat gets a +2 bonus on all Gather Information checks.

Time

A Gather Information check takes 1d4+1 hours.

Table: Gather Information Check DCs

Type of Information	DC	Purchase DC
General	10	5
Specific	15	10
Restricted	20	15
Protected	25	20

Handle Animal

Key Ability

Charisma. Trained only.

Check

The time required to get an effect and the DC depend on what the character is trying to do.

Handle an Animal

This means to command an animal to perform a task or trick that it knows. If the animal is wounded or has taken any ability score damage, the DC increases by +5. If the check is successful, the animal performs the task or trick on its next action.

“Push” an Animal

To push an animal means to get it to perform a task or trick that it doesn't know, but is physically capable of performing. If the check is successful, the animal performs the task or trick on its next action.

Teach an Animal a Trick

The character can teach an animal a specific trick, such as “attack” or “stay,” with one week of work and a successful Handle Animal check. An animal with an Intelligence of 1 can learn a maximum of three tricks, while an animal with an Intelligence of 2 can learn a maximum of six tricks.

The character can teach an animal to obey only that character. Any other person attempting to make the animal perform a trick takes a -10 penalty on his or her Handle Animal check. Teaching an animal to obey only the character counts as a trick (in terms of how many tricks the animal can learn). It does not require a check; however, it increases the DC of all tricks the character teaches the animal by +5. If the animal already knows any tricks, the character cannot teach it to obey only that character.

Possible tricks include, but are not limited to, the following.

Attack

DC

20

Description

The animal attacks apparent enemies. The character may point to a particular enemy to direct the animal to attack that enemy. Normally, an animal only attacks humans and other animals. Teaching an animal to attack all creatures (including unnatural creatures such as undead and aberrations if they exist in your campaign) counts as two tricks.

Come

DC

15

Description

The animal comes to the character, even if the animal normally would not do so (such as following the character onto a boat).

Defend

DC

20

Description

The animal defends the character (or is ready to defend the character if no threat is present). Alternatively, the character can command the animal to defend a specific other character.

Down

DC

15

Description

The animal breaks off from combat or otherwise backs down.

Fetch

DC

15

Description

The animal goes and gets something. The character must point out a specific object, or else the animal fetches some random object.

Guard

DC

20

Description

The animal stays in place and prevents others from approaching.

Heel

DC

15

Description

The animal follows the character closely, even to places where it normally wouldn't go.

Perform

DC

15

Description

The animal does a variety of simple tricks such as sitting up, rolling over, and so on.

Seek

DC

15

Description

The animal moves into an area and searches for something of interest. It stops and indicates the first thing of interest it finds. What constitutes an item of interest to an animal can vary. Animals almost always find other creatures or characters of interest. To understand that it's looking for a specific object, the animal must make an Intelligence check (DC 10).

Stay

DC

15

Description

The animal stays in place waiting for the character to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track

DC

20

Description

The animal tracks the scent presented to it.

Work

DC

15

Description

The animal pulls or pushes a medium or heavy load.

Train an Animal

Rather than teaching an animal individual tricks, the character can train an animal for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme. An animal can be trained for one general purpose only, though if the animal is capable of learning additional tricks (above and beyond those included in its general purpose) it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks.

Combat Riding

DC

20

Time

6 weeks.

Description

An animal trained to bear a rider into combat knows Attack, Come, Defend, Down, Guard, and Heel. An animal trained in riding may be "upgraded" to an animal trained in combat riding by spending three weeks and making a Handle Animal check (DC 20). If the animal was trained in other tricks (in addition to those provided by training the animal for riding), those tricks are completely replaced by the combat riding tricks.

Fighting

DC

20

Time

3 weeks.

Description

An animal trained for combat knows the following tricks: Attack, Down, and Stay.

Guarding

DC

20

Time

4 weeks.

Description

An animal trained to guard knows the following tricks: Attack, Defend, Down, and Guard.

Hunting

DC

20

Time

6 weeks.

Description

An animal trained for hunting knows Attack, Down, Fetch, Heel, Seek, and Track.

Laboring

DC

15

Time

2 weeks.

Description

An animal trained for heavy labor knows Come and Work.

Performing

DC

15

Time

4 weeks.

Description

An animal trained for performing knows Come, Fetch, Heel, Perform, and Stay.

Riding

DC

15

Time

3 weeks.

Description

An animal trained to bear a rider knows Come, Heel, and Stay.

Try Again?

Yes.

Special

A character can take 10 or take 20 when handling animals.

An untrained character uses Charisma checks to handle and push animals, but he or she can't teach or train animals.

A character with the Animal Affinity feat and at least 1 rank in this skill gets a +2 bonus on all Handle Animal checks.

Time

See above. Teaching or training an animal takes a number of days. The character does not have to spend the entire time training the animal; 3 hours per day is enough. (Spending more than 3 hours per day does not reduce the number of days required.) The character cannot spread the days out; if the character does not complete the training during a period of consecutive days, the effort is wasted.

<u>Table: Handle Animal Check DCs</u>		
Task	Time	DC
Handle an animal	Move action	10
"Push" an animal	Full-round action	25
Teach an animal a trick	1 week	See text
Train an animal for a purpose	See text	See text

Hide

Key Ability

Dexterity. Armor check penalty applies.

Check

A character's Hide check is opposed by the Spot check of anyone who might see the character. The character can move up to half his or her normal speed and hide at no penalty. At more than half and up to the character's full speed, the character takes a -5 penalty. It's practically impossible (-20 penalty) to hide while attacking, running, or charging.

The hide check is also modified by the character's size:

<u>Table: Size Modifiers for Hide Checks</u>			
Size	Modifier	Size	Modifier
Fine	+16	Large	-4
Diminutive	+12	Huge	-8
Tiny	+8	Gargantuan	-12
Small	+4	Colossal	-16
Medium-size	+0		

If people are observing the character, even casually, he or she can't hide. The character can run around a corner so that he or she is out of sight and then hide, but the others then know at least where the character went.

Cover and concealment grant circumstance bonuses to Hide checks, as shown below. Note that a character can't hide if he or she has less than one-half cover or concealment.

<u>Table: Concealment Bonuses</u>	
Cover or Concealment	Circumstance Bonus
Three-quarters	+5
Nine-tenths	+10

Creating a Diversion to Hide

A character can use the Bluff skill to help him or her hide. A successful Bluff check can give the character the momentary diversion needed to attempt a Hide check while people are aware of the character. While the others turn their attention from the character, he or she can make a Hide check if the character can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot for every rank the character has in Hide.) This check, however, is at a -10 penalty because the character has to move fast.

Tailing

A character can use Hide to tail a person in public. Using the skill in this manner assumes that there are other random people about, among whom the character can mingle to remain unnoticed. If the subject is worried about being followed, he or she can make a Spot check (opposed by the character's Hide check) every time he or she changes course (goes around a street corner, exits a building, and so on). If he or she is unsuspecting, he or she generally gets only a Spot check after an hour of tailing.

Special

A character can take 10 when making a Hide check, but can't take 20.

A character with the Stealthy feat gets a +2 bonus on all Hide checks.

Time

A Hide check is an attack action.

Intimidate

Key Ability

Charisma.

Check

With a successful check, a character can forcibly persuade another character to perform some task or behave in a certain way. A character's Intimidate check is opposed by the target's level check (1d20 + the target's character level or Hit Dice). Any modifiers that a target may have on Will saving throws against fear effects apply to this level check. If the character succeeds, he or she may treat the target as friendly for 10 minutes, but only for purposes of actions taken while in the character's presence. (That is, the target retains his or her normal attitude, but will chat, advise, offer limited help, or advocate on the character's behalf while intimidated.)

Circumstances dramatically affect the effectiveness of an Intimidate check.

There are limits to what a successful Intimidate check can do. The character can't force someone to obey his or her every command or do something that endangers that person's life. If the character fails by more than 5, the target may actually do the opposite of what the character wishes.

Try Again?

No. Even if the initial check succeeds, the other character can only be intimidated so much, and trying again doesn't help. If the initial check fails, the other character has become more firmly resolved to resist the intimidator, and trying again is futile.

Special

A character can take 10 when making an Intimidate check, but can't take 20.

A character immune to fear effects can't be intimidated.

A character may add a +2 bonus to his or her Intimidate check for every size category the character is larger than his or her target. Conversely, the character takes a -2 penalty to his or her check for every size category the character is smaller than his or her target.

A character with the Confident feat gets a +2 bonus on all Intimidate checks and on level checks to resist intimidation.

Time

An Intimidate check is a full-round action.

Investigate

Key Ability

Intelligence. Trained only.

Check

A character generally uses Search to discover clues and Investigate to analyze them. If the character has access to a crime lab, the character uses the Investigate skill to collect and prepare samples for the lab. The result of the Investigate check provides bonuses or penalties to the lab workers.

Analyze Clue

The character can make an Investigate check to apply forensics knowledge to a clue. This function of the Investigate skill does not give the character clues where none existed before. It simply allows the character to extract extra information from a clue he or she has found. The base DC to analyze a clue is 15. It is modified by the time that has elapsed since the clue was left, and whether or not the scene was disturbed.

<u>Table: Analyze Clue Check Modifiers</u>
Circumstances
Every day since event (max modifier +10)
Scene is outdoors
Scene slightly disturbed
Scene moderately disturbed
Scene extremely disturbed

Collect Evidence

The character can collect and prepare evidentiary material for a lab. This use of the Investigate skill requires an evidence kit. To collect a piece of evidence, make an Investigate check (DC 15). If the character succeeds, the evidence is usable by a crime lab. If the character fails, a crime lab analysis can be done, but the lab takes a -5 penalty on any necessary check. If the character fails by 5 or more, the lab analysis simply cannot be done. On the other hand, if the character succeeds by 10 or more, the lab gains a +2 circumstance bonus on its checks to analyze the material.

This function of the Investigate skill does not provide the character with evidentiary items. It simply allows the character to collect items he or she has found in a manner that best aids in their analysis later, at a crime lab.

Try Again?

Generally, analyzing a clue again doesn't add new insight unless another clue is introduced. Evidence collected cannot be recollected, unless there is more of it to take.

Special

A character can take 10 when making an Investigate check, but cannot take 20.

Collecting evidence requires an evidence kit. If the character does not have the appropriate kit, the character takes a -4 penalty on his or her check.

A character with the Attentive feat and at least 1 rank in this skill gets a +2 bonus on all Investigate checks.

Time

Analyzing a clue is a full-round action. Collecting evidence generally takes 1d4 minutes per object.

Jump

Key Ability

Strength. Armor check penalty applies.

Check

The DC and the distance the character can cover vary according to the type of jump the character is attempting.

The character's Jump check is modified by his or her speed. The DCs specified below assume a speed of 30 feet (the speed of a typical human). If the character's speed is less than 30 feet, he or she takes a penalty of -6 for every 10 feet of speed less than 30. If the character's speed is greater than 30 feet, he or she gains a bonus of +4 for every 10 feet over 30.

If the character has ranks in the Jump skill and succeeds on a check, the character lands on his or her feet (when appropriate) and can move as far as the character's remaining movement allows. If the character attempts a Jump check untrained, the character lands prone unless he or she beats the DC by 5 or more. Standing from a prone position is a move action.

Distance moved by jumping is counted against maximum movement in a round. A character can start a jump at the end of one turn and complete the jump at the beginning of your next turn.

High Jump

This is a vertical leap, made to jump up to grasp something overhead, such as a tree limb or ledge. The DC for the jump is the height x4 (in feet). The DCs for high jumps of 1 to 8 feet are given in the table below.

All Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

If the character succeeds on the check, he or she can reach the height. The character grasps the object he or she was trying to reach. If the character wishes to pull him or herself up, the character can do so with a move action and a Climb check (DC 15). If the character fails the Jump check, he or she does not reach the height, and lands on his or her feet in the same square from which the character jumped.

The difficulty of reaching a given height varies according to the size of the character or creature. Generally, the maximum height a creature can reach without jumping is given in the table below. (As a Medium-size creature, a typical human can reach 8 feet without jumping.) If the creature is long instead of tall, treat it as one size category smaller.

Table: High Jump Check DCs

High Jump Distance	DC ¹	High Jump Distance	DC ¹
1 foot	4	5 feet	20
2 feet	8	6 feet	24
3 feet	12	7 feet	28
4 feet	16	8 feet	32
1 Requires a 20-foot move. Without a running start, double the DC.			

<u>Table: Maximum High Jump by Size</u>	
Creature Size	Maximum Height
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium-size	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	0.5 ft.

Hop Up

The character can jump up onto an object as tall as his or her waist with a Jump check (DC 10). Doing so counts as 10 feet of movement. The character does not need to get a running start to hop up (the DC is not doubled if you do not get a running start).

Jumping Down

If the character intentionally jumps from a height, he or she takes less damage than if the character just falls. The DC to jump down from a height is 15. The character does not have to get a running start to jump down (the DC is not doubled if the character does not get a running start).

If the character succeeds on the check, he or she takes falling damage as if the character had dropped 10 fewer feet than he or she actually did.

Long Jump

This is a horizontal jump, made across a gap such as a chasm or stream. At the midpoint of the jump, the character attains a vertical height equal to one-quarter the horizontal distance. The DC for the jump is equal to the distance jumped (in feet). The DCs for long jumps of 5 to 30 feet are given in the table below. A character cannot jump a distance greater than his or her normal speed.

All Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

If the character fails the check by less than 5, he or she doesn't clear the distance, but can make a Reflex save (DC 15) to grab the far edge of the gap. The character ends his or her movement grasping the far edge. If that leaves the character dangling over a chasm or gap, getting up requires a move action and a Climb check (DC 15).

<u>Table: Long Jump Check DCs</u>			
Long Jump Distance	DC¹	Long Jump Distance	DC¹
5 feet	5	20 feet	20
10 feet	10	25 feet	25
15 feet	15	30 feet	30
1 Requires a 20-foot move. Without a 20-foot move, double the DC.			

Special

Effects that increase a character's speed also increase the character's jumping distance, since the check is modified by the character's speed.

A character can take 10 when making a Jump check. If there is no danger associated with failing, the character can take 20.

A character with the Acrobatic feat gets a +2 bonus on all Jump checks. A character with the Run feat gains a +2 competence bonus on Jump checks preceded by a 20-foot move.

Tumble can provide a +2 synergy bonus on Jump checks (see Skill Synergy).

Time

Using the Jump skill is either a move action or a full-round action, depending on whether the character starts and completes the jump during a single move action or a full-round action.

Knowledge

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

The number of Knowledge categories is kept purposely finite. When trying to determine what Knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

Key Ability

Intelligence. Trained only.

Check

A character makes a Knowledge check to see if the character knows something.

The DC for answering a question within the character's field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions.

Appraising the value of an object is one sort of task that can be performed using Knowledge. The DC depends on how common or obscure the object is. On a success, the character accurately identifies the object's purchase DC. If the character fails, he or she thinks it has a purchase DC 1d2 higher or lower (determine randomly) than its actual value. If the character fails by 5 or more, he or she thinks it has a purchase DC 1d4+2 higher or lower than its actual value. The GM may make the Knowledge roll for the character, so he or she doesn't know whether the appraisal is accurate or not.

The fourteen Knowledge categories, and the topics each one encompasses, are as follows:

Arcane Lore

The occult, magic and the supernatural, astrology, numerology, and similar topics.

Art

Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography, and performance art forms such as music and dance, among others.

Behavioral Sciences

Psychology, sociology, and criminology.

Business

Business procedures, investment strategies, and corporate structures. Bureaucratic procedures and how to navigate them.

Civics

Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.

Current Events

Recent happenings in the news, sports, politics, entertainment, and foreign affairs.

Earth and Life Sciences

Biology, botany, genetics, geology, and paleontology. Medicine and forensics.

History

Events, personalities, and cultures of the past. Archaeology and antiquities.

Physical Sciences

Astronomy, chemistry, mathematics, physics, and engineering.

Popular Culture

Popular music and personalities, genre films and books, urban legends, comics, science fiction, and gaming, among others.

Streetwise

Street and urban culture, local underworld personalities and events.

Tactics

Techniques and strategies for disposing and maneuvering forces in combat.

Technology

Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices.

Theology and Philosophy

Liberal arts, ethics, philosophical concepts, and the study of religious faith, practice, and experience.

Try Again?

No. The check represents what a character knows, and thinking about a topic a second time doesn't let the character know something he or she never knew in the first place.

Special

An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject.

A character can take 10 when making a Knowledge check, but can't take 20.

A character with the Educated feat gets a +2 bonus on any two types of Knowledge checks.

The GM may decide that having 5 or more ranks in a specific Knowledge skill provides a character with a +2 synergy bonus when making a related skill check.

Time

A Knowledge check can be a reaction, but otherwise requires a full-round action.

Listen

Key Ability

Wisdom.

Check

Make a Listen check against a DC that reflects how quiet the noise is that a character might hear or against an opposed Move Silently check.

The GM may call for a Listen check by a character who is in a position to hear something. A character can also make a Listen check voluntarily if he or she wants to try to hear something in the character's vicinity.

The GM may make the Listen check in secret so that the character doesn't know whether not hearing anything means that nothing is there or that the character failed the check.

A successful Listen check when there isn't anything to hear results in the character hearing nothing.

Try Again?

A character can make a Listen check every time he or she has the opportunity to hear something in a reactive manner. As a move action, the character may attempt to hear something that he or she failed (or believes he or she failed) to hear previously.

Special

When several characters are listening to the same thing, the GM can make a single 1d20 roll and use it for all the listeners' skill checks.

A character can take 10 or take 20 when making a Listen check. Taking 20 means the character spends 1 minute attempting to hear something that may or may not be there to hear.

A character with the Alertness feat gets a +2 bonus on all Listen checks.

A sleeping character can make Listen checks, but takes a -10 penalty on the checks.

Time

A Listen check is either a reaction (if called for by the GM) or a move action (if a character actively takes the time to try to hear something).

<u>Table: Listen Check DCs</u>	
DC	Sound
-20	Gunfire
-10	A melee battle
0	People talking
5	A person in medium armor walking at a slow pace, trying not to make noise
10	An unarmored person walking at a slow pace, trying not to make any noise
15	A 1st-level Fast hero sneaking up on someone ¹
20	A tiger stalking prey ¹
30	A bird flying through the air
+5	Through a door
+15	Through a solid wall
1 This is actually an opposed check; the DC given is a typical Move Silently check result for such a character or creature.	

<u>Table: Listen Check Modifiers</u>	
Condition	Check Penalty
Per 10 feet of distance	-1
Listener distracted	-5

Move Silently

Key Ability

Dexterity. Armor check penalty applies.

Check

A character's Move Silently check is opposed by the Listen check of anyone who might hear the character. A character can move up to half his or her normal speed at no penalty. At more than half speed and up to the character's full speed, he or she takes a -5 penalty. It's practically impossible (-20 penalty) to move silently while attacking, running, or charging.

Special

A character can take 10 when making a Move Silently check, but can't take 20.

A character with the Stealthy feat gets a +2 bonus on all Move Silently checks.

Time

Move Silently is a move action.

Navigate

Key Ability

Intelligence.

Check

Make a Navigate check when a character is trying to find his or her way to a distant location without directions or other specific guidance. Generally, a character does not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, the character might make a check to wend his or her way through a dense forest or a labyrinth of underground storm drains.

For movement over a great distance, make a Navigate check. The DC depends on the length of the trip. If the character succeeds, he or she moves via the best reasonable course toward his or her goal. If the character fails, he or she still reaches the goal, but it takes the character twice as long (the character loses time backtracking and correcting his or her path). If the character fails by more than 5, the or she travels the expected time, but only gets halfway to his or her destination, at which point the character becomes lost.

A character may make a second Navigate check (DC 20) to regain his or her path. If the character succeeds, he or she continues on to his or her destination; the total time for the trip is twice the normal time. If the character fails, he or she loses half a day before the character can try again. The character keeps trying until he or she succeeds, losing half a day for each failure.

When faced with multiple choices, such as at a branch in a tunnel, a character can make a Navigate check (DC 20) to intuit the choice that takes the character toward a known destination. If unsuccessful, the character chooses the wrong path, but at the next juncture, with a successful check, the character realizes his or her mistake.

A character cannot use this function of Navigate to find a path to a site if the character has no idea where the site is located. The GM may choose to make the Navigate check for the character in secret, so he or she doesn't know from the result whether the character is following the right or wrong path.

A character can use Navigate to determine his or her position on earth without the use of any high-tech equipment by checking the constellations or other natural landmarks. The character must have a clear view of the night sky to make this check. The DC is 15.

Special

A character can take 10 when making a Navigate check. A character can take 20 only when determining his or her location, not when traveling.

A character with the Guide feat gets a +2 bonus on all Navigate checks.

Time

A Navigate check is a full-round action.

<u>Table: Navigate Check DCs</u>	
Length of Trip	DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

Perform

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

The number of Perform categories is kept purposely finite. When trying to determine what Perform skill a particular type of performance falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

Key Ability

Charisma.

Check

The character is accomplished in some type of artistic expression and knows how to put on a performance. The character can impress audiences with his or her talent and skill. The quality of the character's performance depends on his or her check result.

The eight Perform categories, and the qualities each one encompasses, are as follows.

Act

The character is a gifted actor, capable of performing drama, comedy, or action-oriented roles with some level of skill.

Dance

The character is a gifted dancer, capable of performing rhythmic and patterned bodily movements to music.

Keyboards

The character is a musician gifted with a talent for playing keyboard musical instruments, such as piano, organ, and synthesizer.

Percussion Instruments

The character is a musician gifted with a talent for playing percussion musical instruments, such as drums, cymbals, triangle, xylophone, and tambourine.

Sing

The character is a musician gifted with a talent for producing musical tones with their voice.

Stand-Up

The character is a gifted comedian, capable of performing a stand-up routine before an audience.

Stringed Instruments

The character is a musician gifted with a talent for playing stringed musical instruments, such as banjo, guitar, harp, lute, sitar, and violin.

Wind Instruments

The character is a musician gifted with a talent for playing wind musical instruments, such as flute, bugle, trumpet, tuba, bagpipes, and trombone.

Try Again?

Not for the same performance and audience.

Special

A character can take 10 when making a Perform check, but can't take 20.

A character without an appropriate instrument automatically fails any Perform (keyboard), Perform (percussion), Perform (stringed), or Perform (wind) check he or she attempts. At the GM's discretion, impromptu instruments may be employed, but the performer must take a -4 penalty on the check because his or her equipment, although usable, is inappropriate for the skill.

Every time a character takes the Creative feat, he or she gets a +2 bonus on checks involving two Perform skills the character designates. See the feat description for more information.

Time

A Perform check usually requires at least several minutes to an hour or more.

Table: Perform Check DCs

Result	Performance
10	Amateur performance. Audience may appreciate your performance, but isn't impressed.
15	Routine performance. Audience enjoys your performance, but it isn't exceptional.
20	Great performance. Audience highly impressed.
25	Memorable performance. Audience enthusiastic.
30	Masterful performance. Audience awed.

Pilot

Key Ability

Dexterity. Trained only.

Check

Typical piloting tasks don't require checks. Checks are required during combat, for special maneuvers, or in other extreme circumstances, or when the pilot wants to attempt something outside the normal parameters of the vehicle. When flying, the character can attempt simple maneuvers and stunts (actions in which the pilot attempts to do something complex very quickly or in a limited space).

Each vehicle's description includes a maneuver modifier that applies to Pilot checks made by the operator of the vehicle.

Special

A character can take 10 when making a Pilot check, but can't take 20.

A character with the Vehicle Expert feat gets a +2 bonus on all Pilot checks.

There is no penalty for operating a general-purpose fixed-wing aircraft. Other types of aircraft (heavy aircraft, helicopters, jet fighters, and spacecraft) require the corresponding Aircraft Operation feat, or else the character takes a -4 penalty on Pilot checks.

Time

A Pilot check is a move action.

Profession

Key Ability

Wisdom.

Check

A character makes Profession checks to improve his or her Wealth bonus every time he or she attains a new level. The DC for the check is the character's current Wealth bonus. If the character succeeds at the Profession check, his or her Wealth bonus increases by +1. For every 5 by which the character exceeds the DC, his or her Wealth bonus increases by an additional +1. A character can't take 10 or take 20 when making a Profession check to improve his or her Wealth bonus.

How many ranks a character has in the Profession skill (including ranks the character may have just acquired after gaining a level) also adds to the Wealth bonus increase the character receives upon gaining a new level. In addition to the Wealth bonus increase a character gains from your Profession check result (if the check succeeds), the number of ranks the character has in this skill increases his or her Wealth bonus as follows.

<u>Table: Wealth Bonus Increases</u>	
Ranks	Wealth Bonus Increase
1-5	+1
6-10	+2
11-15	+3
16-20	+4
21-23	+5

Special

If the Gamemaster deems it appropriate, a character can add his or her Profession modifier when making a Reputation check to deal with a work- or career-related situation.

Every time a character takes the Windfall feat, he or she gets a cumulative +1 bonus on all Profession checks.

Read/Write Language

The Read/Write Language skill doesn't work like a standard skill. A character automatically knows how to read and write his or her native language; the character does not need ranks to do so. Each additional language costs 1 rank. When a character adds a rank to Read/Write Language, he or she chooses a new language that the character can read and write.

A character never makes Read/Write Language checks. A character either knows how to read and write a specific language or doesn't. To be able to speak a language that the character can read and write, he or she must take the Speak Language skill for the appropriate language.

A character can choose any language, modern or ancient. (See below for suggestions.) The GM might determine that a character can't learn a specific language due to the circumstances of the campaign.

Key Ability

None. Trained only.

Language Groups

There are thousands of languages to choose from when a character buys ranks in Speak Language or Read/Write Language. A few are listed here, sorted into their general language groups.

A language's group doesn't matter when a character is buying ranks in Speak Language or Read/Write Language. Language groups are provided because they pertain to the Smart hero's Linguist talent. This list is by no means exhaustive-there are many more language groups, and most groups contain more languages than those listed here.

Algic

Algonkin, Arapaho, Blackfoot, Cheyenne, Shawnee.

Armenian

Armenian.

Athabaskan

Apache, Chipewyan, Navaho.

Attic

Ancient Greek*, Greek.

Baltic

Latvian, Lithuanian.

Celtic

Gaelic (Irish), Gaelic (Scots), Welsh.

Chinese

Cantonese, Mandarin.

Finno-Lappic

Estonian, Finnish, Lapp.

Germanic

Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish.

Hamo-Semitic

Coptic*, Middle Egyptian*.

Indic

Hindi, Punjabi, Sanskrit*, Urdu.

Iranian

Farsi, Pashto.

Japanese

Japanese.

Korean

Korean.

Romance

French, Italian, Latin*, Portuguese, Romanian, Spanish.

Semitic

Akkadian (aka Babylonian)*, Ancient Hebrew*, Arabic, Aramaic*, Hebrew.

Slavic

Belorussian, Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Ukrainian.

Tibeto-Burman

Burmese, Sherpa, Tibetan.

Turkic

Azerbaijani, Turkish, Uzbek.

Ugric

Hungarian (aka Magyar).

*This is an ancient language. In the modern world it is spoken only by scholars, or in some cases by small populations in isolated corners of the world.

Repair

Key Ability

Intelligence. Trained only.

Check

Most Repair checks are made to fix complex electronic or mechanical devices. The DC is set by the GM. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete. Making repairs also involves a monetary cost when spare parts or new components are needed, represented by a Wealth check. If the GM decides this isn't necessary for the type of repair the character is attempting, then no Wealth check is needed.

Jury-Rig

A character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the purchase DC by 3 and the Repair check DC by 5, and allows the character to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter.

A character can also use jury-rig to hot-wire a car or jump-start an engine or electronic device. The DC for this is at least 15, and it can be higher depending on the presence of security devices. The jury-rig application of the Repair skill can be used untrained.

Try Again?

Yes, though in some specific cases, the GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.

Special

A character can take 10 or take 20 on a Repair check. When making a Repair check to accomplish a jury-rig repair, a character can't take 20.

Repair requires an electrical tool kit, a mechanical tool kit, or a multipurpose tool, depending on the task. If the character does not have the appropriate tools, he or she takes a -4 penalty on the check.

Craft (mechanical) or Craft (electronic) can provide a +2 synergy bonus on Repair checks made for mechanical or electronic devices (see Skill Synergy).

A character with the Gearhead feat and at least 1 rank in this skill gets a +2 bonus on all Repair checks.

Time

See the table for guidelines. A character can make a jury-rig repair as a full-round action, but the work only lasts until the end of the current encounter.

<u>Table: Repair Check DCs</u>			
Repair Task (Example)	Purchase DC	Repair DC	Time
Simple (tool, simple weapon)	4	10	1 min.
Moderate (mechanical or electronic component)	7	15	10 min.
Complex (mechanical or electronic device)	10	20	1 hr.
Advanced (cutting-edge mechanical or electronic device)	13	25	10 hr.

Research

Key Ability

Intelligence.

Check

Researching a topic takes time, skill, and some luck. The GM determines how obscure a particular topic is (the more obscure, the higher the DC) and what kind of information might be available depending on where the character is conducting his or her research.

Information ranges from general to protected. Given enough time (usually 1d4 hours) and a successful skill check, the character gets a general idea about a given topic. This assumes that no obvious reasons exist why such information would be unavailable, and that the character has a way to acquire restricted or protected information.

The higher the check result, the better and more complete the information. If the character wants to discover a specific fact, date, map, or similar bit of information, add +5 to +15 to the DC.

Try Again?

Yes.

Special

A character can take 10 or take 20 on a Research check.

A character with the Studious feat gets a +2 bonus on all Research checks.

Computer Use can provide a +2 synergy bonus on a Research check when searching computer records for data (see Skill Synergy).

Time

A Research check takes 1d4 hours.

Ride

Animals ill suited as mounts provide a -2 penalty on their rider's Ride check.

Key Ability

Dexterity.

Check

Typical riding actions don't require checks. A character can saddle, mount, ride, and dismount without a problem. Mounting or dismounting an animal is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or asking the animal to perform an unusual technique also requires a check.

Cover

DC

15

Description

The character can react instantly to drop down and hang alongside his or her mount, using it as one-half cover. The character can't attack while using his or her mount as cover. If the character fails, he or she doesn't get the cover benefit.

Fast Mount or Dismount

DC

20. Armor check penalty applies.

Description

The character can mount or dismount as a free action. If the character fails the check, mounting or dismounting is a move action. (A character can't attempt a fast mount or dismount unless he or she can perform the mount or dismount as a move action this round, should the check fail.)

Fight while Mounted

DC

20

Description

While in combat, the character can attempt to control a mount that is not trained in combat riding (see the Handle Animal skill). If the character succeeds, he or she uses only a move action, and the character can use his or her attack action to do something else. If the character fails, he or she can do nothing else that round. If the character fails by more than 5, he or she loses control of the animal.

For animals trained in combat riding, the character does not need to make this check. Instead, the character can use his or her move action to have the animal perform a trick (commonly, to attack). The character can use his or her attack action normally.

Guide with Knees

DC

5

Description

The character can react instantly to guide his or her mount with his or her knees so that the character can use both hands in combat or to perform some other action. Make the check at the start of the character's round. If the character fails, he or she can only use one hand this round because the character needs to use the other to control his or her mount.

Leap

DC

15

Description

The character can get his or her mount to leap obstacles as part of its movement. Use the character's Ride modifier or the mount's Jump modifier (whichever is lower) when the mount makes its Jump check (see the Jump skill). The character makes a Ride check (DC 15) to stay on the mount when it leaps.

Soft Fall

DC

15

Description

The character reacts instantly when he or she falls off a mount, such as when it is killed or when it falls, to try to avoid taking damage. If the character fails, he or she takes 1d6 points of falling damage.

Stay in Saddle

DC

5

Description

The character can react instantly to try to avoid falling when his or her mount rears or bolts unexpectedly or when the character takes damage.

Special

If the character is riding bareback, he or she takes a -5 penalty on Ride checks.

A character can take 10 when making a Ride check, but can't take 20.

A character with the Animal Affinity feat gets a +2 bonus on all Ride checks.

Time

Ride is a move action, except when otherwise noted for the special tasks listed above.

Search

Key Ability

Intelligence.

Check

The character generally must be within 10 feet of the object or surface to be examined. A character can examine up to a 5-foot-by-5-foot area or a volume of goods 5 feet on a side with a single check.

A Search check can turn up individual footprints, but does not allow a character to follow tracks or tell the character which direction the creature or creatures went or came from.

Special

A character can take 10 or take 20 when making a Search check.

A character with the Meticulous feat gets a +2 bonus on all Search checks.

Time

A Search check is a full-round action.

Table: Search Check DCs

DC	Task
10	Ransack an area to find a certain object.
20	Notice a typical secret compartment, a simple trap, or an obscure clue.
25+	Find a complex or well-hidden secret compartment or trap; notice an extremely obscure clue.

Sense Motive

Key Ability

Wisdom.

Check

A successful check allows the character to avoid being bluffed (see the Bluff skill). Sense Motive does not, however, allow a character to determine whether a given statement is a lie. The character can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness. In addition, a character can use this skill to make an assessment of a social situation. With a successful check (DC 20), the character can get the feeling from another's behavior that something is wrong. Also, the character can get the feeling that someone is trustworthy and honorable.

Try Again?

No, though the character may make a Sense Motive check for each bluff made on the character.

Special

A character can take 10 when making a Sense Motive check, but can't take 20.

A character with the Attentive feat gets a +2 bonus on all Sense Motive checks.

A character can use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill (DC equal to the bluff check result of the sender). If the character's check result beats the DC by 5 or more, the character understands the secret message as well. If the character's check fails by 5 or more, the character misinterprets the message in some fashion.

Time

A Sense Motive check may be made as a reaction to another character's Bluff check. (When that's the case, the GM may roll the character's Sense Motive check in secret, so the character doesn't necessarily know someone's trying to bluff him or her.) Using Sense Motive to get a sense of someone's trustworthiness takes at least 1 minute.

Sleight of Hand

Key Ability

Dexterity. Trained only. Armor check penalty applies.

Check

A check against DC 10 lets a character palm a coin-sized, unattended object. Minor feats of sleight of hand, such as making a coin disappear, also have a DC of 10 unless an observer is concentrating on noticing what the character is doing.

When a character performs this skill under close observation, the character's skill check is opposed by the observer's Spot check. The observer's check doesn't prevent the character from performing the action, just from doing it unnoticed.

When a character tries to take something from another person, the character's opponent makes a Spot check to detect the attempt. To obtain the object, the character must get a result of 20 or higher, regardless of the opponent's check result. The opponent detects the attempt if his or her check result beats the character's check result, whether the character takes the object or not.

A character can use Sleight of Hand to conceal a small weapon or object on his or her body.

Try Again?

A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC 10 higher than the first check if the first check failed or if the attempt was noticed.

Special

A character can take 10 when making a Sleight of Hand check, but can't take 20.

A character can make an untrained Sleight of Hand check to conceal a weapon or object, but must always take 10.

A character with the Nimble feat and at least 1 rank in this skill gets a +2 bonus on all Sleight of Hand checks.

Time

A Sleight of Hand check is an attack action.

Speak Language

The Speak Language skill doesn't work like a standard skill.

A character automatically knows how to speak his or her native language; the character does not need ranks to do so.

Each additional language costs 1 rank. When a character adds a rank to Speak Language, he or she chooses a new language that he or she can speak.

A character never makes Speak Language checks. A character either knows how to speak and understand a specific language or doesn't.

To be able to read and write a language that the character can speak, he or she must take the Read/Write Language skill for the appropriate language.

A character can choose any language, modern or ancient. (See the table accompanying Read/Write Language for suggestions.) The GM might determine that a character can't learn a specific language due to the circumstances of the campaign.

Key Ability

None. Trained only.

Spot

Key Ability

Wisdom.

Check

The Spot skill is used to notice items that aren't immediately obvious and people who are attempting to hide. The GM may call for a Spot check by a character who is in a position to notice something. A character can also make a Spot check voluntarily if he or she wants to try to notice something in his or her vicinity.

The GM may make the Spot check in secret so that the character doesn't know whether not noticing anything means that nothing is there or that the character failed the check.

A successful Spot check when there isn't anything to notice results in the character noticing nothing.

Spot is often used to notice a person or creature hiding from view. In such cases, the character's Spot check is opposed by the Hide check of the character trying not to be seen. Spot is also used to detect someone in disguise (see the Disguise skill), or to notice a concealed weapon on another person.

A character's Spot check is modified by a -1 penalty for every 10 feet of distance between the character and the character or object he or she is trying to discern. The check carries a further -5 penalty if the character is in the midst of activity.

Try Again?

A character can make a Spot check every time he or she has the opportunity to notice something in a reactive manner. As a full-round action, a character may attempt to notice something that he or she failed (or believes he or she failed) to notice previously.

Special

A character can take 10 or take 20 when making a Spot check.

A character with the Alertness feat gets a +2 bonus on all Spot checks.

Time

A Spot check is either a reaction (if called for by the GM) or a full-round action (if a character actively takes the time to try to notice something).

Survival

Key Ability

Wisdom.

Check

A character can keep his or herself and others safe and fed in the wild.

With the Track feat, a character can use Survival checks to track a character or animal across various terrain types.

Special

A character can take 10 when making a Survival check. A character can take 20 when tracking, or if there is no danger or penalty for failure, but not on periodic checks to get along in the wild.

A character with the Guide feat gets a +2 bonus on all Survival checks.

Time

Basic Survival checks occur each day in the wilderness or whenever a hazard presents itself. When using Survival with the Track feat to track a character or animal, checks are made according to distance, as described in the Track feat.

<u>Table: Survival Check DCs</u>	
DC	Task
10	Get along in the wild. Move up to half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which the character's check result exceeds 10.
15	Gain a +2 circumstance bonus on Fortitude saves against severe weather while moving up to half the character's overland speed, or gain a +4 circumstance bonus if stationary. The character may grant the same bonus to one other character for every 1 point by which the character's check result exceeds 15.
18	Avoid getting lost and avoid natural hazards, such as quicksand.

Swim

Key Ability

Strength. Armor check penalty applies.

Check

A successful Swim check allows a character to swim one-quarter his or her speed as a move action or half the character's speed as a full-round action. Roll once per round. If the character fails, he or she makes no progress through the water. If the character fails by 5 or more, he or she goes underwater.

If the character is underwater (from failing a swim check or because the character is swimming underwater intentionally), the character must hold his or her breath. A character can hold his or her breath for a number of rounds equal to the character's Constitution score, but only if the character does nothing but take move actions or free actions. If the character takes an attack action or a full-round action, the amount of breath the character has remaining is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, the character must make a Constitution check (DC 10) every round to continue holding his or her breath. Each round, the DC of the check increases by 1. If the character fails the check, the character begins to drown.

The DC for the Swim check depends on the water. Each hour that the character swims, make a Swim check against DC 20. If the character fails, he or she becomes fatigued. If the character fails a check while fatigued, the character becomes exhausted. If the character fails a check while exhausted, the character becomes unconscious. Unconscious characters go underwater and immediately begin to drown.

Try Again?

A new check is allowed the round after a check is failed.

Special

A character takes a penalty of -1 for every 5 pounds of gear he or she carries, including armor and weapons.

A character can take 10 when making a Swim check, but can't take 20.

A character with the Athletic feat gets a +2 bonus on all Swim checks.

Time

A Swim check is either a move action or a full-round action, as described above.

Table: Swim Check DCs
Water
Calm water
Rough water
Stormy water

Treat Injury

Key Ability

Wisdom.

Check

The DC and effect depend on the task attempted.

Long-Term Care

DC

15

Description

With a medical kit, the successful application of this skill allows a patient to recover hit points and ability points lost to temporary damage at an advanced rate-3 hit points per character level or 3 ability points restored per day of complete rest. A new check is made each day; on a failed check, recovery occurs at the normal rate for that day of rest and care.

A character can tend up to as many patients as he or she has ranks in the skill. The patients need complete bed rest (doing nothing all day). The character needs to devote at least ½ hour of the day to each patient the character is caring for.

Restore Hit Points

DC

15

Description

With a medical kit, if a character has lost hit points, the character can restore some of them. A successful check, as a full-round action, restores 1d4 hit points. The number restored can never exceed the character's full normal total of hit points. This application of the skill can be used successfully on a character only once per day.

Revive Dazed, Stunned, or Unconscious Character

DC

15

Description

With a first aid kit, the character can remove the dazed, stunned, or unconscious condition from a character. This check is an attack action. A successful check removes the dazed, stunned, or unconscious condition from an affected character. The character can't revive an unconscious character who is at -1 hit points or lower without first stabilizing the character.

Stabilize Dying Character

DC

15

Description

With a medical kit, a character can tend to a character who is dying. As an attack action, a successful Treat Injury check stabilizes another character. The stabilized character regains no hit points, but he or she stops losing them. The character must have a medical kit to stabilize a dying character.

Surgery

DC

20

Description

With a surgery kit, a character can conduct field surgery. This application of the Treat Injury skill carries a -4 penalty, which can be negated with the Surgery feat. Surgery requires 1d4 hours; if the patient is at negative hit points, add an additional hour for every point below 0 the patient has fallen.

Surgery restores 1d6 hit points for every character level of the patient (up to the patient's full normal total of hit points) with a successful skill check. Surgery can only be used successfully on a character once in a 24-hour period.

A character who undergoes surgery is fatigued for 24 hours, minus 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

Treat Disease

DC

15

Description

A character can tend to a character infected with a treatable disease. Every time the diseased character makes a saving throw against disease effects (after the initial contamination), the treating character first makes a Treat Injury check to help the diseased character fend off secondary damage. This activity takes 10 minutes. If the treating character's check succeeds, the treating character provides a bonus on the diseased character's saving throw equal to his or her ranks in this skill.

Treat Poison

DC

15

Description

A character can tend to a poisoned character. When a poisoned character makes a saving throw against a poison's secondary effect, the treating character first makes a Treat Injury check as an attack action. If the treating character's check succeeds, the character provides a bonus on the poisoned character's saving throw equal to his or her ranks in this skill.

Try Again?

Yes, for restoring hit points, reviving dazed, stunned, or unconscious characters, stabilizing dying characters, and surgery. No, for all other uses of the skill.

Special

The Surgery feat gives a character the extra training he or she needs to use Treat Injury to help a wounded character by means of an operation.

A character can take 10 when making a Treat Injury check. A character can take 20 only when restoring hit points or attempting to revive dazed, stunned, or unconscious characters.

Long-term care, restoring hit points, treating disease, treating poison, or stabilizing a dying character requires a medical kit. Reviving a dazed, stunned, or unconscious character requires either a first aid kit or a medical kit. Surgery requires a surgery kit. If the character does not have the appropriate kit, he or she takes a -4 penalty on the check.

A character can use the Treat Injury skill on his or herself only to restore hit points, treat disease, or treat poison. The character takes a -5 penalty on your check any time he or she treats his or herself.

A character with the Medical Expert feat gets a +2 bonus on all Treat Injury checks.

Time

Treat Injury checks take different amounts of time based on the task at hand, as described above.

Tumble

Key Ability

Dexterity. Trained only. Armor check penalty applies.

Check

A character can land softly when he or she falls, tumble past opponents in combat, or tumble through opponents.

Land Softly

The character can make a Tumble check (DC 15) when falling. If the check succeeds, treat the fall as if it were 10 feet shorter when determining damage.

Tumble Past Opponents

With a successful Tumble check (DC 15), the character can weave, dodge, and roll up to 20 feet through squares adjacent to opponents, risking no attacks of opportunity. Failure means the character moves as planned, but provokes attacks of opportunity as normal.

Tumble Through Opponents

With a successful Tumble check (DC 25), the character can roll, jump, or dive through squares occupied by opponents, moving over, under, or around them as if they weren't there. Failure means the character moves as planned, but provokes attacks of opportunity as normal.

Try Again?

No.

Special

A character with 5 or more ranks in Tumble gains a +3 dodge bonus to Defense (instead of the normal +2) when fighting defensively, and a +6 dodge bonus (instead of the normal +4) when engaging in total defense.

A character can take 10 when making a Tumble check, but can't take 20.

A character with the Acrobatic feat and at least 1 rank in this skill gets a +2 bonus on all Tumble checks.

Time

A character can try to reduce damage from a fall as a reaction once per fall. A character can attempt to tumble as a free action that must be performed as part of a move action.

FEATS

Feat Descriptions

Here is the format for feat descriptions:

- **Feat Name:** The name of the feat.
- **Prerequisite:** A minimum ability score, another feat or feats, a minimum base attack bonus, and/or the minimum ranks in a skill that a character must have to acquire this feat. This entry is absent if a feat has no prerequisite.
A character can gain a feat at the same level at which he or she gains all the prerequisites.
A character can't use a feat if the character has lost a prerequisite.
- **Benefit:** What the feat enables a character to do.
- **Normal:** What a character who does not have this feat is limited to or restricted from doing. If there is no particular drawback to not possessing the feat, this entry is absent.
- **Special:** Additional facts about the feat.

Acrobatic

Benefit

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

Special

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

Advanced Combat Martial Arts

Prerequisites

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

Benefit

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

Normal

An unarmed strike critical hit deals double damage.

Advanced Firearms Proficiency

Prerequisite

Personal Firearms Proficiency.

Benefit

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

Normal

Characters without this feat take a -4 penalty on attack rolls made with personal firearms set on auto-fire

Advanced Two-Weapon Fighting

Prerequisites

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

Benefit

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

Agile Riposte

Prerequisites

Dexterity 13, Dodge.

Benefit

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

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

Aircraft Operation

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

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

Prerequisite

Pilot 4 ranks.

Benefit

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

Normal

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

Special

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

Alertness

Benefit

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

Animal Affinity

Benefit

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

Special

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

Archaic Weapons Proficiency

Benefit

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

Normal

A character without this feat takes the -4 non-proficient penalty when making attacks with archaic weapons.

Armor Proficiency (heavy)

Prerequisites

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

Benefit

See Armor Proficiency (light).

Normal

See Armor Proficiency (light).

Armor Proficiency (light)

Benefit

When a character wears a type of armor with which he or she is proficient, the character gets to add the armor's equipment bonus to his or her Defense. Also, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks.

Normal

A character who wears armor with which he or she is not proficient adds only the armor's non-proficient equipment bonus to his or her Defense. Also, he or she suffers its armor check penalty on attack rolls and on all skill checks that involve moving.

Armor Proficiency (medium)

Prerequisite

Armor Proficiency (light).

Benefit

See Armor Proficiency (light).

Normal

See Armor Proficiency (light).

Athletic

Benefit

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

Attentive

Benefit

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

Special

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

Blind-Fight

Benefit

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

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

Brawl

Benefit

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

Normal

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

Builder

Benefit

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

Special

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

Burst Fire

Prerequisites

Wisdom 13, Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit

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

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

Normal

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

Special

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

Cautious

Benefit

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

Special

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

Cleave

Prerequisites

Strength 13, Power Attack.

Benefit

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

Combat Expertise

Prerequisite

Intelligence 13.

Benefit

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

Normal

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

Combat Martial Arts

Prerequisite

Base attack bonus +1.

Benefit

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

Normal

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

Combat Reflexes

Benefit

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

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

Normal

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

Special

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

Combat Throw

Prerequisite

Defensive Martial Arts.

Benefit

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

Confident

Benefit

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

Creative

Benefit

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

Special

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

Dead Aim

Prerequisites

Wisdom 13, Far Shot.

Benefit

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

Deceptive

Benefit

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

Defensive Martial Arts

Benefit

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

Special

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

Dodge

Prerequisite

Dexterity 13.

Benefit

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

Special

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

Double Tap

Prerequisites

Dexterity 13, Point Blank Shot.

Benefit

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

Drive-By Attack

Benefit

The character takes no vehicle speed penalty when making an attack while in a moving vehicle. Also, if the character is the driver, he or she can take his or her attack action to make an attack at any point along the vehicle's movement.

Normal

When attacking from a moving vehicle, a character takes a penalty based on the vehicle's speed. Passengers can ready an action to make an attack when their vehicle reaches a particular location, but the driver must make his or her attack action either before or after the vehicle's movement.

Educated

Benefit

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

Special

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

Elusive Target

Prerequisites

Dexterity 13, Defensive Martial Arts.

Benefit

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

Special

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

Endurance

Benefit

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

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

Normal

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

Exotic Firearms Proficiency

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

Prerequisites

Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit

The character makes attack rolls with the weapon normally.

Normal

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

Special

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

Exotic Melee Weapon Proficiency

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

Prerequisite

Base attack bonus +1.

Benefit

The character makes attack rolls with the weapon normally.

Normal

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

Special

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

Far Shot

Benefit

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

Focused

Benefit

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

Force Stop

Prerequisites

Drive 4 ranks, Vehicle Expert.

Benefit

When the character attempts a sideswipe stunt with a surface vehicle, the character can force the other vehicle to a stop by nudging it into a controlled sideways skid. In addition to the normal requirements for attempting a sideswipe stunt, the character must have sufficient movement remaining to move a number of squares equal to the character's turn number.

After succeeding on the check to attempt the sideswipe, the character makes a Drive check opposed by the other driver. If the character succeeds, turn the other vehicle 90 degrees across the front of the character's, so that they form a tee. Move them forward a distance equal to the character's turn number. The vehicles end their movement at that location, at stationary speed, and take their normal sideswipe damage.

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

Frightful Presence

Prerequisites

Charisma 15, Intimidate 9 ranks.

Benefit

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

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

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

Gearhead

Benefit

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

Special

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

Great Cleave

Prerequisites

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

Benefit

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

Great Fortitude

Benefit

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

Guide

Benefit

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

Heroic Surge

Benefit

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

<u>Table: Heroic Surge Uses Per Day</u>	
Character Level	Times per Day
1st-4th	1
5th-8th	2
9th-12th	3
13th-16th	4
17th-20th	5

Improved Brawl

Prerequisites

Brawl, base attack bonus +3.

Benefit

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

Normal

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

Improved Bull Rush

Prerequisites

Strength 13, Power Attack.

Benefit

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

Improved Combat Martial Arts

Prerequisites

Combat Martial Arts, base attack bonus +4.

Benefit

The character's threat range on an unarmed strike improves to 19-20.

Normal

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

Improved Combat Throw

Prerequisites

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

Benefit

In melee combat, if an opponent attacks and misses the character, the character may immediately make a trip attack against the opponent. This counts as an attack of opportunity, which the character can make even if he or she is unarmed. Attacking unarmed in this way does not provoke an attack of opportunity.

Special

This feat doesn't grant the character more attacks of opportunity than he or she is normally allowed in a round.

Improved Damage Threshold

Benefit

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

Normal

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

Special

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

Improved Disarm

Prerequisites

Intelligence 13, Combat Expertise.

Benefit

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

Improved Feint

Prerequisites

Intelligence 13, Brawl, Streetfighting.

Benefit

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

Normal

Feinting in combat requires an attack action.

Improved Initiative

Benefit

The character gets a +4 circumstance bonus on initiative checks.

Improved Knockout Punch

Prerequisites

Brawl, Knockout Punch, base attack bonus +6.

Benefit

When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This critical hit deals triple damage. The damage is nonlethal damage.

Special

Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

Improved Trip

Prerequisites

Intelligence 13, Combat Expertise.

Benefit

The character does not provoke an attack of opportunity when the character tries to trip an opponent while the character is unarmed.

If the character trips an opponent in melee combat, the character immediately gets to make a melee attack against that opponent as if the character had not used his or her attack action for the trip attempt.

Improved Two-Weapon Fighting

Prerequisites

Dexterity 13, Two-Weapon Fighting, base attack bonus +6.

Benefit

The character gets a second attack with his or her offhand weapon, albeit at a -5 penalty. Also, this feat allows the character to use a melee weapon in one hand and a ranged weapon in the other.

Normal

Without this feat, a character can only get a single extra attack with an off-hand weapon, and both weapons must be of the same type (either both ranged weapons or both melee weapons).

Iron Will

Benefit

The character gets a +2 bonus on all Will saving throws.

Knockout Punch

Prerequisites

Brawl, base attack bonus +3.

Benefit

When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This damage is nonlethal damage.

Special

Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

Lightning Reflexes

Benefit

The character gets a +2 bonus on all Reflex saving throws.

Low Profile

Benefit

Reduce the character's Reputation bonus by 3 points.

Medical Expert

Benefit

The character gets a +2 bonus on all Craft (pharmaceutical) and Treat Injury checks.

Special

Remember that the Craft (pharmaceutical) skill can't be used untrained.

Meticulous

Benefit

The character gets a +2 bonus on all Forgery and Search checks.

Mobility

Prerequisites

Dexterity 13, Dodge.

Benefit

The character gets a +4 dodge bonus to Defense against attacks of opportunity provoked when the character moves out of a threatened square.

Special

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

Nimble

Benefit

The character gets a +2 bonus on all Escape Artist and Sleight of Hand checks.

Special

Remember that the Sleight of Hand skill can't be used untrained.

Personal Firearms Proficiency

Benefit

The character can fire any personal firearm without penalty.

Normal

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

Point Blank Shot

Benefit

The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet.

Power Attack

Prerequisite

Strength 13.

Benefit

On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

Precise Shot

Prerequisite

Point Blank Shot.

Benefit

The character can shoot or throw ranged weapons at an opponent engaged in melee without penalty.

Normal

A character takes a -4 penalty when using a ranged weapon to attack an opponent who is engaged in melee combat.

Quick Draw

Prerequisite

Base attack bonus +1.

Benefit

The character can draw a weapon as a free action. A character with this feat may throw weapons at his or her full normal rate of attacks.

Normal

A character can draw a weapon as a move action. If a character has a base attack bonus of +1 or higher, the character can draw a weapon as a free action when moving.

Quick Reload

Prerequisite

Base attack bonus +1.

Benefit

Reloading a firearm with an already filled box magazine or speed loader is a free action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a move action.

Normal

Reloading a firearm with an already filled box magazine or speed loader is a move action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a full-round action.

Renown

Benefit

The character's Reputation bonus increases by +3.

Run

Benefit

When running, the character moves a maximum of five times his or her normal speed instead of four times. If the character is in heavy armor, the character can move four times his or her speed rather than three times. If the character makes a long jump, the character gains a +2 competence bonus on his or her Jump check.

Shot on the Run

Prerequisites

Dexterity 13, Point Blank Shot, Dodge, Mobility.

Benefit

When using an attack action with a ranged weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than his or her speed.

Simple Weapons Proficiency

Benefit

The character makes attack rolls with simple weapons normally.

Normal

A character without this feat takes the -4 non-proficient penalty when making attacks with simple weapons.

Skip Shot

Prerequisites

Point Blank Shot, Precise Shot.

Benefit

If the character has a solid, relatively smooth surface on which to skip a bullet (such as a street or a concrete wall), and a target within 10 feet of that surface, the character may ignore cover between the character and the target. However, the character receives a -2 penalty on his or her attack roll, and the character's attack deals -1 die of damage.

Special

The surface doesn't have to be perfectly smooth and level; a brick wall or an asphalt road can be used. The target can have no more than nine-tenths cover for a character to attempt a skip shot.

Spring Attack

Prerequisites

Dexterity 13, Dodge, Mobility, base attack bonus +4.

Benefit

When using an attack action with a melee weapon, the character can move both before and after the attack, provided that the total distance moved is not greater than the character's speed.

Moving in this way does not provoke an attack of opportunity from the defender the character is attacking (though it can provoke attacks of opportunity from others, as normal).

A character can't use this feat if he or she is carrying a heavy load or wearing heavy armor.

Stealthy

Benefit

The character gets a +2 bonus on all Hide and Move Silently checks.

Strafe

Prerequisites

Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit

When using a firearm on auto-fire, the character can affect an area four 5-foot squares long and one square wide (that is, any four squares in a straight line).

Normal

A firearm on auto-fire normally affects a 10-foot-by-10-foot area.

Streetfighting

Prerequisites

Brawl, base attack bonus +2.

Benefit

Once per round, if the character makes a successful melee attack with an unarmed strike or a light weapon, the character deals an extra 1d4 points of damage.

Stodious

Benefit

The character gets a +2 bonus on all Decipher Script and Research checks.

Sunder

Prerequisites

Strength 13, Power Attack.

Benefit

When the character strikes an object held or carried by an opponent, such as a weapon, the character does not provoke an attack of opportunity.

The character gains a +4 bonus on any attack roll made to attack an object held or carried by another character. The character deals double normal damage to objects, whether they are held or carried or not.

Normal

A character without this feat incurs an attack of opportunity when he or she strikes at an object held or carried by another character.

Surface Vehicle Operation

Select a class of surface vehicle (heavy wheeled, powerboat, sailboat, ship, or tracked). The character is proficient at operating that class of vehicle.

The heavy wheeled class includes all kinds of semi-trucks and tractor-trailers, as well as wheeled construction vehicles (such as earth movers) and wheeled armored vehicles (such as some armored personnel carriers). Powerboats are engine-powered water vessels designed for operation by a single person and usually no more than 100 feet in length. Sailboats are wind-powered water vessels. Ships are large, multi-crewed water vessels. Tracked vehicles include bulldozers and tanks and other military vehicles.

Prerequisite

Drive 4 ranks.

Benefit

The character takes no penalty on Drive checks or attack rolls made when operating a surface vehicle of the selected class.

Normal

Characters without this feat take a -4 penalty on Drive checks made to operate a surface vehicle that falls under any of these classes, and to attacks made with vehicle weapons. There is no penalty when you operate a general-purpose surface vehicle.

Special

A character can gain this feat as many as five times. Each time the character takes the feat, he or she selects a different class of surface vehicle.

Surgery

Prerequisite

Treat Injury 4 ranks.

Benefit

The character can use the Treat Injury skill to perform surgery without penalty. See the Treat Injury skill description.

Normal

Characters without this feat take a -4 penalty on Treat Injury checks made to perform surgery.

Toughness

Benefit

The character gains +3 hit points.

Special

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

Track

Benefit

To find tracks or follow them for one mile requires a Survival check. The character must make another Survival check every time the tracks become difficult to follow.

The character moves at half his or her normal speed (or at the character's normal speed with a -5 penalty on the check, or at up to twice the character's speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions.

Very Soft

Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft

Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the quarry leaves frequent but shallow footprints.

Firm

Most normal outdoor or exceptionally soft or dirty indoor surfaces. The quarry might leave some traces of its passage, but only occasional or partial footprints can be found.

Hard

Any surface that doesn't hold footprints at all, such as bare rock, concrete, metal deckings, or indoor floors. The quarry leaves only traces, such as scuff marks.

If the character fails a Survival check, he or she can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal

A character without this feat can use the Survival skill to find tracks, but can only follow tracks if the DC is 10 or less. A character can use the Search skill to find individual footprints, but cannot follow tracks using Search.

<u>Table: Track DCs</u>	
Surface	Track DC
Very soft	5
Soft	10
Firm	15
Hard	20

<u>Table: Track Modifiers</u>	
Condition	DC Modifier
Every three targets in the group being tracked	-1
Size of targets being tracked: Fine ¹	+8
Size of targets being tracked: Diminutive ¹	+4
Size of targets being tracked: Tiny ¹	+2
Size of targets being tracked: Small ¹	+1
Size of targets being tracked: Medium-size ¹	+0
Size of targets being tracked: Large ¹	-1
Size of targets being tracked: Huge ¹	-2
Size of targets being tracked: Gargantuan ¹	-4
Size of targets being tracked: Colossal ¹	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: Overcast or moonless night ²	+6
Poor visibility: Moonlight ²	+3
Poor visibility: Fog or precipitation ²	+3
Poor visibility: Tracked target hides trail (and moves at half speed) ²	+5
1 For a group of mixed sizes, apply only the modifier for the largest size category represented.	
2 Apply only the largest modifier from this category.	

Trustworthy

Benefit

The character gets a +2 bonus on all Diplomacy and Gather Information checks.

Two-Weapon Fighting

Prerequisite

Dexterity 13.

Benefit

The character's penalties for fighting with two weapons are lessened by 2 for the primary hand and 6 for the off hand.

The weapons used must both be melee weapons or both be ranged weapons (the character can't mix the types).

Unbalance Opponent

Prerequisites

Defensive Martial Arts, base attack bonus +6.

Benefit

During the character's action, the character designates an opponent no more than one size category larger or smaller than the character. That opponent doesn't get to add his or her Strength modifier to attack rolls when targeting the character. (If the opponent has a Strength penalty, he or she still takes that penalty.)

The opponent's Strength modifier applies to damage, as usual.

The character can select a new opponent on any action.

Vehicle Dodge

Prerequisites

Dexterity 13, Drive 6 ranks or Pilot 6 ranks, Vehicle Expert.

Benefit

When driving a vehicle, during the character's action the character designates an opposing vehicle or a single opponent. The character's vehicle and everyone aboard it receive a +1 dodge bonus to Defense against attacks from that vehicle or opponent. The character can select a new vehicle or opponent on any action.

Vehicle Expert

Benefit

The character gets a +2 bonus on all Drive checks and Pilot checks.

Weapon Finesse

Choose one light melee weapon, a rapier (if the character can use it with one hand), or a chain. A character can choose unarmed strike or grapple as a weapon for the purposes of this feat.

Prerequisites

Proficient with weapon, base attack bonus +1.

Benefit

With the selected melee weapon, the character may use his or her Dexterity modifier instead of his or her Strength modifier on attack rolls.

Special

A character can gain this feat multiple times. Each time the character takes the feat, the character selects a different weapon.

Weapon Focus

Choose a specific weapon. A character can choose unarmed strike or grapple for your weapon for purposes of this feat.

Prerequisites

Proficient with weapon, base attack bonus +1.

Benefit

The character gains a +1 bonus on all attack rolls he or she makes using the selected weapon.

Special

A character can gain this feat multiple times. Each time the character takes the feat, the character must select a different weapon.

Whirlwind Attack

Prerequisites

Dexterity 13, Intelligence 13, Dodge, Mobility, Spring Attack, Combat Expertise, base attack bonus +4.

Benefit

When the character performs a full-round action, the character can give up his or her regular attacks and instead make one melee attack at the character's highest base attack bonus against each adjacent opponent.

Wild Talent

Benefit

Select one 0-level psionic power. The character can manifest this power up to three times in a 24-hour period. There is no power point cost for using this power. For effects that depends on manifester level the character is considered 1st level or his or her manifester level, whichever is higher.

Special

You can gain this feat multiple times. Each time you take it, you select a different power.

Windfall

Benefit

The character's Wealth bonus increases by +3. Also, this feat provides a +1 bonus on all Profession checks.

Special

A character can select this feat multiple times. Each time, both of its effects stack.

STARTING OCCUPATIONS

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

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

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

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

Academic

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

Prerequisite

Age 23+

Skills

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

- Computer Use (Int)
- Craft (writing) (Int)
- Decipher Script (Int)
- Gather Information (Cha)
- Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, tactics, technology, or theology and philosophy) (Int)
- Research (Int)
- Read/Write Language
- Speak Language

Wealth Bonus Increase

+3

Adventurer

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

Prerequisite

Age 15+

Skills

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

- Bluff (Cha)
- Climb (Str)
- Demolitions (Int)
- Disable Device (Int)
- Drive (Dex)
- Escape Artist (Dex)
- Intimidate (Cha)
- Jump (Str)
- Knowledge (arcane lore, streetwise, tactics, or technology) (Int)
- Move Silently (Dex)
- Pilot (Dex)
- Ride (Dex)
- Spot (Wis)
- Survival (Wis)
- Swim (Str)
- Treat Injury (Wis)

Bonus Feat

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

Wealth Bonus Increase

+1

Athlete

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

Prerequisite

Strength 13 or Dexterity 13

Skills

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

- Balance (Dex)
- Climb (Str)
- Drive (Dex)
- Jump (Str)
- Ride (Dex)
- Swim (Str)
- Tumble (Dex)

Bonus Feat

Select either Archaic Weapons Proficiency or Brawl.

Wealth Bonus Increase

+1

Blue Collar

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

Prerequisite

Age 18+

Skills

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

- Craft (electronic, mechanical, or structural) (Int)
- Climb (Str)
- Drive (Dex)
- Handle Animal (Cha)
- Intimidate (Cha)
- Repair (Int)
- Ride (Dex)

Wealth Bonus Increase

+2

Celebrity

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

Prerequisite

Age 15+

Skills

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

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

Reputation Bonus Increase

+1

Wealth Bonus Increase

+4

Creative

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

Prerequisite

Age 15+

Skills

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

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

Wealth Bonus Increase

+2

Criminal

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

Prerequisite

Age 15+

Skills

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

- Disable Device (Int)
- Disguise (Cha)
- Forgery (Int)
- Gamble (Wis)
- Hide (Dex)
- Knowledge (streetwise) (Int)
- Move Silently (Dex)
- Sleight of Hand (Dex)

Bonus Feat

Select either Brawl or Personal Firearms Proficiency.

Wealth Bonus Increase

+1

Dilettante

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

Prerequisite

Age 18+

Skills

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

- Gamble (Wis)
- Intimidate (Cha)
- Knowledge (current events or popular culture) (Int)
- Ride (Dex)
- Speak Language

Reputation Bonus Increase

+1

Wealth Bonus Increase

+6

Doctor

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

Prerequisite

Age 25+

Skills

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

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

Wealth Bonus Increase

+4

Emergency Services

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

Prerequisite

Age 18+

Skills

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

- Balance (Dex)
- Climb (Str)
- Computer Use (Int)
- Drive (Dex)
- Jump (Str)
- Knowledge (behavioral sciences, earth and life sciences, or technology) (Int)
- Search (Int)
- Treat Injury (Wis)
- Swim (Str)

Wealth Bonus Increase

+2

Entrepreneur

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

Prerequisite

Age 18+

Skills

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

- Bluff (Cha)
- Diplomacy (Cha)
- Gamble (Wis)
- Knowledge (business, current events, or technology) (Int)

Reputation Bonus Increase

+1

Wealth Bonus Increase

+4

Investigative

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

Prerequisite

Age 23+.

Skills

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

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

Bonus Feat

Select either Brawl or Personal Firearms Proficiency.

Wealth Bonus Increase

+2

Law Enforcement

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

Prerequisite

Age 20+

Skills

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

- Diplomacy (Cha)
- Drive (Dex)
- Gather Information (Cha)
- Intimidate (Cha)
- Knowledge (civics, earth and life sciences, streetwise, or tactics) (Int)
- Listen (Wis)

Bonus Feat

Select one of the following: Combat Martial Arts, Armor Proficiency (light), or Personal Firearms Proficiency.

Wealth Bonus Increase

+1

Military

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

Prerequisite

Age 18+

Skills

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

- Climb (Str)
- Demolitions (Int)
- Drive (Dex)
- Hide (Dex)
- Knowledge (tactics) (Int)
- Move Silently (Dex)
- Navigate (Int)
- Pilot (Dex)
- Survival (Wis)
- Swim (Str)

Bonus Feat

Select one of the following: Brawl, Combat Martial Arts, Armor Proficiency (light), or Personal Firearms Proficiency.

Wealth Bonus Increase

+1

Religious

Ordained clergy of all persuasions, as well as theological scholars and experts on religious studies fall within the scope of this starting occupation.

Prerequisite

Age 23+

Skills

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

- Decipher Script (Int)
- Knowledge (arcane lore, art, behavioral sciences, history, streetwise, or theology and philosophy) (Int)
- Listen (Wis)
- Sense Motive (Wis)

Wealth Bonus Increase

+2

Rural

Farm workers, hunters, and others who make a living in rural communities fall under this category.

Prerequisite

Age 15+

Skills

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

- Balance (Dex)
- Climb (Str)
- Drive (Dex)
- Handle Animal (Cha)
- Repair (Int)
- Ride (Dex)
- Survival (Wis)
- Swim (Str)

Bonus Feat

Select either Brawl or Personal Firearms Proficiency.

Wealth Bonus Increase

+1

Student

A student can be in high school, college, or graduate school. He or she could be in a seminary, a military school, or a private institution. A college-age student should also pick a major field of study.

Prerequisite

Age 15+

Skills

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

- Computer Use (Int)
- Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, technology, or theology and philosophy) (Int)
- Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, or wind instruments) (Cha)
- Research (Int)

Wealth Bonus Increase

+1

Technician

Scientists and engineers of all types fit within the scope of this starting occupation.

Prerequisite

Age 23+

Skills

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

- Computer Use (Int)
- Craft (chemical, electronic, mechanical, or structural) (Int)
- Knowledge (business, earth and life sciences, physical sciences, or technology) (Int)
- Repair (Int)
- Research (Int)

Wealth Bonus Increase

+3

White Collar

Office workers and desk jockeys, lawyers, accountants, insurance agents, bank personnel, financial advisors, tax preparers, clerks, sales personnel, real estate agents, and a variety of mid-level managers fall within the scope of this starting occupation.

Prerequisite

Age 23+

Skills

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

- Computer Use (Int)
- Diplomacy (Cha)
- Knowledge (art, business, civics, earth and life sciences, history, physical sciences, or technology) (Int)
- Research (Int)

Wealth Bonus Increase

+3

ADVANCED CLASSES

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

Although each advanced class naturally builds from a certain basic class, every advanced class is available to all characters who fulfill the prerequisites of the class, regardless of what basic classes they have gained levels in. The associations between basic classes and advanced classes are summarized in the table Suggested Paths to Advanced Classes..

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

Qualifying for an Advanced Class

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

Table: Suggested Paths to Advanced Classes

Basic Class ¹	Advanced Class
Strong	Soldier; Martial Artist
Fast	Gunslinger; Infiltrator
Tough	Daredevil; Bodyguard
Smart	Field Scientist; Techie, Mage
Dedicated	Field Medic; Investigator, Acolyte
Charismatic	Personality; Negotiator
1 The given basic class provides the fastest path to both of the associated advanced classes, though not the only path.	

Acolyte

Requirements

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

Base Attack Bonus

+2

Skills

Knowledge (theology and philosophy) 6 ranks, Listen 6 ranks, Sense Motive 6 ranks.

Allegiance

At the time that the character receives his or her first level in the Acolyte advanced class, he or she must decide if his or her faith leans toward the positive energy or negative energy of the universe. This choice adds either the good (positive) or evil (negative) allegiance to the character, and determines how the Acolyte uses certain aspects of his or her faith.

Holy Symbol

When the character declares his or her allegiance, he or she must designate one personal possession as a symbol of dedication to his or her allegiance. This possession can be either an actual religious object or some other item of personal significance. This object is referred to as the Acolyte's holy symbol. It is typically of Tiny or Diminutive size, so that it can be easily held and manipulated in one hand, and its weight is negligible, so that it does not affect the Acolyte's carrying capacity. An Acolyte needs his or her holy symbol in order to cast certain divine spells. It is also necessary for the Acolyte to be able to turn or rebuke undead (see below).

Class Information

The following information pertains to the Acolyte advanced class.

- **Hit Die:** 1d8
- **Action Points:** 6 + one-half character level, rounded down, every time the Acolyte attains a new level in this class.
- **Class Skills:** The Acolyte's class skills (and the key ability for each skill) are:
 - Concentration (Con)
 - Craft (structural, visual arts, writing) (Int)
 - Diplomacy (Cha)
 - Knowledge (behavioral sciences, earth and life sciences, theology and philosophy) (Int)
 - Listen (Wis)
 - Profession (Wis)
 - Read/Write Language
 - Sense Motive (Wis)
 - Speak Language
 - Spellcraft (Int)
 - Treat Injury (Wis)
- **Skill Points at Each Level:** 5 + Int modifier.

Class Features

The following features pertain to the Acolyte advanced class.

Divine Skills

An Acolyte has access to the following divine skills. These skills are considered class skills for the Acolyte, and he or she can use skill points to buy ranks in them, just like other skills in the game.

Concentration

The normal Concentration skill expands to include divine applications, as defined below.

Key Ability

Constitution.

Check

You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including casting a spell or concentrating on an active spell, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends.

The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are casting a spell, you add the level of the spell to the DC.

Try Again?

You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a spell, the spell is lost.

Special

By making a check (DC 15 + spell level), you can use Concentration to cast a spell defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the casting without incurring any attacks of opportunity.

Spellcraft

Use this skill to identify spells as they are cast or spells already in place.

Key Ability

Intelligence. Trained only.

Check

You can identify spells and magic effects.

Additionally, certain spells allow you to gain information about magic provided that you make a Spellcraft check as detailed in the spell description.

Try Again?

See below.

Time

Unless otherwise indicated, using the Spellcraft skill is a move action.

Table: Spellcraft Check DCs

DC	Task
15 + spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) You can't try again.
15 + spell level	When casting Detect Magical Aura, determine the school of magic involved in the aura of a single item or creature you can see. (If the aura isn't a spell effect, the DC is 15 + one-half caster level.)
20 + spell level	Identify a spell that's already in place and in effect. (You must be able to see or detect the effects of the spell.) You can't try again.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a Wall of Iron spell. You can't try again.
20 + spell level	Decipher a written spell (such as a scroll) without using Read Magic. One try per day.
25 + spell level	After rolling a saving throw against a spell targeted at you, determine what spell was cast upon you. This is a reaction.
25	Identify a potion. This takes 1 minute.
30 or higher	Understand a strange or unique magical effect. You can't try again.

Divine Spells

The Acolyte's key characteristic is the ability to cast divine spells. (See Chapter Eight: FX-Spells for a list and descriptions of divine spells.)

The Acolyte is limited to a certain number of spells of each spell level per day, according to his or her Acolyte class level. In addition, the Acolyte receives bonus spells based on his or her Wisdom score. Determine the Acolyte's total number of spells per day by consulting the two tables below.

Table: Acolyte Spells

Acolyte Level	---- Spells per Day by Spell Level ----					
	0	1	2	3	4	5
1st	3	2	-	-	-	-
2nd	4	3	-	-	-	-
3rd	4	3	2	-	-	-
4th	5	4	3	-	-	-
5th	5	4	3	2	-	-
6th	5	4	4	3	-	-
7th	6	5	4	3	2	-
8th	6	5	4	4	3	-
9th	6	5	5	4	3	2
10th	6	5	5	4	4	3

Table: Acolyte Bonus Spells

Wis Score	---- Bonus Spells by Spell Level ----					
	0	1	2	3	4	5
12-13	-	1	-	-	-	-
14-15	-	1	1	-	-	-
16-17	-	1	1	1	-	-
18-19	-	1	1	1	1	-
20-21	-	2	1	1	1	1
22-23	-	2	2	1	1	1

The Acolyte meditates or prays for his or her spells, receiving them through his or her own strength of faith or as divine inspiration. The Acolyte must spend 1 hour each day in quiet contemplation or supplication to regain his or her daily allotment of spells. Time spent resting has no effect on the Acolyte's spell preparation. To learn, prepare, or cast a spell, an Acolyte must have a Wisdom score of at least 10 + the spell's level.

An Acolyte can prepare a lower-level spell in place of a higher-level one if he or she desires.

An Acolyte may prepare and cast any spell on the divine spell list, provided he or she can cast spells of that level.

The Difficulty Class of a saving throw to resist the effects of an Acolyte's spell is 10 + the spell's level + the Acolyte's Wisdom modifier.

Turn or Rebuke Undead

Starting at 2nd level, an Acolyte gains the supernatural ability to affect undead creatures, such as zombies, skeletons, ghosts, and vampires. The Acolyte's allegiance (good or evil) determines the effect he or she can have on these unholy abominations. A character of the good allegiance can turn undead, driving them away or perhaps destroying them. One of the evil allegiance can use negative energy to rebuke undead, causing the creatures to cower in his or her presence. (In the text that follows, up to the section on Effect and Duration of Turning, "turning" refers to turning or rebuking, whichever is appropriate for a particular Acolyte.)

How Turning Works

An Acolyte can turn undead (or other types of creatures at higher level) as an attack action. Doing so does not provoke an attack of opportunity. An Acolyte must present his or her holy symbol to make a turning attempt, holding it in one hand in such a way that it is visible to the creatures he or she wants to affect.

Times per Day

An Acolyte may attempt to turn a number of times per day equal to 3 + their Charisma modifier.

Range

The Acolyte turns the closest turnable creature first. He or she can't turn creatures that are more than 60 feet away or that have total cover.

Turning Check

First, roll a turning check to determine how powerful a creature you can turn. This is a Charisma check (1d20 + Charisma modifier). The table below shows the Hit Dice of the most powerful creature you can affect, relative to your Acolyte level. With a given turning attempt, you can't turn any creature whose Hit Dice exceeds the result of your turning check.

<u>Table: Turning Check Results</u>	
Turning Check Result	Most Powerful Creature Affected (Maximum Hit Dice)
0 or lower	Acolyte level -4
1-3	Acolyte level -3
4-6	Acolyte level -2
7-9	Acolyte level -1
10-12	Acolyte level
13-15	Acolyte level +1
16-18	Acolyte level +2
19-21	Acolyte level +3
22 or higher	Acolyte level +4

Turning Damage

If your turning check result is high enough to let you turn at least some of the undead (or other appropriate) creatures within 60 feet, roll 2d6 and add your Acolyte level and your Charisma modifier to the result to determine turning damage. That's how many total Hit Dice of undead (or other) creatures you can turn on this attempt.

You may skip over already turned creatures that are still within range so that you don't waste your turning capacity on them.

Effect and Duration of Turning

Turned creatures flee from the Acolyte by the best and fastest means available to them. A turned creature flees for 10 rounds (1 minute). If it can't flee, it cowers (can take no actions, -2 penalty to Defense).

If the Acolyte moves to within 10 feet of a cowering turned creature, it overcomes the turning and can act normally. (The Acolyte can be standing within 10 feet of the creature without breaking the turning effect; he or she just can't approach any closer to the creature.) The Acolyte can attack a turned and cowering creature with ranged attacks from more than 10 feet away, and others can attack in any fashion, without breaking the turning effect.

Destroying Undead

If the Acolyte has twice as many Acolyte levels (or more) as the undead has Hit Dice, he or she destroys any creature that would normally be turned.

Evil Acolytes and Undead

An Acolyte with the evil allegiance channels negative energy to rebuke (awe) or command (control) undead, instead of turning or destroying them. An evil Acolyte makes the equivalent of a turning check. Creatures that would be turned are rebuked instead, and those that would be destroyed are commanded.

Rebuked

A rebuked creature cowers as if in awe (can take no actions, -2 penalty to Defense) for 10 rounds.

Commanded

A commanded creature falls under the mental control of the Acolyte. The Acolyte can give mental orders to a commanded creature as an attack action. The Acolyte can command any number of creatures whose total Hit Dice don't exceed his or her Acolyte level. He or she may voluntarily relinquish command in order to establish command on different creatures.

Dispel Turning

An evil Acolyte may dispel the turning effect of a good Acolyte. To do so, the evil Acolyte makes a turning check as if attempting to rebuke. If the turning check result is equal to or greater than the turning check result that the good Acolyte scored when turning them, then the creatures are no longer turned. The evil Acolyte rolls turning damage to see how many Hit Dice worth of creatures he or she can affect in this way.

Bolster Undead

An evil Acolyte may bolster creatures against turning effects in advance. he or she makes a turning check as if attempting to rebuke them, but the Hit Dice result becomes the creatures' effective Hit Dice as far as turning is concerned (provided the result is higher than the creatures' normal Hit Dice). This bolstering lasts for 10 rounds.

Bonus Feats

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

- Animal Affinity
- Archaic Weapons Proficiency
- Armor Proficiency (light)
- Attentive
- Combat Expertise
- Educated
- Frightful Presence
- Iron Will
- Medical Expert
- Studios
- Trustworthy

Spontaneous Casting

An Acolyte of 4th level or higher can channel stored energy into spells he or she has not prepared ahead of time. The Acolyte "loses" a prepared spell to cast another spell of the same level or lower.

An Acolyte with a good allegiance can spontaneously cast cure spells (spells with "cure" in their name). An Acolyte with an evil allegiance can spontaneously convert prepared spells into inflict spells (spells with "inflict" in their name).

Combat Casting

At 5th level, the Acolyte becomes adept at casting spells during combat. He or she gets a +4 bonus on Concentration checks made to cast a spell while on the defensive.

Turn or Rebuke Magical Beast

At 7th level, the Acolyte gains the supernatural ability to affect magical beasts. This ability works just like turning undead, except the creature type is magical beast. Magical beasts, unlike undead creatures, can't be destroyed or commanded. All other rules pertaining to turning apply. The number of times per day the Acolyte can make a turning attempt (3 + Cha modifier) does not increase.

Turn or Rebuke Outsider

At 8th level, the Acolyte gains the supernatural ability to affect outsiders. This ability works just like turning undead and magical beasts, except the creature type is outsider. Outsiders, unlike undead creatures, can't be destroyed or commanded. All other rules pertaining to turning apply. The number of times per day the Acolyte can make a turning attempt (3 + Cha modifier) does not increase.

Maximize Spell

At 10th level, an Acolyte learns to cast some of his or her spells to maximum effect. All variable, numeric effects of a maximized spell automatically achieve their maximum values. A maximized spell deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Spells without random variables are not affected.

When a maximized spell is prepared, it is treated as a spell of three levels higher than the spell's actual level.

<u>Table: Acolyte</u>							
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+2	Divine skills, divine spells	+1	+2
2nd	+1	+3	+0	+3	Turn or rebuke undead, divine spells	+1	+2
3rd	+2	+3	+1	+3	Bonus feat, divine spells	+2	+2
4th	+3	+4	+1	+4	Spontaneous cast, divine spells	+2	+3
5th	+3	+4	+1	+4	Combat casting, divine spells	+3	+3
6th	+4	+5	+2	+5	Bonus feat, divine spells	+3	+3
7th	+5	+5	+2	+5	Turn or rebuke magical beast, divine spells	+4	+4
8th	+6	+6	+2	+6	Turn or rebuke outsider, divine spells	+4	+4
9th	+6	+6	+3	+6	Bonus feat, divine spells	+5	+4
10th	+7	+7	+3	+7	Maximize spell, divine spells	+5	+5

Battle Mind

Requirements

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

Base Attack Bonus

+3

Skill

Jump 6 ranks.

Feat

Wild Talent.

Class Information

The following information pertains to the Battle Mind advanced class.

- **Hit Die:** 1d8
- **Action Points:** 6 + one-half character level, rounded down, every time the Battle Mind attains a new level in this class.
- **Class Skills:** The Battle Mind's class skills (and the key ability for each skill) are:
 - Autohypnosis (Wis)
 - Balance (Dex)
 - Climb (Str)
 - Concentration (Con)
 - Craft (visual arts) (Int)
 - Drive (Dex)
 - Jump (Str)
 - Knowledge (current events, streetwise) (Int)
 - Profession (Wis)
 - Read/Write Language
 - Speak Language
 - Spot (Wis)
 - Swim (Str)
- **Skill Points at Each Level:** 3 + Int modifier.

Class Features

The following features pertain to the Battle Mind advanced class.

Psionic Skills

A Battle Mind has access to the following psionic skills. These skills are considered class skills for the Battle Mind, and he or she can use her skill points to buy ranks in them, just like other skills in the game.

Autohypnosis

You have trained your mind to resist certain injuries and threats while also gaining a few select benefits.

Key Ability

Wisdom. Trained only.

Check

The DC and effect depend on the task you attempt.

Resist Fear

In response to a fear effect, you can make an Autohypnosis check on your next action even if you've been overcome by fear. A successful check grants you another saving throw with a +4 morale bonus to resist the fear effect.

Memorize

You can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information. Each successful check allows you to memorize up to 250 words or the equivalent of what could be comfortably contained on an 8 1/2-by-11-inch sheet of paper. You always retain this information; however, you can only recall it with a successful Autohypnosis check.

Tolerate Poison

In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you a +4 morale bonus on your saving throw to resist the poison's secondary damage.

Willpower

If reduced to 0 hit points (disabled), you may make an Autohypnosis check. If successful, you can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties—you can choose not to perform the strenuous action. If you do perform the strenuous action after failing the check, you take 1 point of damage, as normal.

Try Again?

For resist fear and memorize, you can make a check once per round. You can't try again to tolerate poison. You can't try again in the same round for willpower.

Special

You can take 10 on Autohypnosis checks, but you can't take 20.

Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.

<u>Table: Autohypnosis Check DCs</u>	
Task	DC
Resist fear	15
Memorize	15
Tolerate poison	Poison's DC
Willpower	20

Concentration

The normal Concentration skill expands to include psionic applications, as defined below.

Key Ability

Constitution.

Check

You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including manifesting a power or concentrating on an active power, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of manifesting a power, the power is lost. If you were concentrating on an active power, the power ends. The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are manifesting a power, you add the level of the power to the DC.

Try Again?

You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a power, the power is lost.

Special

By making a check (DC 15 + power level), you can use Concentration to manifest a power defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the action without incurring any attacks of opportunity.

Psionic Powers

The Battle Mind's main strength is his or her ability to manifest offensive psionic powers.

A psionic power is a one-time psionic effect. Psionic powers require power points to use. Unlike arcane spellcasters, Battle Minds don't have spellbooks and they don't prepare powers ahead of time. In addition, a Battle Mind can use psionics while wearing armor without risking the failure of the power.

A Battle Mind's level limits the number of power points available for manifesting powers. In addition, a Battle Mind must have a key ability score equal to at least 10 + the power's level to manifest a particular power.

The Battle Mind's selection of powers is extremely limited and tied to combat. At 1st level, a Battle Mind knows two 0-level powers of your choice. At each level, the Battle Mind discovers one or more previously latent powers, as indicated on the table below.

The DC for saving throws to resist a psionic power is 10 + the power's level + the Battle Mind's key ability modifier.

A Battle Mind can manifest a certain number of powers per day based on his or her available power points. He or she just pays the power point cost of a power to manifest it, no preparation necessary. The number of power points available per day is shown below.

<u>Table: Battle Mind Psionic Powers</u>						
Battle Mind Level	Pts/Day	Powers Discovered by Level				
		0	1	2	3	4
1st	2	2	-	-	-	-
2nd	3	3	-	-	-	-
3rd	4	3	1	-	-	-
4th	5	3	2	-	-	-
5th	8	3	3	1	-	-
6th	11	3	3	2	-	-
7th	16	3	3	2	1	-

Table: Battle Mind Psionic Powers						
Battle Mind Level	Pts/Day	Powers Discovered by Level				
		0	1	2	3	4
8th	21	3	3	3	1	-
9th	26	3	3	3	2	-
10th	33	3	3	3	2	1

Psi-Blade

At 2nd level, a Battle Mind can manifest a glowing blade of mental energy. This 1-foot-long blade extends from the Battle Mind's fist. It can be manifested as a move action, and it lasts for a number of rounds equal to the Battle Mind's level or until the Battle Mind wills it to dissipate. He or she can create another one on his her next move action, as long as the Battle Mind's power point reserve is 1 or more.

The psi-blade deals 1d6 points of piercing damage. At 3rd level, the psi-blade gains a +1 enhancement bonus. At 5th level the enhancement bonus improves to +2. At 7th level, it improves to +3, and at 9th level it improves to +4. The Battle Mind can apply the Weapon Focus or Weapon Finesse feats to the psi-blade.

Imprint Tattoo

Starting at 2nd level, a Battle Mind can create create tattoos on his or her body or someone else's that can be used to invoke psionic powers. A tattoo is a single-use item that duplicates the effect of a particular power. Imprinting a tattoo takes one day. The purchase DC for the raw materials to imprint a tattoo is 15 + the tattoo's power level + the tattoo's manifester level.

The Battle Mind must also spend experience points to imprint a tattoo. The XP cost is equal to the power level x the manifester level x the purchase DC of the raw materials.

Finally, the Battle Mind makes a Craft (visual arts) check. The DC for the check is 10 + the power level + the manifester level of the power. If the check fails, the raw materials are used up but the XP are not spent. The Battle Mind can try imprinting the tattoo again as soon as he or she purchases more raw materials.

Bonus Feats

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

- Archaic Weapons Proficiency
- Athletic
- Blind-Fight
- Cleave
- Combat Martial Arts
- Combat Reflexes
- Exotic Melee Weapon Proficiency
- Focused
- Improved Combat Martial Arts
- Power Attack
- Weapon Finesse
- Weapon Focus

Psychic Shield

At 4th level, a Battle Mind can manifest a shield of psychic energy, outlining his or her body in a barely perceptible glowing nimbus that provides a +3 equipment bonus to Defense. The shield can be manifested as a move action, and it lasts for a number of rounds equal to the Battle Mind's level or until he or she wills it to dissipate. He or she can create another shield on his or her next move action, as long as his or her power point reserve is 1 or more.

Combat Manifestation

At 5th level, a Battle Mind becomes adept at manifesting psionic powers in combat. He or she gets a +4 bonus on Concentration checks to manifest a power while on the defensive.

Improved Psi-Blade

At 7th level, a Battle Mind's psi-blade increases in damage capability. It now deals 1d8 points of piercing damage on a successful attack.

Improved Psychic Shield

At 8th level, a Battle Mind's psychic shield improves. It now provides a +6 equipment bonus to Defense.

Ultimate Psi-Blade

At 10th level, a Battle Mind's psi-blade increases further in damage capability. It now deals 2d6 points of piercing damage on a successful attack.

<u>Table: Battle Mind</u>							
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+0	Psionic skills, psionic powers	+1	+0
2nd	+1	+3	+0	+0	Psi-blade, imprint tattoo, psionic powers	+2	+0
3rd	+2	+3	+1	+1	Bonus feat, psionic powers	+2	+0
4th	+3	+4	+1	+1	Psychic shield, psionic powers	+3	+0
5th	+3	+4	+1	+1	Combat manifestation, psionic powers	+4	+1
6th	+4	+5	+2	+2	Bonus feat, psionic powers	+4	+1
7th	+5	+5	+2	+2	Improved psi-blade, psionic powers	+5	+1
8th	+6	+6	+2	+2	Improved psychic shield, psionic powers	+6	+1
9th	+6	+6	+3	+3	Bonus feat, psionic powers	+6	+2
10th	+7	+7	+3	+3	Ultimate psi-blade, psionic powers	+7	+2

Bodyguard

Requirements

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

Base Attack Bonus

+2

Skills

Concentrate 6 ranks, Intimidate 6 ranks.

Feat

Personal Firearms Proficiency.

Class Information

The following information pertains to the Bodyguard advanced class.

- **Hit Die:** 1d12
- **Action Points:** 6 + one-half character level, rounded down, every time the Bodyguard attains a new level in this class.
- **Class Skills:** The Bodyguard's class skills (and the key ability for each skill) are:
 - Concentration (Con)
 - Disguise (Cha)
 - Drive (Dex)
 - Forgery (Int)
 - Gather Information (Cha)
 - Intimidate (Cha)
 - Knowledge (behavioral sciences, civics, current events, streetwise) (Int)
 - Listen (Wis)
 - Profession (Wis)
 - Read/Write Language
 - Search (Int)
 - Sense Motive (Wis)
 - Speak Language
 - Spot (Wis)
- **Skill Points at Each Level:** 3 + Int modifier.

Class Features

The following features pertain to the Bodyguard advanced class.

Harm's Way

Once per round, if the Bodyguard is adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), the Bodyguard can subject him or herself to the attack in the ally's stead. If the attack hits the Bodyguard, he or she takes damage normally. If it misses, it also misses the ally.

The Bodyguard must declare his or her intention to place him or herself in harm's way before the attack roll is made. The Bodyguard selects his or her ally either prior to combat or immediately after the Bodyguard makes his or her initiative check. The Bodyguard can't change his or her ally for the duration of the combat.

Combat Sense

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

At 8th level, the competence bonus increases to +2.

Bonus Feats

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

- Advanced Firearms Proficiency
- Armor Proficiency (light)
- Armor Proficiency (medium)
- Attentive
- Combat Expertise
- Combat Reflexes
- Double Tap
- Improved Brawl
- Improved Feint
- Improved Knockout Punch
- Knockout Punch
- Precise Shot
- Quick Draw
- Quick Reload
- Streetfighting
- Vehicle Expert

Sudden Action

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

Improved Charge

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

Defensive Strike

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

Blanket Protection

At 10th level, a Bodyguard can use his expertise to provide protection for up to six allies (not including himself) within sight and voice range of his position.

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

Table: Bodyguard

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

Daredevil

Requirements

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

Base Attack Bonus

+2

Skills

Concentration 6 ranks, Drive 6 ranks.

Feat

Endurance.

Class Information

The following information pertains to the Daredevil advanced class.

- **Hit Die:** 1d10
- **Action Points:** 6 + one-half character level, rounded down, every time the Daredevil attains a new level in this class.
- **Class Skills:** The Daredevil's class skills (and the key ability for each skill) are:
 - Balance (Dex)
 - Climb (Str)
 - Concentration (Con)
 - Demolitions (Int)
 - Drive (Dex)
 - Escape Artist (Dex)
 - Intimidate (Cha)
 - Jump (Str)
 - Knowledge (current events, popular culture) (Int)
 - Perform (act) (Cha)
 - Pilot (Dex)
 - Profession (Wis)
 - Read/Write Language
 - Ride (Dex)
 - Speak Language
 - Spot (Wis)
 - Swim (Str)
 - Tumble (Dex)
- **Skill Points at Each Level:** 5 + Int modifier.

Class Features

The following features pertain to the Daredevil advanced class.

Fearless

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

Nip-Up

A Daredevil of 2nd level or higher can stand up from a prone position as a free action that does not provoke an attack of opportunity.

Bonus Feats

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

- Acrobatic
- Armor Proficiency (light)
- Armor Proficiency (medium)
- Athletic
- Brawl
- Cautious
- Dodge
- Force Stop
- Improved Brawl
- Improved Damage Threshold
- Improved Knockout Punch
- Knockout Punch
- Mobility
- Nimble
- Spring Attack
- Streetfighting
- Surface Vehicle Operation
- Toughness
- Vehicle Dodge
- Vehicle Expert

Action Boost

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

Adrenaline Rush

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

At 8th level, a Daredevil can temporarily increase two physical ability scores. At the end of the duration, the Daredevil is fatigued for 1d6+2 rounds.

Delay Damage

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

Damage Threshold

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

Table: Daredevil

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

Field Medic

Requirements

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

Base Attack Bonus

+2

Skills

Treat Injury 6 ranks, Spot 6 ranks.

Feat

Surgery.

Class Information

The following information pertains to the Field Medic advanced class.

- **Hit Die:** 1d8
- **Action Points:** 6 + one-half character level, rounded down, every time the Field Medic attains a new level in this class.
- **Class Skills:** The Field Medic's class skills (and the key ability for each skill) are:
 - Computer Use (Int)
 - Concentration (Con)
 - Craft (pharmaceutical) (Int)
 - Diplomacy (Cha)
 - Drive (Dex)
 - Knowledge (behavioral sciences, current events, earth and life sciences, popular culture, technology) (Int)
 - Listen (Wis)
 - Pilot (Dex)
 - Profession (Wis)
 - Read/Write Language
 - Research (Int)
 - Speak Language
 - Spot (Wis)
 - Treat Injury (Wis)
- **Skill Points at Each Level:** 5 + Int modifier.

Class Features

The following features pertain to the Field Medic advanced class.

Medical Specialist

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

Expert Healer

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

Bonus Feats

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

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

Medical Mastery

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

Minor Medical Miracle

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

Medical Miracle

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

Table: Field Medic

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

Field Scientist

Requirements

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

Skills

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

Class Information

The following information pertains to the Field Scientist advanced class.

- **Hit Die:** 1d8
- **Action Points:** 6 + one-half character level, rounded down, every time the Field Scientist attains a new level in this class.
- **Class Skills:** The Field Scientist's class skills (and the key ability for each skill) are:
 - Computer Use (Int)
 - Craft (chemical, electronic, mechanical, pharmaceutical) (Int)
 - Decipher Script (Int)
 - Demolitions (Int)
 - Disable Device (Int)
 - Drive (Dex)
 - Investigate (Int)
 - Knowledge (behavioral sciences, earth and life sciences, physical sciences, technology) (Int)
 - Navigate (Int)
 - Pilot (Dex)
 - Profession (Wis)
 - Read/Write Language
 - Research (Int)
 - Search (Int)
 - Speak Language
- **Skill Points at Each Level:** 7 + Int modifier.

Class Features

The following features pertain to the Field Scientist advanced class.

Smart Defense

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

Scientific Improvisation

At 2nd level, a Field Scientist gains the ability to improvise solutions using common objects and scientific know-how. This ability lets the Field Scientist create objects in a dramatic situation quickly and cheaply, but that have a limited duration.

By spending 1 action point and combining common objects with a Craft check that corresponds to the function desired, the Field Scientist can build a tool or device to deal with any situation. The DC for the Craft check is equal to 5 + the purchase DC of the object that most closely matches the desired function.

Only objects that can normally be used more than once can be improvised.

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

Bonus Feats

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

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

Skill Mastery

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

Minor Breakthrough

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

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

Smart Survival

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

Smart Weapon

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

Major Breakthrough

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

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

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

Gunslinger

Requirements

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

Base Attack Bonus

+2

Skills

Sleight of Hand 6 ranks, Tumble 6 ranks.

Feat

Personal Firearms Proficiency.

Class Information

The following information pertains to the Gunslinger advanced class.

- **Hit Die:** 1d10
- **Action Points:** 6 + one-half character level, rounded down, every time the Gunslinger attains a new level in this class.
- **Class Skills:** The Gunslinger's class skills (and the key ability for each skill) are:
 - Bluff (Cha)
 - Demolitions (Int)
 - Drive (Dex)
 - Escape Artist (Dex)
 - Gamble (Wis)
 - Intimidate (Cha)
 - Knowledge (current events, popular culture, streetwise) (Int)
 - Move Silently (Dex)
 - Profession (Wis)
 - Read/Write Language
 - Ride (Dex)
 - Sleight of Hand (Dex)
 - Speak Language
 - Spot (Wis)
 - Survival (Wis)
 - Tumble (Dex)
- **Skill Points at Each Level:** 5 + Int modifier.

Class Features

The following features pertain to the Gunslinger advanced class.

Close Combat Shot

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

Weapon Focus

At 2nd level, a Gunslinger gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Gunslinger must choose a specific personal firearm.

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

Bonus Feats

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

- Advanced Firearms Proficiency
- Advanced Two-Weapon Fighting
- Burst Fire
- Dead Aim
- Double Tap
- Far Shot
- Improved Two-Weapon Fighting
- Precise Shot
- Quick Draw
- Quick Reload
- Shot on the Run
- Skip Shot
- Strafe
- Two-Weapon Fighting

Defensive Position

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

Lightning Shot

Starting at 5th level, a Gunslinger can make a flurry of ranged attacks with a personal firearm at the expense of accuracy. With a lightning shot, the Gunslinger may make one extra ranged attack with a personal firearm in a round at his or her highest base attack bonus. This attack and each other attack made in the round take a -2 penalty. This ability can only be used when taking the full attack action. The penalty applies to all attacks for one full round, including attacks of opportunity.

Sharp-Shooting

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

Greater Weapon Focus

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

Bullseye

At 10th level, a Gunslinger becomes so adept at using the firearm to which he or she has applied Weapon Focus and Greater Weapon Focus that the Gunslinger's attacks with that firearm can deal extra damage. With a successful attack, before damage is rolled, the Gunslinger can spend 1 action point to deal +3d6 points of damage.

Table: Gunslinger

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

Infiltrator

Requirements

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

Base Attack Bonus

+2

Skills

Hide 6 ranks, Move Silently 6 ranks.

Class Information

The following information pertains to the Infiltrator advanced class.

- **Hit Die:** 1d8
- **Action Points:** 6 + one-half character level, rounded down, every time the Infiltrator attains a new level in this class.
- **Class Skills:** The Infiltrator's class skills (and the key ability for each skill) are:
 - Balance (Dex)
 - Climb (Str)
 - Disable Device (Int)
 - Disguise (Cha)
 - Escape Artist (Dex)
 - Hide (Dex)
 - Investigate (Int)
 - Jump (Str)
 - Knowledge (art, business, current events, popular culture, streetwise) (Int)
 - Listen (Wis)
 - Move Silently (Dex)
 - Profession (Wis)
 - Read/Write Language
 - Search (Int)
 - Sleight of Hand (Dex)
 - Speak Language
 - Spot (Wis)
 - Tumble (Dex)
- **Skill Points at Each Level:** 7 + Int modifier.

Class Features

The following features pertain to the Infiltrator advanced class.

Sweep

An Infiltrator knows how to size up an area and get the lay of the land in a single sweep of his or her eyes. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the Infiltrator. The Infiltrator can use this bonus at the start of an encounter.

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

Improvised Implements

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

Bonus Feats

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

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

Improved Evasion

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

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

Skill Mastery

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

Improvised Weapon Damage

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

Improved Sweep

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

Without a Trace

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

Table: Infiltrator

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

Investigator

Requirements

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

Base Attack Bonus

+2

Skills

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

Class Information

The following information pertains to the Investigator advanced class.

- **Hit Die:** 1d6
- **Action Points:** 6 + one-half character level, rounded down, every time the Investigator attains a new level in this class.
- **Class Skills:** The Investigator's class skills (and the key ability for each skill) are:
 - Bluff (Cha)
 - Computer Use (Int)
 - Disable Device (Dex)
 - Drive (Dex)
 - Forgery (Int)
 - Gather Information (Cha)
 - Intimidate (Cha)
 - Investigate (Int)
 - Knowledge (behavioral sciences, civics, current events, streetwise) (Int)
 - Listen (Wis)
 - Profession (Wis)
 - Read/Write Language
 - Research (Int)
 - Search (Int)
 - Sense Motive (Wis)
 - Speak Language
 - Spot (Wis)
- **Skill Points at Each Level:** 5 + Int modifier.

Class Features

The following features pertain to the Investigator advanced class.

Profile

By making a Gather Information check (DC 15) when talking to witnesses of a crime, the Investigator compiles a rough mental picture of the suspect. This mental picture provides a physical description, including distinguishing markings and visible mannerisms. Success makes the profile accurate, at least concerning a particular suspect as seen by witnesses. (For this Gather Information check, no money changes hands.)

The Investigator can expand the profile by making an Investigate check (DC 15) involving the crime scene or other evidence linked to the suspect. If successful, the Investigator combines eyewitness accounts with forensic evidence to develop a profile of the suspect's method of operation. This provides a +2 circumstance bonus on any skill checks made to uncover additional evidence or otherwise locate and capture the suspect.

Contact

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

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

At 2nd level, the Investigator gains a low-level contact, at 5th level a mid-level contact, and at 8th level a high-level contact.

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

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

Bonus Feats

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

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

Nonlethal Force

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

Discern Lie

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

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

Sixth Sense

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

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

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

Mage

The fastest path into this advanced class is from the Smart hero basic class, though other paths are possible.

Requirements

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

Skills

Craft (chemical) 6 ranks, Decipher Script 6 ranks, Knowledge (arcane lore) 6 ranks, Research 6 ranks.

Class Information

The following information pertains to the Mage advanced class.

- **Hit Die:** 1d6
- **Action Points:** 6 + one-half character level, rounded down, every time the Mage attains a new level in this class.
- **Class Skills:** The Mage's class skills (and the key ability for each skill) are:
 - Computer Use (Int)
 - Concentration (Con)
 - Craft (chemical) (Int)
 - Craft (pharmaceutical) (Int)
 - Craft (visual arts) (Int)
 - Craft (writing) (Int)
 - Decipher Script (Int)
 - Investigate (Int)
 - Knowledge (arcane lore, art, current events, earth and life sciences, physical sciences, popular culture, technology) (Int)
 - Profession (Wis)
 - Read/Write Language
 - Research (Int)
 - Speak Language
 - Spellcraft (Int)
- **Skill Points at Each Level:** 7 + Int modifier.

Class Features

All of the following features pertain to the Mage advanced class.

Arcane Skills

A Mage has access to the following arcane skills. These skills are considered class skills for the Mage, and he or she can use his or her skill points to buy ranks in them.

Concentration

The normal Concentration skill expands to include arcane applications, as defined below.

Key Ability

Constitution.

Check

You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including casting a spell or concentrating on an active spell, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends.

The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are casting a spell, you add the level of the spell to the DC.

Try Again?

You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a spell, the spell is lost.

Special

By making a check (DC 15 + spell level), you can use Concentration to cast a spell defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the casting without incurring any attacks of opportunity.

Craft (chemical)

Key Ability

Intelligence. Trained only.

Special

This skill expands to include alchemy, which can be used to create potions.

Spellcraft

Use this skill to identify spells as they are cast or spells already in place.

Key Ability

Intelligence. Trained only.

Check

You can identify spells and magic effects.

Additionally, certain spells allow you to gain information about magic provided that you make a Spellcraft check as detailed in the spell description.

Try Again?

See below.

Time

Unless otherwise indicated, using the Spellcraft skill is a move action.

Table: Spellcraft Check DCs

DC	Task
15 + spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) You can't try again.
15 + spell level	Learn a spell from a spellbook or scroll. You can't try again for that spell until you gain at least 1 rank in Spellcraft.
15 + spell level	Prepare a spell from a borrowed spellbook. One try per day.
15 + spell level	When casting Detect Magical Aura, determine the school of magic involved in the aura of a single item or creature you can see. (If the aura isn't a spell effect, the DC is 15 + one-half caster level.)
20 + spell level	Identify a spell that's already in place and in effect. (You must be able to see or detect the effects of the spell.) You can't try again.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a Wall of Iron spell. You can't try again.
20 + spell level	Decipher a written spell (such as a scroll) without using Read Magic. One try per day.
25 + spell level	After rolling a saving throw against a spell targeted at you, determine what spell was cast upon you. This is a reaction.
25	Identify a potion. This takes 1 minute.
30 or higher	Understand a strange or unique magical effect. You can't try again.

Arcane Spells

The Mage's key characteristic is the ability to cast arcane spells. He or she is limited to a certain number of spells of each spell level per day, according to his or her Mage class level. In addition, the Mage receives bonus spells based on his or her Intelligence score. Determine the Mage's total number of spells per day by consulting the two tables below.

Table: Mage Spells

Mage Level	---- Spells per Day by Spell Level ----					
	0	1	2	3	4	5
1st	3	1	-	-	-	-
2nd	4	2	-	-	-	-
3rd	4	2	1	-	-	-
4th	4	3	2	-	-	-
5th	4	3	2	1	-	-
6th	4	3	3	2	-	-
7th	4	4	3	2	1	-
8th	4	4	3	3	2	-
9th	4	4	4	3	2	1
10th	4	4	4	3	3	2

Table: Mage Bonus Spells

Int Score	---- Bonus Spells by Spell Level ----					
	0	1	2	3	4	5
12-13	-	1	-	-	-	-
14-15	-	1	1	-	-	-
16-17	-	1	1	1	-	-
18-19	-	1	1	1	1	-
20-21	-	2	1	1	1	1
22-23	-	2	2	1	1	1

The Mage must prepare spells ahead of time by resting for 8 hours and spending 1 hour studying his or her spellbook. While studying, the Mage decides which spells to prepare. To learn, prepare, or cast a spell, the Mage must have an Intelligence score of at least 10 + the spell's level. A Mage can prepare a lower-level spell in place of a higher-level one if he or she desires.

The Difficulty Class for saving throws to resist the effects of a Mage's spells is 10 + the spell's level + the Mage's Intelligence modifier.

Arcane Spells and Armor

The Mage can become proficient in the use of armor, but he or she still has a difficult time casting most arcane spells while wearing it. Armor restricts movement, making it harder to perform the complicated gestures needed to cast spells with somatic components. When casting an arcane spell with a somatic component, the chance of arcane spell failure depends on the type of armor being worn and whether the Mage has the appropriate Armor Proficiency feat, as shown below.

Table: Armor Spell Failure Chance		
Armor Type	Arcane Spell Failure (Proficient)	Arcane Spell Failure (Non-proficient)
Light	10%	20%
Medium	20%	30%
Heavy	30%	40%

Spellbooks

The Mage must study his or her spellbook each day to prepare his or her spells. The Mage can't prepare any spell not recorded in his or her spellbook (except for Read Magic, which the Mage can prepare from memory). The Mage begins play with a spellbook containing all 0-level arcane spells and three 1st-level arcane spells of the player's choice. For each point of Intelligence bonus the Mage has, his or her spellbook holds one additional 1st-level arcane spell. Each time the character attains a new level of Mage, he or she gains two new spells of any level or levels that he or she can cast, according to his or her new level. The Mage can also add spells found in other Mages' spellbooks.

A spellbook can be an actual book or any other information storage device, such as a notebook computer, desktop computer, or PDA (personal data assistant).

Summon Familiar

A Mage has the ability to obtain a familiar.

A familiar is magically linked to its master. In some sense, the familiar and the Mage who controls it are practically one being. That's why, for example, the Mage can cast a personal range spell on a familiar even though normally he or she can only cast such a spell on him or herself. A familiar is a magical beast, similar physically to the normal creature it resembles. However, a familiar grants special abilities to its master, as described below. A special ability granted by a familiar only applies when the Mage and the familiar are within 1 mile of each other.

For all familiar special abilities based on the master's level count only Mage levels. Any levels from classes other than Mage are not included in this calculation unless specifically stated otherwise.

Depending on what kind of creature the familiar is, the master gains a special benefit, as summarized on the Familiar Benefits table.

Qualities

Use the basic statistics for a creature of its type but make these changes.

Hit Dice

Treat as the Mage's character level (for effects related to Hit Dice). Use the familiar's normal total if it is higher.

Hit Points

One-half the Mage's total, rounded down.

Action Points

A familiar cannot gain or spend action points, and a Mage cannot spend an action point through his or her familiar.

Attacks

Use the Mage's base attack bonus. Use the familiar's Dexterity modifier or Strength modifier, whichever is greater, to determine the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of its type.

Saving Throws

The familiar uses the Mage's base saving throw bonuses if they're better than the familiar's. The familiar uses its own ability modifiers to saves, and does not enjoy other bonuses that the Mage may have (such as from feats).

Skills

For each skill, use either the normal skill ranks for a creature of its type or the Mage'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 ability of the familiar to perform (such as Craft, for instance).

Special Abilities

Familiars have special abilities, or impart abilities to their Mages, depending on the level of the Mage.

Natural Armor

Type

Extraordinary

Description

This number represents a bonus to the familiar's existing natural armor bonus to Defense. Add the given value directly to the familiar's Defense. It represents a familiar's preternatural toughness.

Intelligence

Type

Extraordinary

Description

The familiar's Intelligence score. (Normal creatures of its type have a much lower Intelligence score.)

Alertness

Type

Extraordinary

Description

The presence of a familiar sharpens its master's senses. While the familiar is within 5 feet, the Mage gains the Alertness feat.

Share Spells

Type

Supernatural

Description

At the Mage's option, he or she may have any spell he or she casts on him or herself also affect his or her familiar. The familiar must be within 5 feet at the time. If the spell has a duration other than instantaneous, the spell stops affecting the familiar if the creature moves farther than 5 feet away. The spell's effect is not restored even if the familiar returns to the Mage before the duration would otherwise have ended. Additionally, the Mage may cast a spell with a target of "You" on his or her familiar (as a touch range spell) instead of on him or herself. The Mage and the familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link

Type

Supernatural

Description

The Mage has an empathic link with the familiar out to a distance of up to 1 mile. The Mage can't see through the familiar's eyes, but the two of them can communicate telepathically. Note that the relatively low Intelligence of a low-level Mage's familiar limits what it is able to communicate or understand, and even intelligent familiars see the world differently from humans.

Touch

Type

Supernatural

Description

The familiar of a Mage who is 3rd level or higher can deliver touch spells for him or her. When the Mage casts a touch spell, he or she can designate his or her familiar as the "toucher." (The Mage and the familiar have to be in contact at the time of casting.) The familiar can then deliver the touch spell just as the Mage could. As normal, if the Mage casts another spell, the touch spell dissipates.

Improved Evasion

Type

Extraordinary

Description

If a familiar is subjected to an attack that normally allows a Reflex saving throw for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Speak with Familiar/Speak with Master

Type

Extraordinary

Description

A Mage of 5th level or higher and his or her familiar 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 Type

Type

Extraordinary

Description

The familiar of a Mage of 7th level or higher can communicate with animals of approximately the same type as itself: bats and rats with rodents, cats with felines, ferrets with creatures of the family Mustelidae (weasels, minks, polecats, ermines, skunks, wolverines, and badgers), hawks and owls with birds, snakes with reptiles, toads with amphibians. The communication is limited by the Intelligence of the conversing creatures.

Spell Resistance

Type

Extraordinary

Description

The familiar of a Mage of 9th level or higher gains spell resistance equal to the Mage's level + 5.

<u>Table: Familiar Benefits</u>	
Familiar	Special Benefit
Bat	Mage gains +3 bonus on Listen checks
Cat	Mage gains +3 bonus on Move Silently checks
Ferret	Mage gains +2 bonus on Reflex saves
Hawk	Mage gains +3 bonus on Spot checks in daylight
Owl	Mage gains +3 bonus on Spot checks in dusk or darkness
Rat	Mage gains +2 bonus on Fortitude saves
Snake (Tiny viper)	Mage gains +3 bonus on Bluff checks
Toad	Mage gains +3 hit points

Scribe Scroll

Starting at 2nd level, a Mage can create scrolls from which he or she or another spellcaster can cast a scribed spell. You can create a scroll of any spell you know. Scribing a scroll takes one day. The purchase DC for the raw materials to scribe a scroll is 13 + the scroll's spell level + the scroll's caster level.

The Mage must also spend experience points to scribe a scroll. The XP cost is equal to the spell level \times the caster level \times the purchase DC of the raw materials.

Finally, the Mage makes a Craft (writing) check. The DC for the check is 10 + the spell level + the caster level of the scroll. If the check fails, the raw materials are used up but the XP are not spent. The Mage can try scribing the scroll again as soon as he or she purchases more raw materials.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll. A scroll can be written on a sheet of paper or parchment, or it can be saved as a file on a computer or PDA.

Bonus Feats

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

- Attentive
- Archaic Weapons Proficiency
- Combat Expertise
- Educated
- Frightful Presence
- Low Profile
- Nimble
- Studious

Brew Potion

At 3rd level, a Mage can create potions, which carry spells within themselves. The Mage can create a potion of any spell of 3rd level or lower that he or she knows. The spell must target a character or characters. Brewing a potion takes 24 hours. When the Mage creates a potion, he or she sets the caster level. The caster level must be sufficient to cast the spell in question and no higher than the Mage's class level. The caster level has an effect on the purchase DC of the raw materials to brew the potion, the skill check to create the potion, the experience point cost to brew the potion, and the DC of a saving throw (if applicable) to resist the effect of the potion.

The purchase DC for the raw materials to brew a potion is 15 + the potion's spell level + the potion's caster level. The Mage must also spend experience points to brew a potion. The XP cost is equal to the spell level \times the caster level \times the purchase DC of the raw materials.

Finally, the Mage makes a Craft (chemical) check. The DC for the check is 10 + the spell level + the caster level of the potion. If the check fails, the raw materials are used up but the XP are not spent. The Mage can try brewing the potion again as soon as he or she purchases more raw materials.

When a Mage creates a potion, he or she makes any choices that he or she would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the raw materials cost, the Mage must expend the material component or pay the XP when creating the potion.

Scribe Tattoo

At 4th level, a Mage can create tattoos on his or her body or someone else's. Tattoos function similarly to scrolls, and are created in the same way (see the Scribe Scroll ability), except that the pertinent skill is Craft (visual arts). See Chapter Ten, Section Seven: FX Items for more about tattoos.

Spell Mastery

At 5th and 8th level, a Mage gains the spell mastery ability. Each time, the Mage chooses a number of spells that he or she already knows equal to his or her Intelligence modifier. From that point on, the Mage can prepare these spells without referring to a spellbook. The Mage is so intimately familiar with these spells that he or she doesn't need a spellbook to prepare them anymore.

Combat Casting

At 7th level, a Mage becomes adept at casting spells during combat. He or she gets a +4 bonus on Concentration checks made to cast a spell while on the defensive.

Maximize Spell

At 10th level, a Mage learns to cast some of his or her spells to maximum effect. All variable, numeric effects of a maximized spell automatically achieve their maximum values. A maximized spell deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Spells without random variables are not affected.

When a maximized spell is prepared, it is treated as a spell of three levels higher than the spell's actual level. Therefore, a Mage can only maximize 0-, 1st-, or 2nd-level spells—a maximized 1st-level spell is treated as a 4th-level spell when you decide what spells the Mage will have available for the coming day, so it limits the number of other 4th-level spells the Mage can prepare. Likewise, a maximized 2nd-level spell is treated as a 5th-level spell.

Table: Mage							
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Arcane skills, arcane spells, summon familiar	+1	+1
2nd	+1	+0	+0	+3	Scribe scroll, arcane spells	+1	+1
3rd	+1	+1	+1	+3	Bonus feat, arcane spells, brew potion	+2	+1
4th	+2	+1	+1	+4	Scribe tattoo, arcane spells	+2	+2
5th	+2	+1	+1	+4	Spell mastery, arcane spells	+3	+2
6th	+3	+2	+2	+5	Bonus feat, arcane spells	+3	+2
7th	+3	+2	+2	+5	Combat casting, arcane spells	+4	+3
8th	+4	+2	+2	+6	Spell mastery, arcane spells	+4	+3
9th	+4	+3	+3	+6	Bonus feat, arcane spells	+5	+3
10th	+5	+3	+3	+7	Maximize spell, arcane spells	+5	+4

Martial Artist

Requirements

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

Base Attack Bonus

+3

Skill

Jump 3 ranks.

Feats

Combat Martial Arts, Defensive Martial Arts.

Class Information

The following information pertains to the Martial Artist advanced class.

- **Hit Die:** 1d8
- **Action Points:** 6 + one-half character level, rounded down, every time the Martial Artist attains a new level in this class.
- **Class Skills:** The Martial Artist's class skills (and the key ability for each skill) are:
 - Balance (Dex)
 - Climb (Str)
 - Escape Artist (Dex)
 - Hide (Dex)
 - Intimidate (Cha)
 - Jump (Str)
 - Knowledge (current events, popular culture, theology and philosophy) (Int)
 - Move Silently (Dex)
 - Perform (dance) (Cha)
 - Profession (Wis)
 - Read/Write Language
 - Speak Language
 - Spot (Wis)
 - Tumble (Dex)
- **Skill Points at Each Level:** 3 + Int modifier.

Class Features

The following features pertain to the Martial Artist advanced class.

Living Weapon

The Martial Artist attacks with either fist interchangeably, or even with elbows, knees, and feet. This means that the Martial Artist may even make unarmed strikes when his or her hands are full, and there is no such thing as an off-hand attack for a Martial Artist striking unarmed.

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

This is an increase to Combat Martial Arts damage; this has no effect on Brawl.

Flying Kick

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

Bonus Feats

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

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

Iron Fist

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

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

Flurry of Blows

At 7th level, a Martial Artist gains the ability to strike with a flurry of blows at the expense of accuracy. The Martial Artist must be unarmored to use this talent, and he or she must make unarmed strikes to gain the benefit. With a flurry of blows, the Martial Artist may make one extra attack in a round at his or her highest base attack bonus. This attack and each other attack made in the round take a -2 penalty. This ability can only be used when taking the full attack action. The penalty applies to all attacks for one full round, including attacks of opportunity.

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

Negotiator

Requirements

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

Skills

Bluff 6 ranks, Diplomacy 6 ranks.

Feat

Alertness.

Class Information

The following information pertains to the Negotiator advanced class.

- **Hit Die:** 1d8
- **Action Points:** 6 + one-half character level, rounded down, every time the Negotiator attains a new level in this class.
- **Class Skills:** The Negotiator's class skills (and the key ability for each skill) are:
 - Bluff (Cha)
 - Computer Use (Int)
 - Diplomacy (Cha)
 - Drive (Dex)
 - Gamble (Wis)
 - Gather Information (Cha)
 - Intimidate (Cha)
 - Investigate (Int)
 - Knowledge (behavioral sciences, business, civics, current events, popular culture, streetwise) (Int)
 - Profession (Wis)
 - Read/Write Language
 - Sense Motive (Wis)
 - Speak Language
 - Spot (Wis)
- **Skill Points at Each Level:** 5 + Int modifier.

Class Features

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

Conceal Motive

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

React First

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

Bonus Feats

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

- Advanced Firearms Proficiency
- Armor Proficiency (light)
- Armor Proficiency (medium)
- Attentive
- Confident
- Dead Aim
- Deceptive
- Educated
- Far Shot
- Iron Will
- Personal Firearms Proficiency
- Trustworthy

Talk Down

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

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

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

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

This is a Mind-Affecting ability.

No Sweat

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

Sow Distrust

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

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

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

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

This is a Mind-Affecting ability.

Table: Negotiator

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

Occultist

The fastest path into this advanced class is from the Smart hero basic class, though other paths are possible.

Requirements

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

Skills

Decipher Script 6 ranks, Knowledge (arcane lore) 6 ranks, Research 6 ranks.

Feats

Educated, Studios.

Class Information

The following information pertains to the Occultist advanced class.

- **Hit Die:** 1d6
- **Action Points:** 6 + one-half character level, rounded down, every time the Occultist attains a new level in this class.
- **Class Skills:** The Occultist's class skills (and the key ability for each skill) are:
 - Craft (visual arts, writing) (Int)
 - Decipher Script (Int)
 - Drive (Dex)
 - Escape Artist (Dex)
 - Forgery (Int)
 - Investigate (Int)
 - Knowledge (arcane lore, history, theology and philosophy) (Int)
 - Profession (Wis)
 - Read/Write Language
 - Research (Int)
 - Sleight of Hand (Dex)
 - Speak Language
 - Use Magic Device (Cha)
- **Skill Points at Each Level:** 5 + Int modifier.

Class Features

The following features pertain to the Occultist advanced class.

Arcane Skills

An Occultist has access to the following arcane skills. These skills are considered class skills for the Occultist, and he or she can use his or her skill points to buy ranks in them, just like other skills in the game.

Concentration

The normal Concentration skill expands to include arcane applications, as defined below.

Key Ability

Constitution.

Check

You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including casting a spell or concentrating on an active spell, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends.

The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are casting a spell, you add the level of the spell to the DC.

Try Again?

You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a spell, the spell is lost.

Special

By making a check (DC 15 + spell level), you can use Concentration to cast a spell defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the casting without incurring any attacks of opportunity.

Use Magic Device

Use this skill to activate magic devices, including scrolls and wands, that you could not otherwise activate.

Key Ability

Charisma. Trained only.

Check

You can use this skill to read a spell from a scroll or spellbook or activate a magic item. This skill lets you use a magic item as if you had the spell ability or class features of another class or a different allegiance.

When you're attempting to activate a magic item using this skill, you do so as an attack action. However, the checks you make to determine whether you are successful at activating the item take no time by themselves and are included in the activate magic item attack action.

You make Use Magic Device checks each time you activate a device such as a scroll or a wand. If you are using the check to emulate some quality in an ongoing manner, you need to make the checks once per hour.

Activate Blindly

Some magic items are activated by special words, thoughts, or actions. You can activate such items as if you were using the activation word, thought, or action even if you're not, and even if you don't know it. You do have to use something equivalent. You have to speak, wave the item around, or otherwise attempt to get it to activate. You get a +2 bonus on the check if you've activated the item at least once in the past.

If you fail the check by 10 or more, you suffer a mishap. A mishap means that magical energy is released, but it doesn't do what you wanted it to. The GM determines the result of a mishap. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy deals 2d6 points of damage to you. This mishap is in addition to the chance for a mishap normally associated with casting a spell from a scroll when the spell's caster level is higher than your level in this class.

Decipher a Written Spell

This works like the same use of the Spellcraft skill (see the Mage Advanced Class), except that the DC is 5 points higher. Deciphering a written spell takes 1 minute of concentration.

Emulate Class Feature

Sometimes you need a class feature to activate a magic item. Your effective level in the emulated class equals your check result minus 20.

This skill use doesn't allow you to use the class feature of another class. It just lets you activate items as if you had the class feature.

If the class whose feature you are emulating has an allegiance requirement, you must meet it. This may require a separate check to emulate allegiance (see below).

Emulate Ability Score

To cast a spell from a scroll, you need a high ability score in the appropriate ability (Intelligence for arcane spells, Wisdom for divine spells). Your effective ability score (appropriate to the class you're emulating when you try to cast a spell from a scroll) equals your check result minus 15. If you already have a high enough score in the ability, you don't need to make this check.

Emulate Allegiance

Some magic items have positive or negative effects based on your allegiance. You can use these items as if you were of an allegiance of your choice. You can only emulate one allegiance at a time.

Use a Scroll

Normally, to cast a spell from a scroll, you must belong to a class that has access to the arcane or divine spell inscribed therein. This use of the skill allows you to use a scroll as if you were of the appropriate spellcasting class. The DC equals 20 + the caster level of the spell you are trying to cast from the scroll. To cast a spell from a scroll, you must first decipher it.

In addition, casting a spell from a scroll requires a minimum score of 10 + the spell's level in the appropriate ability. If you don't have a sufficiently high score, you must emulate the ability score with a separate check (see above).

Use a Wand

Normally, to use a wand you must belong to a class that has access to the arcane or divine spell ensorcelled therein. This use of the skill allows you to use a wand as if you were of the appropriate spellcasting class.

Try Again?

Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail the check, then you can't try to activate that item again for 24 hours.

Special

You can't take 10 or take 20 with this skill. Magic is too unpredictable to make the use of this skill reliable.

<u>Table: Use Magic Device DCs</u>	
Task	DC
Activate blindly	25
Decipher a written spell	25 + spell level
Emulate class feature	20
Emulate ability score	See text
Emulate allegiance	30
Use a scroll	20 + caster level
Use a wand	20

Spell Resistance

An Occultist has spell resistance equal to 5 + his or her Occultist level. It never interferes with his or her own spells, and he or she can voluntarily lower his or her spell resistance at any time.

Arcane Research (Scrolls)

Starting at 2nd level, an Occultist can research spells and scribe scrolls. Indeed, the only way for an Occultist to cast an arcane spell is by using a scroll. The method and process is unique to the Occultist, and it differs from the Mage's Scribe Scroll ability. There is no purchase DC or XP cost for the scrolls the Occultist gains with each new level attained in this class.

When the Occultist attains 2nd level, and upon attaining each new level thereafter, he or she uncovers spell scrolls through arcane research and study. The GM randomly selects the spells contained on the scrolls, though the Occultist can make a Research check to select a certain number of his or her own spells. The table below shows how many scrolls of each spell level the Occultist receives upon gaining a new level, and how many of these can be researched at each level. A failed Research check indicates that the Occultist instead discovers all random spells.

Table: Arcane Research (Scrolls) DCs					
Level	1	2	3	4	Research
2nd	3	-	-	-	1 (DC 20)
3rd	4	-	-	-	2 (DC 23)
4th	5	2	-	-	3 (DC 25)
5th	5	3	-	-	4 (DC 28)
6th	5	4	-	-	5 (DC 30)
7th	6	5	2	-	6 (DC 33)
8th	6	5	3	-	7 (DC 35)
9th	6	5	4	-	8 (DC 38)
10th	7	6	5	2	9 (DC 40)

So, at 2nd level, the Occultist gains three 1st-level arcane spell scrolls. One of these spells can be selected by the Occultist if he or she makes a successful Research check (DC 20); the other two spells are selected randomly. These are all the spell scrolls the Occultist has until he or she attains 3rd level. Once a spell is used, it disappears from the scroll that contained it. The Occultist may find other scrolls in the course of his or her adventures. The Occultist uses the Use Magic Device arcane skill to cast a spell from a scroll (see above).

Bonus Feats

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

- Alertness
- Archaic Weapons Proficiency
- Attentive
- Confident
- Defensive Martial Arts
- Focused
- Frightful Presence
- Iron Will
- Personal Firearms Proficiency
- Point Blank Shot

Shadow Contact

At 4th level, an Occultist gains a denizen of Shadow as a contact. The Shadow creature can have HD equal to one-half the Occultist's class level or less. This Shadow creature may or may not be overtly hostile toward humans, but it tolerates the Occultist. The Shadow creature will provide information or other minor assistance as though its attitude toward the Occultist were friendly. It might still omit important details, depending on its relationship with the Occultist. The Shadow creature doesn't accompany the Occultist on adventures, and it may not always be available when the Occultist wants it. In most cases, the Shadow contact can be called upon once per week, and the creature requires some form of compensation for each favor. Compensation can be a favor in return or something appropriate to the creature in question.

If the Shadow creature dies, a new creature replaces it when the Occultist attains his or her next level in this class.

Bind Shadow Creature

At 5th level, an Occultist can select a type of Shadow creature (any creature type other than animal or vermin) and bind one such creature into service. A Shadow creature of the appropriate type and Hit Dice (GM's choice) appears at the Occultist's side in 1d6+1 days. Thereafter, it serves the Occultist, with an outward attitude of helpful (though it might inwardly hate the Occultist who has trapped it into service). It obeys the Occultist, providing protection, fighting at his or her side, and performing other services. It always seeks to obey the letter of the Occultist's command, and can sometimes use this behavior to harm the Occultist or otherwise hinder as much as it helps.

At 5th level, the Occultist can bind a Shadow creature with 2 HD or less.

At 8th level, the Occultist can bind a Shadow creature with 4 HD or less.

Arcane Research (Items)

Starting at 7th level, an Occultist can perform research to find magic items. The method and process is unique to the Occultist. There is no purchase DC or XP cost for the magic items the Occultist gains with each new level attained in this class.

When the Occultist attains 7th level, and upon attaining each new level thereafter, he or she uncovers one magic item through arcane research and study. The GM randomly selects the item, though the Occultist can make a Research check (DC 25) to specify the type of item gained.

The item must be a wondrous item, a wand, a magic weapon, or a set of magic armor.

The Occultist uses the Use Magic Device arcane skill to use a magic item (see above).

Banish

At 10th level, an Occultist comes into his or her full power. By spending 1 action point and an attack action, the Occultist can utter a word of power that forces a denizen of Shadow to return to the Shadow dimension. The Shadow creature gets a Will save (DC 10 + Occultist's level + Occultist's Cha modifier), adding a bonus equal to its HD to the save. If the save succeeds, the Shadow creature doesn't disappear but is instead stunned for 1d4+1 rounds.

Table: Occultist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+1	Arcane skills, spell resistance	+0	+0
2nd	+1	+0	+0	+2	Arcane research (scrolls)	+1	+0
3rd	+1	+1	+1	+2	Bonus feat	+1	+1
4th	+2	+1	+1	+2	Shadow contact	+1	+1
5th	+2	+1	+1	+3	Bind Shadow creature	+2	+1
6th	+3	+2	+2	+3	Bonus feat	+2	+2
7th	+3	+2	+2	+4	Arcane research (items)	+2	+2
8th	+4	+2	+2	+4	Bind Shadow creature	+3	+2
9th	+4	+3	+3	+4	Bonus feat	+3	+3
10th	+5	+3	+3	+5	Banish	+3	+3

Personality

Requirements

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

Skills

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

Feat

Renown.

Class Information

The following information pertains to the Personality advanced class.

- **Hit Die:** 1d6
- **Action Points:** 6 + one-half character level, rounded down, every time the Personality attains a new level in this class.
- **Class Skills:** The Personality's class skills (and the key ability for each skill) are:
 - Bluff (Cha)
 - Craft (visual arts) (Int)
 - Craft (writing) (Int)
 - Diplomacy (Cha)
 - Knowledge (art, behavioral sciences, business, civics, current events, popular culture) (Int)
 - Perform (act, dance, sing, stand-up) (Cha)
 - Profession (Wis)
 - Read/Write Language
 - Speak Language
- **Skill Points at Each Level:** 5 + Int modifier.

Class Features

The following features pertain to the Personality advanced class.

Unlimited Access

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

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

<u>Table: Unlimited Access Check DCs</u>	
Upgrade	Diplomacy DC
Seat at sporting event to field pass	10
Hotel room to suite	15
Concert or theater ticket to backstage pass	20
Economy transportation to first-class	25

Bonus Class Skill

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

Bonus Feats

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

- Alertness
- Animal Affinity
- Combat Expertise
- Confident
- Creative
- Deceptive
- Defensive Martial Arts
- Educated
- Trustworthy

Royalty

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

Winning Smile

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

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

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

After the duration expires, the GM determines the reaction and attitude of the target based on what the Personality compelled the target to do. This is a Mind-Affecting ability.

Compelling Performance

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

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

Despair

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

Hope

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

Rage

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

Table: Personality

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

Shadow Slayer

Requirements

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

Base Attack Bonus

+3

Feat

Archaic Weapons Proficiency.

Class Information

The following information pertains to the Shadow Slayer advanced class.

- **Hit Die:** 1d8
- **Action Points:** 6 + one-half character level, rounded down, every time the Shadow Slayer attains a new level in this class.
- **Class Skills:** The Shadow Slayer's class skills (and the key ability for each skill) are:
 - Balance (Dex)
 - Climb (Str)
 - Concentration (Con)
 - Gather Information (Cha)
 - Intimidate (Cha)
 - Jump (Str)
 - Knowledge (current events, popular culture, streetwise) (Int)
 - Listen (Wis)
 - Profession (Wis)
 - Read/Write Language
 - Sense Motive (Wis)
 - Speak Language
 - Spot (Wis)
 - Tumble (Dex)
- **Skill Points at Each Level:** 3 + Int modifier.

Class Features

The following features pertain to the Shadow Slayer advanced class.

Detect Shadow

A Shadow Slayer is uncannily aware of the denizens of Shadow and the true nature of reality. Once per day per the Slayer's level in this advanced class, the Shadow Slayer can sense the presence of a denizen of Shadow. In most campaigns any creatures other than humans, animals, and vermin are considered denizens of Shadow. Using this talent is an attack action that requires concentration. It has a range of 30 feet and lasts as long as the Slayer concentrates, up to a number of rounds equal to the Slayer's level in this advanced class. The amount of information gleaned by this uncanny awareness depends on how long the Slayer focuses his or her attention.

1st Round

Presence or absence of Shadow creatures.

2nd Round

Number of Shadow auras (creatures or objects of Shadow) in the area and the power of the strongest Shadow aura present. If the power of the strongest Shadow aura is “overwhelming,” and has a rating of at least twice the Shadow Slayer’s character level, the Slayer is stunned for 1 round and the use of this ability ends. While stunned, the Slayer can’t act, he or she loses any Dexterity bonus to Defense, and attackers gain a +2 bonus on attacks made against him or her.

3rd Round

The power of each Shadow aura in the area becomes clear. If an aura is outside the Slayer’s line of sight, then he or she discerns its direction but not its exact location.

Shadow Aura

A creature of Shadow emanates an aura that links it to the supernatural dimension. The power of a Shadow aura depends on the type of creature or object emitting the aura and its Hit Dice or caster level.

If an aura falls into more than one strength category (for instance, if a creature and a magic item are in the same place and each emits an aura), the ability indicates the stronger of the two.

Table: Shadow Aura Ratings

Creature/Object	Rating
Outsider	HD
Magic item or spell	Caster level x 1/2
Aberration, construct, dragon, elemental, undead creature	HD x 1/2
All other denizens of Shadow	HD x 1/5

Table: Shadow Aura Powers

Rating	Aura Power
1 or lower	Faint
2-4	Moderate
5-10	Strong
11 or higher	Overwhelming

Length Aura Lingers

How long a Shadow aura lingers after the creature or object has vacated the location depends on the aura’s original strength.

Table: Shadow Aura Durations

Original Aura Power	Duration
Faint	1d6 minutes
Moderate	1d6 x 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round, a Shadow Slayer can turn to detect the presence of Shadow in a new area. The ability can penetrate barriers, but 1 foot of stone, 1 inch of metal, or 3 feet of wood or dirt blocks it.

Shadow Immunity

At 2nd level, a Shadow Slayer gains damage reduction against the natural weapons of the denizens of Shadow (claws, bite, and so on). Shadow immunity doesn't reduce the damage dealt by firearms, melee weapons, or hazardous effects. The damage reduction is equal to one-half of the Slayer's level in this advanced class, rounded down.

Bonus Feats

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

- Acrobatic
- Advanced Combat Martial Arts
- Alertness
- Cleave
- Combat Reflexes
- Defensive Martial Arts
- Elusive Target
- Exotic Melee Weapon Proficiency
- Great Cleave
- Power Attack
- Unbalance Opponent

Slayer Weapon

At 4th level, a Shadow Slayer gains the ability to empower any melee weapon he or she wields. An empowered weapon behaves like a magic weapon in the hands of the Shadow Slayer, providing an enhancement bonus equal to one-half of the Slayer's level in this advanced class, rounded down. (At 4th level, the enhancement bonus is +2.) This bonus allows the weapon to deal extra damage and to hurt creatures with damage reduction.

Any melee weapon can be empowered by the Shadow Slayer, including the Shadow Slayer's unarmed strikes. It takes a full-round action to empower a weapon. An empowered weapon only acts as an empowered weapon in the hands of the Shadow Slayer who empowered it. The enhancement bonus lasts for a number of rounds equal to the Shadow Slayer's level in this advanced class.

Shadow Enemy

At 5th and 7th level, a Shadow Slayer selects a type of Shadow creature as a favored enemy. Due to his or her extensive study of these foes and training in the proper techniques for combating them, the Shadow Slayer gains a +1 bonus on Bluff, Listen, Search, Sense Motive, and Spot checks when using these skills against creatures of this type. he or she also gets a +1 bonus on weapon damage rolls against creatures of this type. At each level after 5th, the Shadow Slayer may add +1 to the value of the bonus against each of his or her favored enemy types.

Shadow Enemy Types

- Aberration
- Construct
- Dragon
- Elemental
- Fey
- Giant
- Humanoid
- Lycanthrope
- Magical beast
- Monstrous humanoid
- Outsider
- Undead

Fast Healing

Starting at 8th level, a Shadow Slayer gains the ability of fast healing. Every round, the Shadow Slayer recovers a number of hit points equal to one-half his or her level in this advanced class. So, as an 8th-level Shadow Slayer, he or she recovers 4 hit points every round.

Word of Slaying

At 10th level, a Shadow Slayer comes into his or her full power. By spending 1 action point and using an attack action, the Shadow Slayer can utter a word of power that can devastate creatures of Shadow. The Word of Slaying affects any denizens of Shadow within 15 feet of the Slayer. The ill effects depend on the Hit Dice of the creatures, as shown below.

<u>Table: Word of Slaying Effects</u>	
HD	Effect
12 or more	Dazed
8-11	Stunned
4-7	Paralyzed
3 or less	Killed

A dazed creature can't act for 1d4 rounds. A stunned creature is stunned for 2d4 rounds. A paralyzed creature can't move or act for 1d10 minutes. A killed creature dies (if it is living) or is destroyed (if it is a construct or an undead).

Table: Shadow Slayer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+1	+1	Detect Shadow	+1	+0
2nd	+2	+2	+2	+2	Shadow immunity	+1	+0
3rd	+3	+2	+2	+2	Bonus feat	+2	+0
4th	+4	+2	+2	+2	Slayer weapon	+2	+0
5th	+5	+3	+3	+3	Shadow enemy	+3	+1
6th	+6	+3	+3	+3	Bonus feat	+3	+1
7th	+7	+4	+4	+4	Shadow enemy	+4	+1
8th	+8	+4	+4	+4	Fast healing	+4	+1
9th	+9	+4	+4	+4	Bonus feat	+5	+2
10th	+10	+5	+5	+5	Word of slaying	+5	+2

Soldier

Requirements

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

Base Attack Bonus

+3

Skill

Knowledge (tactics) 3 ranks.

Feat

Personal Firearms Proficiency.

Class Information

The following information pertains to the Soldier advanced class.

- **Hit Die:** 1d10
- **Action Points:** 6 + one-half character level, rounded down, every time the Soldier attains a new level in this class.
- **Class Skills:** The Soldier's class skills (and the key ability for each skill) are:
 - Demolitions (Int)
 - Drive (Dex)
 - Intimidate (Cha)
 - Jump (Str)
 - Knowledge (current events, history, popular culture, tactics) (Int)
 - Listen (Wis)
 - Navigate (Int)
 - Profession (Wis)
 - Read/Write Language
 - Speak Language
 - Spot (Wis)
 - Survival (Wis)
 - Swim (Str)
- **Skill Points at Each Level:** 5 + Int modifier.

Class Features

The following features pertain to the Soldier advanced class.

Weapon Focus

At 1st level, a Soldier gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Soldier chooses a specific weapon. The Soldier can choose unarmed strike or grapple as the weapon. The Soldier must be proficient with the chosen weapon. The soldier adds +1 to all attack rolls made using the selected weapon.

Weapon Specialization

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

Bonus Feats

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

- Advanced Firearms Proficiency
- Archaic Weapons Proficiency
- Armor Proficiency (light)
- Armor Proficiency (medium)
- Armor Proficiency (heavy)
- Brawl
- Burst Fire
- Cleave
- Combat Reflexes
- Exotic Firearms Proficiency
- Exotic Melee Weapon Proficiency
- Far Shot
- Great Cleave
- Improved Brawl
- Improved Knockout Punch
- Knockout Punch
- Power Attack

Tactical Aid

As a full-round action, the Soldier provides tactical aid to all of his or her allies (including him or herself) within sight and voice range of his or her position. This use of tactical aid requires an action point.

This aid provides a +1 competence bonus on attack rolls. The bonus lasts for a number of rounds equal to one-half of the Soldier's level in the advanced class, rounded down.

Improved Critical

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

Improved Reaction

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

Greater Weapon Specialization

At 8th level, a Soldier gains Greater Weapon Specialization with the weapon he or she selected at 2nd level. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Critical Strike

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

Table: Soldier

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

Techie

Requirements

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

Skills

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

Class Information

The following information pertains to the Techie advanced class.

- **Hit Die:** 1d6
- **Action Points:** 6 + one-half character level, rounded down, every time the Techie attains a new level in this class.
- **Class Skills:** The Techie's class skills (and the key ability for each skill) are:
 - Computer Use (Int)
 - Craft (electronic, mechanical) (Int)
 - Demolitions (Int)
 - Disable Device (Int)
 - Drive (Dex)
 - Knowledge (behavioral sciences, earth and life sciences, physical sciences, popular culture, technology) (Int)
 - Navigate (Int)
 - Profession (Wis)
 - Read/Write Language
 - Repair (Int)
 - Research (Int)
 - Speak Language
 - Spot (Wis)
- **Skill Points at Each Level:** 7 + Int modifier.

Class Features

The following features pertain to the Techie advanced class.

Jury-Rig

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

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

Extreme Machine

If it has mechanical or electronic components, a Techie of 2nd level or higher can get maximum performance out of it. By spending 1 action point and making either a Craft (electronic) or Craft (mechanical) check (whichever is appropriate for the machine in question), the Techie can temporarily improve a machine's performance-at the risk of causing the machine to need repairs later. The DC for the Craft check depends on the type of improvement being made, as shown on the table below.

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

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

Bonus Feats

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

- Builder
- Cautious
- Combat Expertise
- Educated
- Gearhead
- Personal Firearms Proficiency
- Point Blank Shot
- Studious

Build Robot

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

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

Follow these steps to build a robot.

Wealth Check

The purchase DC for the components needed to construct a robot is based on the robot's size. Make the Wealth check to purchase and gather the necessary components prior to starting construction.

Table: Wealth Check DCs	
Size	Purchase DC
Diminutive	18
Tiny	15

Construct Frame

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

Table: Construct Frame DCs	
Size	Craft DC
Diminutive	15
Tiny	12

Table: Construct Frame Modifiers	
Components	DC Modifier
Frame Shape and Locomotion¹	
Bipedal	+4
Quadruped	+3
Treads	+2
Wheels	+1
External Components²	
Manipulators ³	+3
Audio/visual sensor	+2
Remote Range¹	
Remote control link, 100 feet	+1
Remote control link, 200 feet	+3
Remote control link, 300 feet	+5
1 Select only one of the options in this category.	
2 Select one or more of the options in this category.	
3 Necessary for a robot built to use any skill except Listen or Spot.	

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

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

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

Construct the Electronics

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

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

Program the Robot

The Techie programs the robot as the final step. Decide how many ranks of the appropriate skill to program into the robot, up to the number of ranks the Techie has in the skill. A Techie's robot can only contain programming for one skill. Make the Computer Use check to program the robot.

The DC for the Computer Use check is 20, modified by the number of ranks the Techie wants to program into the robot (+1 to the DC for each rank). It takes 1 hour to program the robot.

Reprogramming

A robot can be reprogrammed at any time. Doing this requires 1 hour of work and a Computer Use check (DC 20 + the number of ranks programmed into the robot).

Mastercraft

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

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

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

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

When successfully completed, a mastercraft object provides a +1 bonus to its quality compared to an ordinary object of the same type. All weapons and armor, and certain other types of equipment, such as computers and electronic devices, can be constructed as mastercraft objects.

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

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

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

Table: Techie

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

Telepath

The fastest path into this advanced class is from the Charismatic hero basic class, though other paths are possible.

Requirements

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

Skills

Bluff 6 ranks, Diplomacy 6 ranks, Gather Information 6 ranks.

Feat

Wild Talent.

Class Information

The following information pertains to the Telepath advanced class.

- **Hit Die:** 1d6
- **Action Points:** 6 + one-half character level, rounded down, every time the Telepath attains a new level in this class.
- **Class Skills:** The Telepath's class skills (and the key ability for each skill) are:
 - Autohypnosis (Wis)
 - Bluff (Cha)
 - Concentration (Con)
 - Diplomacy (Cha)
 - Gather Information (Cha)
 - Knowledge (behavioral sciences, current events, popular culture, theology and philosophy) (Int)
 - Profession (Wis)
 - Psicraft (Int)
 - Read/Write Language
 - Sense Motive (Wis)
 - Speak Language
- **Skill Points at Each Level:** 5 + Int modifier.

Class Features

All of the following features pertain to the Telepath advanced class.

Psionic Skills

A Telepath has access to the following psionic skills. These skills are considered class skills for the Telepath, and he or she can use his or her skill points to buy ranks in them, just like other skills in the game.

Autohypnosis

You have trained your mind to resist certain injuries and threats while also gaining a few select benefits.

Key Ability

Wisdom. Trained only.

Check

The DC and effect depend on the task you attempt.

Resist Fear

In response to a fear effect, you can make an Autohypnosis check on your next action even if you've been overcome by fear. A successful check grants you another saving throw with a +4 morale bonus to resist the fear effect.

Memorize

You can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information. Each successful check allows you to memorize up to 250 words or the equivalent of what could be comfortably contained on an 8 1/2-by-11-inch sheet of paper. You always retain this information; however, you can only recall it with a successful Autohypnosis check.

Tolerate Poison

In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you a +4 morale bonus on your saving throw to resist the poison's secondary damage.

Willpower

If reduced to 0 hit points (disabled), you may make an Autohypnosis check. If successful, you can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties—you can choose not to perform the strenuous action. If you do perform the strenuous action after failing the check, you take 1 point of damage, as normal.

Try Again?

For resist fear and memorize, you can make a check once per round. You can't try again to tolerate poison. You can't try again in the same round for willpower.

Special

You can take 10 on Autohypnosis checks, but you can't take 20.

Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.

<u>Table: Autohypnosis Check DCs</u>	
Task	DC
Resist fear	15
Memorize	15
Tolerate poison	Poison's DC
Willpower	20

Concentration

The normal Concentration skill expands to include psionic applications, as defined below.

Key Ability

Constitution.

Check

You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including manifesting a power or concentrating on an active power, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of manifesting a power, the power is lost. If you were concentrating on an active power, the power ends. The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are manifesting a power, you add the level of the power to the DC.

Try Again?

You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a power, the power is lost.

Special

By making a check (DC 15 + power level), you can use Concentration to manifest a power defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the action without incurring any attacks of opportunity.

Psicraft

Use this skill to identify psionic powers as they manifest or psionic effects already in place.

Key Ability

Intelligence. Trained only.

Check

You can identify psionic powers and effects.

Try Again?

No.

Time

Unless otherwise indicated, Psicraft is a move action.

<u>Table: Psicraft Check DCs</u>	
DC	Task
15 + power level	Identify a psionic power as it manifests. (You must sense the power's display or see some visible effect to identify a power.)
20 + power level	Identify a power that's already in place and in effect. (You must be able to see or detect the effects of the power.)
20 + power level	Identify materials created or shaped by psionics.
30 or higher	Understand a strange or unique psionic effect.

Psionic Powers

The Telepath's main strength is his or her ability to manifest psionic powers.

A psionic power is a one-time psionic effect. Psionic powers require power points to use. Unlike arcane spellcasters, Telepaths don't have spellbooks and they don't prepare powers ahead of time. In addition, a Telepath can use psionics while wearing armor without risking the failure of the power.

A Telepath's level limits the number of power points available for manifesting powers. In addition, a Telepath must have a key ability score equal to at least 10 + the power's level to manifest a particular power.

The Telepath's selection of powers is extremely limited, although he or she enjoys ultimate flexibility. At 1st level, a Telepath knows three 0-level powers of your choice and one 1st-level power. At each level, the Telepath discovers one or more previously latent powers, as indicated on the table below.

The DC for saving throws to resist a psionic power is 10 + the power's level + the Telepath's key ability modifier.

Table: Telepath Psionic Powers							
Telepath Level	Pts/Day	-- Powers Discovered by Level --					
		0	1	2	3	4	5
1st	2	3	1	-	-	-	-
2nd	3	3	2	-	-	-	-
3rd	4	3	3	-	-	-	-
4th	7	4	3	1	-	-	-
5th	10	4	3	2	-	-	-
6th	15	4	3	2	1	-	-
7th	20	5	4	3	2	-	-
8th	27	5	4	3	2	1	-
9th	34	5	4	3	3	2	-
10th	43	6	4	3	3	2	1

A Telepath can manifest a certain number of powers per day based on his or her available power points. (0-level powers have a special cost; see FX Basics.) he or she just pays the power point cost of a power to manifest it, no preparation necessary. The base number of power points available per day is shown on the table above. This number is improved by bonus points determined by the Telepath's Charisma score, as shown on the table below.

Table: Telepath Bonus Points	
CHA Score	Bonus Power Points Per Day
12-13	1
14-15	3
16-17	5
18-19	7
20-21	9
22-23	11

Trigger Power

At 2nd, 5th, and 8th level, the Telepath chooses one psionic power that he or she can attempt to manifest for no power point cost.

At each of these levels, you select one 0-, 1st-, 2nd-, or 3rd-level power you can use. From that point on, you can attempt to trigger that power without paying its cost. To trigger a power, you must have enough power points to cover the normal cost of the power manifestation. Then, make an ability check appropriate to the power.

If you succeed at the ability check, the power manifests with no cost in power points. If the check fails, you pay the power point cost and the power manifests.

DCs for the ability check depend on the level of the power: 0-level, DC 11; 1st-level, DC 13; 2nd-level, DC 15; and 3rd-level, DC 17.

Bonus Feats

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

- Alertness
- Animal Affinity
- Attentive
- Blind-Fight
- Combat Expertise
- Confident
- Creative
- Deceptive
- Educated
- Focused
- Frightful Presence
- Iron Will
- Renown
- Stealthy
- Studious

Power Crystal

At 4th level, the Telepath can store excess power points in a power crystal specially attuned to him or her. Encoding the crystal takes 24 hours and requires a gem with a purchase DC of 20. When complete, the power crystal is a psionically charged crystalline stone no more than an inch in diameter. A Telepath can possess no more than one power crystal at a time.

A power crystal is imbued with 5 power points when it is created. The Telepath can call upon these power points at any time and use them just as he or she would his or her natural power points. Once the crystal is depleted, the Telepath must refill it using up to 5 power points from his or her own reserves. A power crystal can be recharged after a Telepath has rested and renewed his or her own reserves of power points for the day..

Combat Manifestation

At 7th level, a Telepath becomes adept at manifesting psionic powers in combat. He or she gets a +4 bonus on Concentration checks to manifest a power while on the defensive.

Maximize Power

At 10th level, a Telepath learns to manifest psionic powers to maximum effect. All variable, numeric effects of a maximized power automatically achieve their maximum values. A maximized power deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Powers without random variables are not affected.

A maximized power costs a number of power points equal to its normal cost +6.

Table: Telepath							
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Psionic skills, psionic powers	+0	+1
2nd	+1	+0	+0	+3	Trigger power, psionic powers	+1	+1
3rd	+1	+1	+1	+3	Bonus feat, psionic powers	+1	+1
4th	+2	+1	+1	+4	Power crystal, psionic powers	+1	+2
5th	+2	+1	+1	+4	Trigger power, psionic powers	+2	+2
6th	+3	+2	+2	+5	Bonus feat, psionic powers	+2	+2
7th	+3	+2	+2	+5	Combat manifestation, psionic powers	+2	+3
8th	+4	+2	+2	+6	Trigger power, psionic powers	+3	+3
9th	+4	+3	+3	+6	Bonus feat, psionic powers	+3	+3
10th	+5	+3	+3	+7	Maximize power, psionic powers	+3	+4

FX - SPELLS

FX Basics

Arcane spells and divine spells are abilities beyond the scope of most ordinary individuals, and fall under the group of FX abilities. FX abilities are features of a few advanced classes, and are not available to basic classes. FX abilities have a number of similarities to each other as well as obvious differences.

About Spells

A spell is a one-time magical effect. Magic is used by individuals with magical power, which include spellcasters and creatures with spells and spell-like abilities. Spells can be arcane or divine.

Arcane spells involve direct manipulation of mystic energies. These manipulations require long study, and tend to produce dramatic results.

Divine spells draw power from an unworldly source, be it from within the caster's own beliefs or some greater entity of power. Divine spellcasting requires meditation and provides more utilitarian effects, including the ability to heal the wounded. Some spells may be cast by both arcane and divine casters, functioning as arcane spells when cast by arcane casters and divine spells when cast by divine casters.

Most spells require the caster to speak some utterance, make complex gestures, or sometimes expend an object or a small quantity of some substance. The spellcaster's activity is visible to others, and the effects often are too, but the magic itself is not.

Each spellcasting advanced class learns and casts spells differently. See the class descriptions for more details.

Casting a Spell

To cast a spell, the character must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate some material (if it has a material component) or focus (if any). Additionally, the character must concentrate to cast a spell. (See the Concentration skill.)

If a spell has multiple versions, the character chooses which version to use when he or she casts it.

How to Read a Spell Description

Spells have a number of defining characteristics that distinguish each spell from the others. Each spell description includes most or all of the following pieces of information.

Useful Definitions

Hit Dice

The term "Hit Dice" is used synonymously with "character levels" for effects that affect a number of Hit Dice of creatures. A creature with only Hit Dice from its species, not from any classes it may have, has a character level equal to its Hit Dice. A creature with class levels is considered to have Hit Dice equal to the total of its Hit Dice and its class levels.

Caster Level

A spell's power often depends on caster level, which is the caster's level in the appropriate spellcasting class. Creatures with no classes have a caster level equal to their Hit Dice unless otherwise specified.

Creatures and Characters

"Creatures" and "characters" are used synonymously in the spell descriptions.

School

The first line beneath the spell's name provides the school (and perhaps also a sub-school) that the spell belongs to. Schools provide a way of grouping together spells that have certain characteristics in common.

Abjuration

Spells of this school are protective spells. They create physical or magical barriers or negate magical or physical abilities.

Conjuration

Creation

This type of spell manipulates matter to create an object or creature in a place the spellcaster designates. If the spell has a duration other than instantaneous, magic holds the creation together, and when the spell ends or is dispelled, the conjured creature or object vanishes without a trace. If the spell has an instantaneous duration, the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence.

Healing

Certain divine conjuration spells can heal creatures or even bring them back to life.

Summoning

A summoning spell instantly brings a creature or an object to a place the caster designates. When the spell ends or is dispelled, the summoned creature is instantly sent back to where it came from, but a summoned object is not sent back unless the spell description specifically indicates this. A summoned creature also goes away if it is killed or dropped to 0 hit points.

Teleporting

A spell of this type transports one or more creatures or objects a great distance.

Divination

These spells enable you to learn information, to find hidden things (True Seeing), or to foil deceptive spells.

Enchantment

An enchantment spell affects the minds of others, influencing or controlling their behavior. All enchantment spells have the mind-affecting descriptor (see below for more on spell descriptors).

Evocation

These spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

Illusion

Illusion spells deceive the senses or minds of others.

Saving Throws and Illusions (Disbelief)

Creatures encountering an illusion effect usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion. This allows them to disbelieve the illusion. If any viewer successfully disbelieves an illusion and communicates this fact to other viewers, each such viewer gains a saving throw with a +4 bonus.

Necromancy

Necromancy spells manipulate the power of death, unlife, and the life force. Spells involving undead creatures belong to this school, as do spells that utilize negative energy to deal damage.

Transmutation

Transmutation spells change the properties of some creature, thing, or condition.

Universal

A small number of spells belong to no school and are designated as universal. The type of magic they involve does not fall into one of the above categories.

Descriptors

Descriptors are a way of classifying spells (often from different schools) that have some common characteristic.

A spell's descriptors (if any) appear in brackets on the line identifying the school. Descriptors used for spells include cold, electricity, fear, fire, force, language-dependent, light, mind-affecting, and sonic.

Level

The relative power of a spell is indicated by its level. A spell's level also indicates whether a particular spellcaster is capable of preparing and casting the spell.

Spell Slots

Every spellcaster can prepare as many spells every day as he or she has spell slots. (See the advanced classes descriptions for details.)

Spell slots have levels just as spells do; a spell slot of a certain level is designed to hold a spell of that level. It's possible, however, to place a lower-level spell in a higher-level spell slot if you desire. A character doesn't have to fill all spell slots with prepared spells every day (although it usually makes sense to do so).

Components

Every spell has at least one type of component that the spellcaster must provide at the time of casting.

Verbal (V)

To cast a spell with a verbal component, a character must speak in a firm voice. If the character cannot speak, he or she can't cast such a spell. A spellcaster who has been deafened has a 20% chance to spoil any spell he or she tries to cast if that spell has a verbal component.

Somatic (S)

To cast a spell with a somatic component, a character must gesture freely with at least one hand. A character can't cast a spell that has a somatic component while bound, grappled, or with both hands full or occupied. If an arcane spellcaster casts a spell with a somatic component while wearing armor, the armor may bring with it an arcane spell failure chance.

Material (M)

A material component is an object or a small amount of some substance that the caster must have on hand. It is expended and disappears when the spell is cast. Preparing these materials is a free action. The purchase DCs for expensive material components are included in the spell descriptions; if no value is given, assume a purchase DC of 2.

Focus (F)

A focus is similar to a material component, except that it is not expended when the spell is cast.

Divine Focus (DF)

Some divine spells require the caster to provide a divine focus. Unless some other focus is specified in the spell description this is a holy symbol of the character's.

Sometimes the Components entry of a spell description contains the entry "M/DF". This indicates a spell that can be cast as either an arcane spell or a divine spell—an arcane caster casting it needs the specified material component, while a divine caster needs to provide a divine focus.

Casting Time

This entry tells how much time is needed to complete the casting of a spell once it is begun.

Casting a spell with a casting time of 1 action is an attack action. The spell takes effect immediately.

Casting a spell with a casting time of 1 full round is a full-round action. A character can take a 5-foot step before, during, or after casting, but you cannot otherwise move. The spell takes effect at the beginning of that character's turn in the round after he or she began to cast it. The character then acts normally after the casting is completed.

A spell that takes 1 minute to cast comes into effect just before the character's turn 1 minute later (the character spends each of those 10 rounds casting as a full-round action).

When a character begins a spell that takes 1 full round or longer to cast, he or she must continue the invocations, gestures, and/or concentration from one round to just before his or her turn in the next round (at least). If the character loses concentration after starting the casting and before it is complete, the spell is lost (see the Concentration skill).

A character retains his or her Dexterity bonus to Defense while casting a spell.

Attacks of Opportunity

Generally, if a character attempts to cast a spell, he or she provokes attacks of opportunity from threatening enemies. Table: FX Actions in Combat specifies whether a certain activity provokes attacks of opportunity (AoO). If a character takes damage from an attack of opportunity, he or she must make a Concentration check or lose the spell he or she was trying to cast.

Casting on the Defensive

A character may attempt to cast a spell while on the defensive. This option means casting the spell while paying attention to threats and avoiding blows. In this case, the character are no more vulnerable to attack than he or she would be if the character was just standing there, so casting while on the defensive does not provoke an attack of opportunity. It does, however, require a Concentration check (DC 15 + spell level) to pull off. Failure means the spell is lost..

<u>Table: FX Actions in Combat</u>	
Attack Actions	AoO?
Activate a ring, rod, staff, wand, or wondrous item	No
Cast a spell (attack action casting time)	Yes
Concentrate to maintain an active spell or power	No
Dismiss a spell or power	No
Drink a potion	Yes
Manifest a power (attack action manifestation time)	Yes
Read a scroll	Yes
Turn or rebuke undead	No
Use spell-like ability	Yes
Use supernatural ability	No
Use extraordinary ability	No
Use touch spell on self	No
Move Actions	AoO?
Direct or redirect an active spell or power	No
Full-Round Actions	AoO?
Cast a spell (full-round action casting time)	Yes
Manifest a power (full-round action manifestation time)	Yes
Use touch spell on up to six friends	Yes

<u>Table: FX Actions in Combat</u>	
Free Actions	AoO?
Cease concentration on a spell or power	No
Prepare spell components to cast a spell	No
Make Spellcraft check on counterspell attempt	No

Range

A spell's range indicates how far from the caster it can reach-the maximum distance from the caster that the spell's effect can occur, as well as the maximum distance at which the caster can designate the spell's point of origin. If any portion of the spell's area would extend beyond the range, that area is wasted.

A spell's range usually falls into one of the following categories.

Personal

The spell affects only the caster.

Touch

The caster must touch a creature or object to affect it. To use a touch spell, the caster casts the spell and then touches the subject, either in the same round or any time later. In the same round that the character casts the spell, he or she may also touch (or attempt to touch) the target. The caster may take his or her move before casting the spell, after touching the target, or between casting the spell and touching the target. A character can automatically touch one friend or use the spell on him or herself, but to touch an opponent, the character must succeed on an attack.

Touch Attacks

Since the character only needs to touch the enemy, he or she makes a touch attack instead of a regular attack. Touching an opponent with a touch spell is considered to be an armed attack and therefore does not provoke attacks of opportunity when it is discharged on an armed opponent. However, the act of casting a spell does provoke attacks of opportunity.

Touch attacks come in two types: melee touch attacks (for touches made with the character's hand) and ranged touch attacks (for touches made with projectile and ray effects). The caster can score critical hits with either type of attack. The opponent's Defense against a touch attack does not include any equipment bonus or natural armor bonus. The opponent's size modifier and Dexterity modifier both apply normally.

Holding the Charge

The caster does not have to touch the target immediately after casting a touch spell. Instead, he or she can "hold the charge," waiting to discharge the spell at a later time. If the character touches anything with his or her hand while holding a charge, the spell discharges. Otherwise, the character can make touch attacks round after round, until he or she succeeds (and thus discharges the spell). A character can touch one friend (or him or herself) as an attack action, or up to six friends as a full-round action. If the character casts another spell, the touch spell dissipates.

Close

The spell reaches up to 25 feet away from the caster. The maximum range increases by 5 feet for every two spellcasting class levels.

Medium

The spell reaches up to 100 feet + 10 feet per class level.

Long

The spell reaches up to 400 feet + 40 feet per class level.

Range Expressed in Feet

Some spells have no standard range category, just a range expressed in a unit of measurement (usually feet).

Target

Some spells have a specific target or targets. A caster uses these spells directly on creatures or objects, as defined by the spell itself. The caster must be able to see or touch the target, and must specifically choose that target. The caster does not have to select his or her target until he or she finishes casting the spell.

If the character casts a targeted spell on the wrong sort of target the spell has no effect. If the target of a spell is the caster ("Target: You"), the caster does not receive a saving throw, and spell resistance does not apply.

Subject

The descriptive text of spells makes a distinction between "target" and "subject." The target of a spell is the creature(s) or object(s) it is directed against. A target becomes a subject if it fails a saving throw against the spell and is thus affected by the magic.

Effect

Some spells create or summon things rather than affecting things that are already present. The caster must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move regardless of the spell's range.

Ray

Some effects are rays. The caster aims a ray as if using a ranged weapon, though typically the character makes a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, the character can fire into the dark or at an invisible creature and hope to hit something. A character doesn't have to see the creature he or she is trying to hit, as with a targeted spell. Intervening creatures and obstacles, however, can block the caster's line of sight or provide cover for the creature being aimed at.

If a ray has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

Spread

Some effects, notably clouds and fogs, spread out from a point of origin to a distance given in the spell description. The effect can extend around corners and into areas the caster can't see. Figure distance by actual distance traveled, taking into account turns the spell effect takes. The caster must designate the point of origin, but need not have line of effect (see below) to all portions of the effect.

Area

Some spells affect an area. The caster selects where the spell starts, but otherwise doesn't control which creatures or objects the spell affects. Sometimes a spell describes a specially defined area, but usually an area falls into one of the following categories.

Burst

As with an effect, the caster selects the spell or power's point of origin. The spell or power bursts out from this point, affecting whatever it catches in its area.

A burst spell has a radius that indicates how far from the point of origin the spell's effect extends.

Cone

A cone shoots away from the caster in the direction he or she designates. A cone starts in a square adjacent to the caster and widens out as it goes. A cone's width at a given distance from you equals that distance. Its far end is as wide as the effect is long.

Creatures

Some spells affect creatures directly (as a spell with a target does), but they affect creatures in an area of some kind rather than individual creatures the caster selects. The area might be a burst, a cone, or some other shape. Many spells affect “living creatures,” which means all creatures other than constructs and undead.

Cylinder

As with a burst, the caster selects the spell’s point of origin. This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder.

Emanation

Some spells have an area like a burst except that the effect continues to radiate from the point of origin for the duration of the spell.

Quarter-Circle

Some spells have a quarter-circle-shaped area. Like a cone, the effect starts in a square adjacent to the caster and widens out as it goes.

Spread

Some spells spread out like a burst but can turn corners. The caster selects the point of origin, and the spell spreads out a given distance in all directions. Figure distance by actual distance traveled, taking into account turns the spell effect takes.

Other

A spell or power can have a unique area, as defined in its description.

(S)

If an Area or Effect entry ends with “(S)” (standing for “shapeable”), the caster can shape the spell. A shaped effect or area can have no dimension smaller than 10 feet.

Line of Effect

A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. It’s like line of sight for ranged weapons, except it’s not blocked by fog, darkness, and other factors that limit normal sight.

A caster must have a clear line of effect to any target that he or she uses a spell on, or to any space in which he or she wishes to create an effect. The caster must have a clear line of effect to the point of origin of any spell he or she casts or power he or she manifests. For bursts, cones, cylinders, and emanation spells, the spell only affects areas, creatures, or objects to which it has line of effect from its origin (a burst’s point, a cone’s starting point, a cylinder’s circle, or an emanation spell’s point of origin).

A hole of at least 1 square foot is sufficient to allow a line of effect through an otherwise solid barrier. If any given 5-foot length of barrier contains such an opening, that 5-foot length is not considered a barrier for purposes of a spell’s line of effect (though the rest of the barrier still counts as normal).

Directing or Redirecting Effects

Some spells allow the caster to redirect the effect to new targets or areas after casting the spell. Redirecting a spell requires a move action that does not provoke attacks of opportunity. It also doesn’t require concentration.

Duration

The Duration entry of a spell description tells how long the effect of the spell lasts.

Timed Durations

Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magical energy goes away and the spell ends. If a spell’s duration is variable, the GM rolls it secretly.

Instantaneous

The spell energy comes and goes the instant the spell is cast, though the consequences of the spell might be long-lasting.

Permanent

The effect remains indefinitely, but is sustained by lingering magical energy. If the energy goes away, so does the effect.

Concentration

The spell or power lasts as long as the caster concentrates on it, possibly up to a specified maximum amount of time. Concentrating to maintain a spell is an attack action that does not provoke attacks of opportunity. Anything that could break the character's concentration when casting a spell can also break his or her concentration while maintaining one, causing the spell to be ruined (see Concentration, below). A character can't cast a spell while concentrating on another one.

Sometimes a spell lasts for a short time after the character ceases concentrating. In these cases, the spell keeps going for the stated length of time after the character stops concentrating.

Subjects, Effects, and Areas

If a spell affects creatures directly, the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to the end of its duration. If the spell affects an area, the spell stays with that area for the spell's duration. Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

Discharge

A few spells last for a set duration or until triggered or discharged. The spell remains in place until the triggering condition is met (at which point it takes effect) or the maximum duration is reached (at which point it dissipates, with no effect).

(D)

If the Duration entry ends with "(D)" (standing for "dismissible"), the caster can dismiss the spell at will. The caster must be within range of the effect of the spell to dismiss it. Dismissing a spell is an attack action that does not provoke attacks of opportunity. A spell that depends on concentration is dismissible by its very nature, and dismissing it does not require an action (since all the caster has to do to end the spell is to stop concentrating).

Saving Throw

Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates

This term means the spell has no effect on a creature that makes a successful saving throw.

Partial

The spell causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half

The spell deals damage, and a successful saving throw halves the damage taken (round down).

None

No saving throw is allowed.

Disbelief

A saving throw is not allowed purely on the basis of encountering the spell. Rather, the creature gets a saving throw only after interacting with or carefully studying the spell. A successful save lets the subject ignore the effect.

(Object)

The spell can be cast on objects, which receive saving throws only if they are magical in nature, or if they are attended (held, worn, or grasped) by a creature resisting the spell, in which case the object gets the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a spell can only be cast on objects. Some spells of this sort can be cast on creatures or objects.)

(Harmless)

The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it wishes.

Saving Throw Difficulty Class

A saving throw against a spell has a DC of 10 + the level of the spell + the spellcaster's bonus for the relevant ability (see spellcasting advanced classes for details).

Succeeding at a Saving Throw

A creature that successfully saves against a spell without obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell the caster senses that the spell has failed. The caster does not sense when creatures succeed at saving throws against effect and area spells.

Voluntarily Giving up a Saving Throw

A creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this resistance if he or she wants to.

Items Surviving after a Saving Throw

Unless the descriptive text for the spell specifies otherwise, all items carried and worn are assumed to survive a magical attack.

If an item is not carried or worn and is not magical, it does not get a saving throw. It is simply dealt the appropriate damage.

Spell Resistance

Spell resistance is a special defensive ability that protects against spells.

Each spell description includes an entry that indicates whether spell resistance applies to the spell (if so, Yes; if not, No). In general, whether spell resistance applies depends on what the spell does:

Targeted Spell

If the spell is targeted at a creature, spell resistance applies. If the spell targets multiple specific creatures, spell resistance applies to those individuals that have it.

Area Spell

If the target is within the area of a spell, its spell resistance applies. The spell resistance protects the resistant creature without affecting the spell itself.

Effect Spell

Most effect spells summon or create something and are not subject to spell resistance. Effect spells that affect a creature more or less directly are sometimes subject to spell resistance.

Level Check

If a spell is being resisted by a creature with spell resistance, the caster must make a level check (1d20 + caster level) and get a result at least equal to the creature's spell resistance for the spell to affect that creature. If the caster fails the check, the spell doesn't affect the defender. The defender's spell resistance is like a Defense score against magical attacks.

(Harmless) and (Object)

These terms mean the same thing in a spell resistance entry as they do for saving throws. A creature with spell resistance must voluntarily drop the resistance in order to receive the effects of a spell noted as harmless without the level check described above. Doing so is an attack action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn, at the beginning of which it automatically returns. A creature's spell resistance never interferes with its own spells, powers, items, or abilities.

Only spells and spell-like abilities are subject to spell resistance. Extraordinary and supernatural abilities (including enhancement bonuses on magic weapons) are not. A creature can have some abilities that are subject to spell resistance and others that are not.

Spell resistance does not stack with power resistance, and vice versa.

Descriptive Text

A spell's descriptive text explains how the spell works or what it does and includes necessary information such as the spell's material component.

The Spell's Result

Spells and Critical Hits

A spell that requires an attack roll can score a critical hit. A spell attack that requires no attack roll cannot score a critical hit.

Interrupting FX Users

Distracting Spellcasters and Psionic Characters

A character can ready an attack against a character or creature with the trigger "if he or she starts casting a spell or manifesting a power." If the attack succeeds in damaging the character or otherwise distracting him or her, he or she may lose the FX ability he or she was trying to use (as determined by his or her Concentration check result).

Readying a Counterspell

A character may ready a counterspell against a spellcaster (often with the trigger "if he or she starts casting a spell"). In this case, when the spellcaster starts a spell, the character gets a chance to identify it with a Spellcraft check (DC 15 + spell level). If the character does, and if he or she can cast that same spell (is able to cast it and has it prepared), the character can cast the spell as a counterspell and automatically ruin the other spellcaster's spell. Counterspelling works even if one spell is divine and the other arcane.

Spell Failure

If a caster ever tries to cast a spell in conditions where the characteristics of the spell (range, area, and so forth) cannot be made to conform, the effort fails and the spell is wasted.

Spells also fail if the caster's concentration is broken. Arcane spells (but not divine spells) might fail if the character is wearing armor while casting a spell that has a somatic component.

Arcane Spells

Arcane spells involve the direct manipulation of mystic energies. These manipulations require natural talent and long study. Compared to divine spells, arcane spells are more likely to produce dramatic results, such as flight, explosions, or transformations.

Preparing Arcane Spells

The rules for which spells, and how many spells, an arcane spellcaster can cast are given in the class description. The class description also includes information on how the character prepares spells each day.

Arcane Magical Writings

To decipher an arcane magical writing, a character must make a successful Spellcraft check (DC 20 + the spell's level). If the check fails, the character cannot attempt to read that particular spell until the next day. A Read Magic spell automatically deciphers a magical writing without a skill check. If the person who created the magical writing is on hand to help the reader, success is also automatic.

Once a character deciphers a particular magical writing, he or she does not need to decipher it again. Deciphering a magical writing allows the reader to identify the spell and gives some idea of its effects (as explained in the spell description). If the magical writing was a scroll and the reader can cast arcane spells, he or she can attempt to use the scroll.

List Format

Spells in the following lists are presented in order of spell level (from lowest to highest) and alphabetized within each level group. A brief description of the spell's effect is provided.

Level 0 Mage Spells

- **Daze:** Subject takes no actions for 1 round.
- **Detect Magical Aura:** Detects spells and magic items within 60 ft.
- **Light:** Object shines like a torch.
- **Mage Hand:** 5-pound telekinesis.
- **Message:** Whispered conversation at distance.
- **Prestidigitation:** Perform minor tricks.
- **Read Magic:** Read scrolls, spellbooks, and magical writing.
- **Resistance:** Subject gains +1 on saving throws.

Level 1 Mage Spells

- **Burning Hands:** 1d4 fire damage/level (max 5d4).
- **Cause Fear:** One creature flees for 1d4 rounds.
- **Change Self:** Changes your appearance.
- **Comprehend Languages:** Understands all spoken and written languages.
- **Feather Fall:** Objects or creatures fall slowly.
- **Hold Portal:** Holds door shut.
- **Jump:** Subject gets bonus on Jump checks.
- **Mage Armor:** Gives subject +4 Defense bonus.
- **Magic Missile:** 1d4+1 damage; +1 missile/two levels above 1st (max 5).
- **Magic Weapon:** Weapon gains +1 bonus.
- **Power Device:** Powers one inoperative electrical or mechanical device.
- **Ray of Fatigue:** Ray fatigues target.
- **Shield:** Invisible disc gives cover, blocks magic missiles.
- **Sleep:** Put 2d4 HD of creatures into comatose slumber.
- **True Strike:** Adds +20 bonus to your next attack roll.

Level 2 Mage Spells

- **Arcane Lock:** Magically locks a portal or chest.
- **Blur:** Attacks miss subject 20% of the time.
- **Darkvision:** See 60 ft. in total darkness.
- **Enhance Ability:** Subject gains +5 bonus to one ability score for 1 min./Level.
- **Glitterdust:** Blinds creatures, outlines invisible creatures.
- **Invisibility:** Subject is invisible for 10 min./level or until it attacks.
- **Knock:** Opens locked or magically sealed door.
- **Levitate:** Subject moves up and down at your direction.
- **Locate Object:** Senses direction toward object (specific or type).
- **Magic Mouth:** Speaks once when triggered.
- **Protection from Arrows/Bullets:** Subject immune to most ranged attacks.
- **Resist Energy:** Ignores 10 points of damage/round from one energy type.
- **See Invisibility:** Reveals invisible creatures or objects.
- **Spider Climb:** Grants ability to travel on walls and ceilings.
- **Web:** Fills 20-ft.-radius spread with sticky spider webs.

Level 3 Mage Spells

- **Dispel Magic:** Cancels magical spells and effects.
- **Displacement:** Attacks miss subject 50% of the time.
- **Fireball:** 1d6 damage per level, 20-ft. radius.
- **Flaming Projectiles:** Projectiles deal +1d6 fire damage.
- **Greater Magic Weapon:** +1/three levels (max +5).
- **Halt Undead:** Immobilizes undead for 1 round/level.
- **Haste:** Extra attack action, additional move, and +2 Defense.
- **Hold Person:** Holds one person helpless; 1 round/level.
- **Invisibility Sphere:** Makes everyone within 10 ft. invisible.
- **Keen Edge:** Doubles normal weapon's threat range.
- **Lightning Bolt:** Electricity deals 1d6 damage/level.
- **Slow:** One subject/level may only move or attack; -2 to Defense, -2 on melee attack and damage rolls, -2 on Reflex saves.
- **Tongues:** Speak any language.
- **Water Breathing:** Subjects can breathe underwater.

Level 4 Mage Spells

- **Animate Dead:** Creates undead skeletons and zombies.
- **Arcane Eye:** Invisible floating eye moves 30 ft./round.
- **Bestow Curse:** -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of taking no action.
- **Confusion:** Makes subject behave oddly for 1 round/Level:
- **Dimension Door:** Teleports you and up to 50 lb./level.
- **Energy Trap:** Opened object deals 1d4 +1/level damage of given energy type.
- **Fear:** Subjects within cone flee for 1 round/level.
- **Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft: across:
- **Minor Globe of Invulnerability:** Stops 1st- through 3rd-level spell effects.
- **Remove Curse:** Frees object or person from curse.
- **Shout:** Deafens all within cone and deals 2d6 damage.
- **Stoneskin:** Stops blows, cuts, stabs, and slashes.
- **Wall of Fire:** Deals 2d4 fire damage out to 10 ft: and 1d4 out to 20 ft: Passing through wall deals 2d6 +1/level.
- **Wall of Ice:** Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.

Level 5 Mage Spells

- **Cloudkill:** Kills 3 HD or less; 4-6 HD save or die.
- **Cone of Cold:** 1d6 cold damage/level.
- **Hold Monster:** As hold person, but any creature.
- **Passwall:** Breaches walls 1 ft: thick/level.
- **Phantom Watchdog:** Spectral dog can guard or attack.
- **Telekinesis:** Lifts or moves 25 lb./level at long range.
- **Wall of Force:** Wall is immune to damage.
- **Wall of Iron:** 30 hp/four levels; can topple onto foes.
- **Wall of Stone:** Creates a stone wall that can be shaped.

Divine Spells

Unlike arcane spells, divine spells draw power from the strength of the spellcaster's beliefs. Divine spells tend to be less flashy, destructive, and disruptive than arcane spells. What they do that arcane spells don't do is heal.

Preparing Divine Spells

The rules for which spells, and how many spells, a divine spellcaster can cast are given in the class description. The class description also includes information on how the character prepares spells each day.

Divine Magical Writings

Divine spells can be written down and deciphered just as arcane spells can (see Arcane Magical Writings, above). Any character with the Spellcraft skill can attempt to decipher the divine magical writing and identify it. However, only characters who are capable of casting the spell in its divine form can cast a divine spell from a scroll. (The character does not have to have the spell prepared; he or she only has to be capable of preparing and casting it in general.)

List Format

Spells in the following lists are presented in order of spell level (from lowest to highest) and alphabetized within each level group. A brief description of the spell's effect is provided.

Level 0 Acolyte Spells

- **Create Water:** Creates 2 gallons/level of pure water.
- **Cure Minor Wounds:** Cures 1 point of damage.
- **Detect Magical Aura:** Detects spells, magic items within 60 ft.
- **Inflict Minor Wounds:** Touch attack, 1 point of damage.
- **Light:** Object shines like a torch.
- **Read Magic:** Read scrolls and magical writing.
- **Resistance:** Subject gains +1 on saving throws.
- **Virtue:** Subject gains 1 temporary hp.

Level 1 Acolyte Spells

- **Bane:** Enemies suffer -1 attack, -1 on saves against fear.
- **Bless:** Allies gain +1 attack and +1 on saves against fear.
- **Cause Fear:** One creature flees for 1d4 rounds.
- **Command:** One subject obeys one-word command for 1 round.
- **Comprehend Languages:** Understand all spoken and written languages.
- **Cure Light Wounds:** Cures 1d8 +1/level damage (max +5).
- **Inflict Light Wounds:** Touch, 1d8 +1/level damage (max +5).
- **Magic Weapon:** Weapon gains +1 bonus.
- **Remove Fear:** +4 on saves against fear for one subject + one additional subject/four levels.
- **Shield of Faith:** Aura grants +2 or higher deflection bonus.

Level 2 Acolyte Spells

- **Aid:** +1 attack, +1 on saves against fear, 1d8 temporary hit points.
- **Augury:** Learn whether an action will be good or bad.
- **Cure Moderate Wounds:** Cures 2d8 +1/level damage (max +10).
- **Delay Poison:** Stops poison from harming subject for 1 hour/level.
- **Enhance Ability:** Subject gains +5 bonus to one ability score for 1 min./level.
- **Hold Person:** Holds one person helpless; 1 round/level.
- **Inflict Moderate Wounds:** Touch attack, 2d8 +1/level damage (max +10).
- **Lesser Restoration:** Dispels magic ability penalty or repairs 1d4 ability damage.
- **Remove Paralysis:** Frees one or more creatures from paralysis, hold, or slow.
- **Resist Energy:** Ignores 10 points of damage/round from one energy type.
- **Shatter:** Sonic vibration damages objects or crystalline creatures.
- **Silence:** Negates sound in 15-ft: radius.
- **Spider Climb:** Grants ability to travel on walls and ceilings.
- **Zone of Truth:** Subjects within range cannot lie.

Level 3 Acolyte Spells

- **Animate Dead:** Creates undead skeletons and zombies.
- **Bestow Curse:** -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.
- **Cure Serious Wounds:** Cures 3d8 +1/level damage (max +10).
- **Dispel Magic:** Cancels magical spells and effects.
- **Glyph of Warding:** Inscription harms those who pass it.
- **Inflict Serious Wounds:** Touch attack, 3d8 +1/level damage (max +10).
- **Locate Object:** Senses direction toward object (specific or type).
- **Prayer:** Allies gain +1 on most rolls, and enemies suffer -1.
- **Remove Curse:** Frees object or person from curse.
- **Remove Disease:** Cures all diseases affecting subject.
- **Searing Light:** Ray deals 1d8/two levels, more against undead.
- **Status:** Monitors condition and position of one ally per 3 caster levels.
- **Water Breathing:** Subjects can breathe underwater.

Level 4 Acolyte Spells

- **Cure Critical Wounds:** Cures 4d8 +1/level damage (max +10).
- **Discern Lies:** Reveals deliberate falsehoods.
- **Faith's Fury:** Damages and blinds creatures with a specific allegiance.
- **Freedom of Movement:** Subject moves normally despite impediments.
- **Greater Magic Weapon:** +1 bonus/three levels (max +5).
- **Inflict Critical Wounds:** Touch attack, 4d8 +1/level damage (max +10).
- **Neutralize Poison:** Detoxifies venom in or on subject.
- **Restoration:** Restores level and ability score drains.
- **Tongues:** Speak any language.

Level 5 Acolyte Spells

- **Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.
- **Flaming Wrath:** Smites foes with fire (1d6/level).
- **Greater Command:** As command, but affects one subject/level.
- **Insect Plague:** Insect horde limits vision, inflicts damage, and weak creatures flee.
- **Mass Cure Light Wounds:** Cures 1d8 +1/level damage for many creatures.
- **Mass Inflict Light Wounds:** Deals 1d8 +1/level damage to many creatures.
- **Raise Dead:** Restores life to subject who died up to 1 day/level ago.
- **True Seeing:** See all things as they really are.
- **Wall of Stone:** Creates a stone wall that can be shaped: Cures 4d8 +1/level damage (max +10).

Spell Descriptions

The spells herein are presented in alphabetical order.

Aid

School

Enchantment [Mind-Affecting]

Level

Acolyte 2

Components

V, S, DF

Casting Time

Attack action

Range

Touch

Target

Living creature touched

Duration

1 minute/level

Saving Throw

None

Spell Resistance

Yes (harmless)

Description

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus a number of temporary hit points equal to 1d8 +1 per caster level (maximum 1d8+10 temporary hit points).

Animate Dead

School

Necromancy [Evil]

Level

Acolyte 3, Mage 4

Components

V, S, M

Casting Time

Attack action

Range

Touch

Targets

One or more corpses touched

Duration

Instantaneous

Saving Throw

None

Spell Resistance

No

Description

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. The skeletons or zombies can follow the caster, or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The undead remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.)

Regardless of the type of undead, a caster can't create more HD of undead than twice his or her caster level with a single casting of Animate Dead.

The undead created remain under caster's control indefinitely. No matter how many times the caster uses this spell, however, he or she can control only 4 HD worth of undead creatures per caster level. If the caster exceeds this number, all the newly created creatures fall under his or her control, and any excess undead from previous castings become uncontrolled (the caster chooses which creatures are released). Any undead the character commands (if the character has the ability to command or rebuke undead) do not count toward the limit.

Skeletons

A skeleton can be created only from a mostly intact corpse or skeleton; the corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones. The statistics for a skeleton depend on its size; they do not depend on what abilities the creature may have had while alive.

Zombies

A zombie can be created only from a mostly intact corpse; the creature must have a true anatomy. The statistics for a zombie depend on its size, not on what abilities the creature may have had while alive.

Material Component

Purchase DC 15 + 1 per 2 HD of the undead.

Arcane Eye

School

Divination

Level

Mage 4

Components

V, S, M

Casting Time

10 minutes

Range

Unlimited

Effect

Magical sensor

Duration

1 minute/level (D)

Saving Throw

None

Spell Resistance

No

Description

The caster creates an invisible magical sensor that sends him or her visual information. The caster can create the arcane eye at any point he or she can see, but it can then travel outside the caster's line of sight without hindrance. The arcane eye travels 30 feet per round (300 feet per minute) if viewing an area ahead primarily looking at the floor or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. The arcane eye sees exactly as the caster would see if he or she were there. The arcane eye can travel in any direction as long as the spell lasts. Solid barriers prevent the passage of an arcane eye, although it can pass through a space no smaller than 1 inch in diameter.

The caster must concentrate to use the eye. If the caster does not concentrate, the eye is inert until the caster again concentrates.

Arcane Lock

School

Abjuration

Level

Mage 2

Components

V, S, M

Casting Time

Attack action

Range

Touch

Target

One door, cabinet, chest, or portal touched, up to 30 sq. ft./level in size

Duration

Permanent

Saving Throw

None

Spell Resistance

No

Description

An arcane lock spell cast upon a door, cabinet, chest, or portal magically locks it. The caster can freely pass his or her own lock without affecting it; otherwise, a door or object secured with arcane lock can be opened only by breaking in or by a successful Dispel Magic or Knock spell. Add +10 to the normal DC to break open a door or portal affected by this spell. Note that a knock spell does not remove an arcane lock. It only suppresses it for 10 minutes.

Material Component

Purchase DC 15.

Augury

School

Divination

Level

Acolyte 2

Components

V, S, F

Casting Time

Attack action

Range

Personal

Target

You

Duration

Instantaneous

Description

An augury can tell the caster whether a particular action will bring good or bad results for him or her in the immediate future.

The base chance for receiving a meaningful reply is 70% + 1% per caster level; the GM makes the roll secretly. The GM may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, the caster gets one of four results:

- “Weal” (if the action will probably bring good results).
- “Woe” (for bad results).
- “Weal and woe” (for both).
- “Nothing” (for actions that don’t have especially good or bad results).

If the spell fails, the caster gets the “nothing” result. A divine caster who gets the “nothing” result has no way to tell whether it was the consequence of a failed or successful augury.

The augury can see into the future only about half an hour, so anything that might happen after that does not affect the augury. All augury spells cast by the same person about the same topic use the same result as the first augury.

Bane

School

Enchantment [Mind-Affecting]

Level

Acolyte 1

Components

V, S, DF

Casting Time

Attack action

Range

50 ft.

Area

All enemies within 50 ft.

Duration

1 minute/level

Saving Throw

Will negates

Spell Resistance

Yes

Description

The caster's enemies suffer a -1 penalty on their attack rolls and a -1 penalty on saving throws against fear effects.

Bane counters and dispels Bless.

Bestow Curse

School

Necromancy

Level

Acolyte 3, Mage 4

Components

V, S

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

Permanent

Saving Throw

Will negates

Spell Resistance

Yes

Description

The caster places a curse on the creature touched. The caster chooses one of the three following effects, depending on the version selected:

- -6 penalty to an ability score (minimum score of 1).
- -4 penalty on attack rolls, saving throws, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, he or she takes no action.

A character may also invent his or her own curse, but it should be no more powerful than those described above, and the GM has final say on the curse's effect. The curse cannot be dispelled, but it can be removed with a Break Enchantment or Remove Curse spell. Bestow Curse counters Remove Curse.

Bless

School

Enchantment [Mind-Affecting]

Level

Acolyte 1

Components

V, S, DF

Casting Time

Attack action

Range

50 ft.

Area

All allies within 50 ft.

Duration

1 minute/level

Saving Throw

None

Spell Resistance

Yes (harmless)

Description

The caster's allies gain a morale bonus of +1 on their attack rolls and a morale bonus of +1 on saving throws against fear effects.

Bless counters and dispels Bane.

Blur

School

Illusion

Level

Mage 2

Components

V

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

1 minute/level (D)

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

The subject's outline appears blurred, shifting and wavering. This distortion grants the subject one-half concealment (20% miss chance).

A See Invisibility spell does not counteract the blur effect, but a True Seeing spell does. Opponents who cannot see the subject ignore the spell's effect.

Break Enchantment

School

Abjuration

Level

Acolyte 5

Components

V, S

Casting Time

1 minute

Range

Close (25 ft. + 5 ft./2 levels)

Targets

Up to one creature per level, all within 30 ft. of each other

Duration

Instantaneous

Saving Throw

See text

Spell Resistance

No

Description

This spell frees creatures from enchantments, transmutations, curses, and petrification (as well as other magical transformations). Break Enchantment can reverse even an instantaneous effect. For each such effect, the caster makes a check of 1d20 + caster level (maximum +10) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For cursed magic items, the DC is 25.

If the effect comes from some permanent magic item Break Enchantment does not remove the curse from the item but merely frees the victim from the item's effects, leaving the item cursed.

Burning Hands

School

Transmutation [Fire]

Level

Mage 1

Components

V, S

Casting Time

Attack action

Range

10 ft.

Area

Semicircular burst of flames 10 ft. long, centered on your hands

Duration

Instantaneous

Saving Throw

Reflex half

Spell Resistance

Yes

Description

A thin sheet of flame shoots from the caster's outspread fingertips. The caster must hold his or her hands with the thumbs touching and fingers spread. The sheet of flame is about as thick as the caster's thumbs. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials such as cloth, paper, parchment, and thin wood burn if the flames touch them. A character can extinguish burning items as a full-round action.

Cause Fear

School

Necromancy [Fear, Mind-Affecting]

Level

Acolyte 1, Mage 1

Components

V, S

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One living creature

Duration

1d4 rounds

Saving Throw

Will negates

Spell Resistance

Yes

Description

The affected creature suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. It flees from the caster as well as it can. If unable to flee, the creature may fight. Creatures with 6 or more Hit Dice are immune. Cause Fear counters Remove Fear.

Note

Mind-affecting spells do not affect non-intelligent creatures, and fear spells do not affect undead.

Change Self

School

Illusion

Level

Mage 1

Components

V, S

Casting Time

Attack action

Range

Personal

Target

You

Duration

10 minutes/level (D)

Description

The caster can make him or herself-including clothing, armor, weapons, and equipment-look different. The caster can seem 1 foot shorter or taller, thin, fat, or in between. The caster cannot change body type. Otherwise, the changes can be as minor or as major as the caster desires.

The spell does not provide the abilities or mannerisms of the chosen form. It does not alter the perceived tactile (touch) or audible (sound) properties of the caster or his or her equipment.

If a character uses this spell to create a disguise, he or she gets a +10 bonus on the Disguise check.

Note

Creatures get a Will save to recognize the illusion if they interact with it.

Cloudkill

School

Conjuration (Creation)

Level

Mage 5

Components

V, S

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Effect

Cloud spreads 30 ft. wide and 20 ft. high

Duration

1 minute/level

Saving Throw

See text

Spell Resistance

Yes

Description

A bank of yellowish green poisonous fog billows out from the point the character designates. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). The fog's vapors kill any living creature with 3 or fewer HD (no save) and cause creatures with 4 to 6 HD to make Fortitude saving throws or die. Living creatures above 6 HD, and creatures of 4 to 6 HD who make their saving throws, take 1d10 points of poison damage each round while in the cloud. Holding one's breath doesn't help.

The Cloudkill moves away from the character at 10 feet per round, rolling along the surface of the ground. (Figure out the cloud's new spread each round based on its new point of origin, 10 feet farther away from the point of origin where the character cast the spell.) Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down openings. It cannot penetrate liquids, nor can it be cast underwater.

A moderate wind (11+ mph) disperses the fog in 4 rounds

A strong wind (21+ mph) disperses the fog in 1 round.

Command

School

Enchantment [Language-Dependent, Mind-Affecting]

Level

Acolyte 1

Components

V

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One living creature

Duration

1 round

Saving Throw

Will negates

Spell Resistance

Yes

Description

The caster gives the subject a single command, which he or she obeys to the best of his or her ability at his or her earliest opportunity. The caster may select from the following options. If the subject can't carry out the caster's command on his or her next turn, the spell automatically fails.

Approach

On the subject's turn, the subject moves toward the caster as quickly and directly as possible for 1 round. The subject may do nothing but move during his or her turn, and he or she incurs attacks of opportunity for this movement as normal.

Drop

On the subject's turn, he or she drops whatever he or she is holding. The subject can't pick up any dropped item until his or her next turn.

Fall

The subject immediately falls to the ground and remains prone for 1 round. He or she may act normally while prone, but takes any appropriate penalties.

Flee

On the subject's turn, he or she moves away from the caster as quickly as possible for 1 round. The subject may do nothing but move during his or her turn.

Halt

The subject stands in place for 1 round. The subject may not take any actions, but may defend him or herself normally.

Comprehend Languages

School

Divination

Level

Acolyte 1, Mage 1

Components

V, S, M/DF

Casting Time

Attack action

Range

Personal

Target

You

Duration

10 minutes/level

Description

The caster can understand words spoken or written in a language he or she does not know (including the unique languages of some creatures). In either case, the caster must touch the speaker or the writing. Note that the ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables the caster to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, other than to know it is magical. This spell can be foiled by certain warding magic. It does not decipher codes or reveal messages concealed in otherwise normal text.

Cone of Cold

School

Evocation [Cold]

Level

Mage 5

Components

V, S, M

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Area

Cone

Duration

Instantaneous

Saving Throw

Reflex half

Spell Resistance

Yes

Description

Cone of Cold creates an area of extreme cold, originating at the caster's hand and extending outward in a cone. It drains heat, causing 1d6 points of cold damage per caster level (maximum 10d6).

Confusion

School

Enchantment [Mind-Affecting]

Level

Mage 4

Components

V, S, M

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Targets

All creatures in a 15-ft. radius

Duration

1 round/level

Saving Throw

Will negates

Spell Resistance

Yes

Description

Creatures affected by this spell behave randomly, as indicated on the following table. Except on a result of 1, roll again each round on the creature's turn to see what the subject does in that round. Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them. Any confused creature who is attacked automatically attacks its attackers on its next turn.

<u>Table: Confusion Behaviors</u>	
d10 Roll	Behavior
1	Wander away for 1 minute (unless prevented)
2-6	Do nothing for 1 round
7-9	Attack nearest creature for 1 round
10	Act normally for 1 round

Create Water

School

Conjuration (Creation)

Level

Acolyte 0

Components

V, S

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Effect

Up to 2 gallons of water/level

Duration

Instantaneous

Saving Throw

None

Spell Resistance

No

Description

This spell generates wholesome, drinkable water, just like clean rainwater. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large.

Note

This spell cannot create water within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Cure Critical Wounds

School

Conjuration (Healing)

Level

Acolyte 4

Components

V, S

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

Instantaneous

Saving Throw

Will half (harmless) (see text)

Spell Resistance

Yes (harmless)

Description

The caster lays his or her hand upon a living creature and channels positive energy that cures 4d8 points of damage +1 point per caster level (up to +10).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

Cure Light Wounds

School

Conjuration (Healing)

Level

Acolyte 1

Components

V, S

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

Instantaneous

Saving Throw

Will half (harmless) (see text)

Spell Resistance

Yes (harmless)

Description

The caster lays his or her hand upon a living creature and channels positive energy that cures 1d8 points of damage +1 point per caster level (up to +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

Cure Minor Wounds

School

Conjuration (Healing)

Level

Acolyte 0

Components

V, S

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

Instantaneous

Saving Throw

Will half (harmless) (see text)

Spell Resistance

Yes (harmless)

Description

The caster lays his or her hand upon a living creature and channels positive energy that cures 1 point of damage..

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

Cure Moderate Wounds

School

Conjuration (Healing)

Level

Acolyte 2

Components

V, S

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

Instantaneous

Saving Throw

Will half (harmless) (see text)

Spell Resistance

Yes (harmless)

Description

The caster lays his or her hand upon a living creature and channels positive energy that cures 2d8 points of damage +1 point per caster level (up to +10).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

Cure Serious Wounds

School

Conjuration (Healing)

Level

Acolyte 3

Components

V, S

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

Instantaneous

Saving Throw

Will half (harmless) (see text)

Spell Resistance

Yes (harmless)

Description

The caster lays his or her hand upon a living creature and channels positive energy that cures 3d8 points of damage +1 point per caster level (up to +10).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

Darkvision

School

Transmutation

Level

Mage 2

Components

V, S, M

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

1 hour/level

Saving Throw

Will negates (harmless)

Saving Throw

None

Spell Resistance

Yes (harmless)

Description

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant the ability to see in magical darkness.

Daze

School

Enchantment [Mind-Affecting]

Level

Mage 0

Components

V, S, M

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One person

Duration

1 round

Saving Throw

Will negates

Spell Resistance

Yes

Description

This enchantment clouds the mind of a humanoid of Medium-size or smaller so that he takes no actions. Humanoids of 5 or more HD are not affected. The dazed subject is not stunned (so attackers get no special advantage against him or her), but the subject can't move, cast spells, use mental abilities, or perform any other actions requiring awareness or concentration.

Delay Poison

School

Conjuration (Healing)

Level

Acolyte 2

Components

V, S, DF

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

1 hour/level

Saving Throw

Fortitude negates (harmless)

Spell Resistance

Yes (harmless)

Description

The subject becomes temporarily immune to poison. Any poison in the subject's system, or any poison the subject is exposed to during the spell's duration, does not affect the subject until the spell has expired. Delay Poison does not cure any damage that a poison may have already dealt.

Detect Magical Aura

School

Universal

Level

Acolyte 0, Mage 0

Components

V, S

Casting Time

Attack action

Range

60 ft.

Area

Quarter-circle emanating from you to the extreme of the range

Duration

Concentration, up to 1 minute/level (D)

Saving Throw

None

Spell Resistance

No

Description

The caster can detect magical auras. The amount of information revealed depends on how long the caster studies a particular area or subject.

1st Round

Presence or absence of magical auras.

2nd Round

Number of different magical auras and the strength of the strongest aura.

3rd Round

The strength and location of each aura.

Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker auras.

Aura Strength

An aura's magical power and strength depend on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, Detect Magical Aura indicates the stronger of the two.

<u>Table: Magic Aura Strength</u>		
Functioning Spell Level	Item Caster Level	Aura Power
0-level or lingering aura	Lingering aura	Dim
1st-2nd	1st-3rd	Faint
3rd	4th-5th	Moderate
4th	6th-7th	Strong
5th	8th-10th	Overwhelming

Length Aura Lingers

How long a magical aura lingers after the source has vacated the location depends on the aura's original strength.

<u>Table: Magic Aura Lengths</u>	
Original Strength	Duration
Faint	1d6 minutes
Moderate	1d6 x 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round, the caster can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Dimension Door

School

Conjuration (Teleporting)

Level

Mage 4

Components

V

Casting Time

Attack action

Range

Long (400 ft. + 40 ft./level)

Target

You and touched objects or other touched willing creatures weighing up to 50 lb./level

Duration

Instantaneous

Saving Throw

None and Will negates (object)

Spell Resistance

No and Yes (object)

Description

The caster instantly transfers him or herself from his or her current location to any other spot within range. The caster always arrives at exactly the spot desired-whether by simply visualizing the area or by stating direction. After using this spell, the caster can't take any other actions until his or her next turn.

If the caster arrives in a place that is already occupied by a solid body, he or she is transported to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, the caster appears in a free space within 1,000 feet. If there's no free space within 1,000 feet, the spell fails and the caster remains where he or she is.

Discern Lies

School

Divination

Level

Acolyte 4

Components

V, S, DF

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Targets

One creature/level, no two of which can be more than 30 ft. apart

Duration

Concentration, up to 1 round/level

Saving Throw

Will negates

Spell Resistance

No

Description

Each round, the caster concentrates on one subject, who must be in range. The caster knows if the subject deliberately and knowingly speaks a lie. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, the caster may concentrate on a different subject.

Dispel Magic

School

Abjuration

Level

Acolyte 3, Mage 3

Components

V, S

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Target or Area

One spellcaster, creature, or object or 30-ft.-radius burst

Duration

Instantaneous

Saving Throw

None

Spell Resistance

No

Description

A caster can use Dispel Magic to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to end ongoing spells (or at least their effects) within an area. A dispelled spell ends as if its duration had expired. Dispel Magic can dispel (but not counter) the ongoing effects of supernatural abilities as well as spells. Dispel Magic affects spell-like effects just as it affects spells.

The caster chooses to use Dispel Magic in one of two ways: a targeted dispel or an area dispel.

Targeted Dispel

One object, creature, or spell is the target of the spell. The caster makes a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20 +1 per caster level (maximum +10) against a DC of 11 + the spell's caster level.

If the spellcaster targets an object or creature that is the effect of an ongoing spell, he or she makes a dispel check to end the spell.

If the object that is targeted is a magic item, the caster makes a dispel check against the item's caster level. If the caster succeeds, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. The item's physical properties are unchanged.

A caster automatically succeeds on his or her dispel check against any spell that he or she cast.

Area Dispel

The spell affects everything within a 30-foot radius.

For each creature that is the target of one or more spells, the caster makes a dispel check against the spell with the highest caster level. If that fails, the caster makes dispel checks against progressively weaker spells until he or she dispels one spell (which discharges the dispel so far as that target is concerned) or fails all the checks. The creature's magic items are not affected.

For each object that is the target of one or more spells, the caster make dispel checks as with creatures. Magic items are not affected by area dispels.

For each ongoing area or effect spell centered within the Dispel Magic's area, the caster makes a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the dispel, the caster makes a dispel check to end the effect, but only within the area of the Dispel Magic.

A caster may choose to automatically succeed on dispel checks against any spell that he or she has cast.

Note

The effects of spells with instantaneous duration can't be dispelled, because the magical effect is already over before the Dispel Magic can take effect.

Displacement

School

Illusion

Level

Mage 3

Components

V, M

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

1 round/level (D)

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

The subject appears to be about 2 feet away from his or her true location. The subject benefits from a 50% miss chance as if he or she had total concealment. However, unlike actual total concealment, displacement does not prevent enemies from targeting the subject normally. True Seeing reveals the subject's true location.

Material Component

Purchase DC 9.

Energy Trap

School

Abjuration

Level

Mage 4

Components

V, S, M

Casting Time

10 minutes

Range

Touch

Target

Object touched

Duration

Permanent until discharged (D)

Saving Throw

Reflex half (see text)

Spell Resistance

Yes

Description

Energy Trap creates an explosion of one energy type (acid, cold, electricity, fire, or sonic/concussion) when an intruder opens the item that the trap wards. The energy trap can ward any closeable item. When casting Energy Trap, the caster selects the energy type and a point on the item as the spell's center. When someone other than the caster opens the item, the resulting explosion fills the area within a 5-foot radius around the spell's center. The energy blast deals 1d4 points of damage (of the given energy type) +1 point per caster level. The item protected by the trap is not harmed by this explosion.

The warded item cannot have a second closure or warding spell placed on it. An unsuccessful Dispel Magic spell does not detonate the spell. Underwater, the acid and fire versions of this spell deal half damage. The caster can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast. "Attuning" to an individual usually involves denoting a password that the caster can share with friends. A successful Search check (DC 29) finds an energy trap, and a successful Disable Device check (DC 29) safely removes it.

Material Components

Purchase DC 10.

Enhance Ability

School

Transmutation

Level

Acolyte 2, Mage 2

Components

V, S, M/DF

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

1 minute/level

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

The spell grants a temporary +5 enhancement bonus to one ability score (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma) chosen by the caster at the time of casting.

A temporary increase to Intelligence or Wisdom does not allow arcane or divine casters to gain extra spells, but the save DCs for their spells increase. A temporary increase in Intelligence doesn't grant extra skill points.

Faith's Fury

School

Evocation

Level

Acolyte 4

Components

V, S

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Area

20-ft.-radius burst

Duration

Instantaneous

Saving Throw

Fortitude partial (see text)

Spell Resistance

Yes

Description

The caster draws upon holy (or unholy) power to smite enemies with one of the following allegiances, as chosen by the caster: chaos, evil, good, or law. The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to creatures with the designated allegiance and blinds them for 1 round. A successful Fortitude saving throw reduces damage to half and negates the blinding effect. The spell does not affect creatures that do not have the chosen allegiance.

An outsider with the designated allegiance instead suffers 1d6 points of damage per caster level (maximum 10d6). In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus to Defense, grants a +2 bonus on opponents' attack rolls (they are effectively invisible), moves at half speed, and takes a -4 penalty on Search checks and most Strength- and Dexterity-based skill checks.

Fear

School

Necromancy [Fear, Mind-Affecting]

Level

Mage 4

Components

V, S, M

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Area

Cone

Duration

1 round/level

Saving Throw

Will negates

Spell Resistance

Yes

Description

An invisible cone of terror causes living creatures to become panicked. They suffer a -2 morale penalty on saving throws, and they flee from the caster. A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers. A cowering creature loses its Dexterity bonus, can take no actions, and takes a -2 penalty to its Defense.

Feather Fall

School

Transmutation

Level

Mage 1

Components

V

Casting Time

See text

Range

Close (25 ft. + 5 ft./2 levels)

Targets

Any free-falling objects or creatures in a 10-ft. radius whose weight does not total more than 300 lb./level

Duration

Until landing or 1 round/level

Saving Throw

Will negates (harmless) or Will negates (object)

Spell Resistance

Yes (object)

Description

The creatures or objects affected fall slowly. The rate of falling is instantly changed to a mere 60 feet per round, with no damage incurred upon landing while the spell is in effect. However, when the spell duration ceases, a normal rate of fall resumes. The character can cast this spell with an instant utterance, quickly enough to save him or herself if he or she unexpectedly falls. Casting the spell is a free action.

This spell has no effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item the item does half normal damage based on weight with no bonus for the height of the drop. The spell works only upon free-falling objects. It does not affect melee weapon attacks or charging or flying creatures.

Fireball

School

Evocation [Fire]

Level

Mage 3

Components

V, S, M

Casting Time

Attack action

Range

Long (400 ft. + 40 ft./level)

Area

20-ft.-radius spread

Duration

Instantaneous

Saving Throw

Reflex half

Spell Resistance

Yes

Description

A Fireball spell detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to all creatures within the area. Unattended objects also take this damage. The explosion creates no concussive force.

The caster points his or her finger and determines the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the caster and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, bursts into the fireball at that point (an early impact results in an early detonation). If the caster attempts to send the bead through a narrow passage the caster must "hit" the opening with a successful ranged touch attack or else the bead strikes the barrier and detonates prematurely.

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits, otherwise it stops at the barrier just as any other spell effect does.

Flaming Projectiles

School

Transmutation [Fire]

Level

Mage 3

Components

V, S, M

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

50 projectiles, all of which must be in contact with each other at the time of casting

Duration

10 minutes/level

Saving Throw

None

Spell Resistance

No

Description

The caster turns ammunition (such as arrows, bolts, bullets, and shuriken) into fiery projectiles. Each projectile deals an extra 1d6 points of fire damage to any target it hits. The flaming projectiles can easily ignite flammable materials or structures, but won't ignite creatures struck.

Flaming Wrath

School

Evocation [Fire]

Level

Acolyte 5

Components

V, S, DF

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Area

Cylinder (10-ft. radius, 40 ft. high)

Duration

Instantaneous

Saving Throw

Reflex half

Spell Resistance

Yes

Description

This spell produces a vertical column of divine fire roaring downward. The spell deals 1d6 points of fire damage per caster level (maximum 10d6).

Freedom of Movement

School

Abjuration

Level

Acolyte 4

Components

V, S, M, DF

Casting Time

Attack action

Range

Personal or touch

Target

You or creature touched

Duration

10 minutes/_level

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

This spell enables the caster or the creature touched to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement.

The spell also allows a character to move and attack normally while underwater, even with slashing and bludgeoning weapons, provided that the weapon is wielded in the hand rather than hurled. The Freedom of Movement spell does not, however, allow water breathing.

Glitterdust

School

Conjuration (Creation)

Level

Mage 2

Components

V, S, M

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Area

Creatures and objects within 10-ft. spread

Duration

1 round/level

Saving Throw

Will negates (blinding only)

Spell Resistance

Yes

Description

A cloud of particles covers everyone and everything in the area, blinding creatures and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to Defense, grants a +2 bonus on opponents' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on Search checks and most Strength- and Dexterity-based skill checks.

Glyph of Warding

School

Abjuration

Level

Acolyte 3

Components

V, S, M

Casting Time

10 minutes

Range

Touch

Target or Area

Object touched or up to 5 sq. ft./level

Duration

Permanent until discharged (D)

Saving Throw

See text

Spell Resistance

Yes (object)

Description

This inscription harms those who enter, pass, or open the warded area or object.

The caster sets the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a pass phrase (which the caster sets when casting the spell) is subject to the magic it stores.

Alternatively or in addition to a pass phrase trigger, glyphs of warding can be set according to physical characteristics or creature type, or species. Glyphs can also be set with respect to allegiance. They cannot be set according to class, Hit Dice, or level. Glyphs respond to invisible creatures normally. Multiple glyphs cannot be cast on the same area. However, they can ward separate compartments of the same object.

The glyph can be placed to conform to any shape up to the limitations of the spell's total square footage. When the spell is completed, the glyph becomes nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Nonmagical disguises cannot fool a glyph of warding.

Read Magic allows a character to identify a glyph of warding with a successful Spellcraft check (DC 13). Identifying the glyph does not discharge it and allows the character to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

Detecting the glyph requires a successful Search check (DC 28), and safely removing it requires a successful Disable Device check (DC 28).

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph

A blast deals 1d8 points of damage per two caster levels to the intruder and to all within 5 feet of the intruder (maximum 5d8). This damage is acid, cold, fire, electricity, or sonic/concussion (caster's choice, made at time of casting). Those affected can make Reflex saves to take half damage.

Spell Glyph

The caster can store any harmful spell of up to 3rd level that he or she knows. All level-dependent features of the spell are based on the caster's level at the time of casting. If the spell has targets, it targets the intruder. If the spell normally affects an area, the area or effect is centered on the intruder. All saving throws operate as normal, except that the DC is based on the level of the glyph.

Material Component

Purchase DC 15.

Greater Command

School

Enchantment [Language-Dependent, Mind-Affecting]

Level

Acolyte 5

Components

V

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Targets

One creature/level, no two of which can be more than 30 ft. apart

Duration

1 round/level

Saving Throw

Will negates

Spell Resistance

Yes

Description

The caster gives the subjects a single command, which they obey to the best of their ability at their earliest opportunity. The caster may select from the following options. If a subject can't carry out the caster's command on his or her next turn, the spell automatically fails for that subject. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell.

Approach

On the subjects' turn, the subjects move toward the caster as quickly and directly as possible for the duration. The subjects may do nothing but move during their turn, and they incur attacks of opportunity for this movement as normal.

Drop

On the subjects' turn, they drop whatever they are holding.

Fall

The subject immediately falls to the ground and remains prone for the duration. They may act normally while prone, but take any appropriate penalties.

Flee

On the subjects' turn, they move away from the caster as quickly as possible for the duration. The subjects may do nothing but move during their turn.

Halt

The subjects stand in place for the duration. The subjects may not take any actions, but may defend themselves normally.

Greater Magic Weapon

School

Transmutation

Level

Acolyte 4, Mage 3

Components

V, S, M/DF

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One weapon or 50 projectiles (all of which must be in contact with each other at the time of casting)

Duration

1 hour/level

Saving Throw

Will negates (harmless, object)

Spell Resistance

Yes (harmless, object)

Description

This spell gives a weapon an enhancement bonus to attack and damage of +1. This bonus increases to +2 at 8th caster level. An enhancement bonus does not stack with a mastercraft weapon's bonus to attack.

Alternatively, the caster can affect up to fifty arrows, bolts, or individual bullets, or a single magazine of up to 50 rounds. The projectiles must be of the same type, and they have to be together. Projectiles (but not thrown weapons) lose their transmutation after use.

A caster can't cast this spell on a natural weapon such as an unarmed strike

Halt Undead

School

Necromancy

Level

Mage 3

Components

V, S, M

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Targets

Up to three undead, no two of which can be more than 30 ft. apart

Duration

1 round/level

Saving Throw

See text

Spell Resistance

Yes

Description

This spell renders up to three undead creatures immobile. Non-intelligent undead get no saving throw; intelligent undead do. If the spell is successful, it renders the undead immobile for the duration of the spell. The effect is broken if the halted creatures are attacked or take damage.

Haste

School

Transmutation

Level

Mage 3

Components

V, S, M

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One creature

Duration

1 round/level

Saving Throw

Fortitude negates (harmless)

Spell Resistance

Yes (harmless)

Description

The transmuted creature moves and acts more quickly than normal. This extra speed has several effects. When making a full attack action, the subject may make one extra attack with any weapon he or she is holding. The attack is made using the character's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit does not actually grant an extra action, so a character can't use it to cast a second spell or otherwise take an extra action in the round.)

The subject gains a +2 dodge bonus to Defense. Any condition that makes the subject lose his or her Dexterity bonus to Defense (if any) also makes the subject lose dodge bonuses. All of the subject's modes of movement (including normal movement, burrow, climb, fly, and swim) increase by 30 feet (to a maximum of double the subject's normal speed). Haste dispels and counters Slow.

Hold Monster

School

Enchantment [Mind-Affecting]

Level

Mage 5

Components

V, S, M

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Target

One living creature

Duration

1 round/level (D)

Saving Throw

Will negates

Spell Resistance

Yes

Description

The subject freezes in place, standing helpless. The subject is aware and breathes normally but cannot take any physical actions, even speech. The subject can, however, execute purely mental actions (including using psionic powers).

A winged creature who is held cannot flap its wings and falls. A swimmer can't swim and may drown.

Hold Person

School

Enchantment [Mind-Affecting]

Level

Acolyte 2, Mage 3

Components

V, S, F/DF

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Target

One Medium-size or smaller humanoid

Duration

1 round/level (D)

Saving Throw

Will negates

Spell Resistance

Yes

Description

The subject freezes in place, standing helpless. The subject is aware and breathes normally but cannot take any physical actions, even speech. The subject can, however, execute purely mental actions (including using psionic powers).

A winged creature who is held cannot flap its wings and falls. A swimmer can't swim and may drown.

Hold Portal

School

Abjuration

Level

Mage 1

Component

V

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Target

One portal, up to 20 sq. ft./level

Duration

1 minute/level

Saving Throw

None

Spell Resistance

No

Description

This spell magically bars a door, gate, window, or shutter of wood, metal, or stone. The magic holds the portal fast, just as if it were securely closed and normally locked. A Knock spell or a successful Dispel Magic spell can negate the Hold Portal. For a portal affected by this spell, add 5 to the normal DC for forcing the portal.

Ice Storm

School

Evocation [Cold]

Level

Mage 4

Components

V, S, M

Casting Time

Attack action

Range

Long (400 ft. + 40 ft./level)

Area

Cylinder (20-ft. radius, 40 ft. high)

Duration

1 round

Saving Throw

None

Spell Resistance

Yes

Description

Hail falls for one full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to creatures in their path. Listen checks made within the ice storm's effect take a -4 penalty, and all ground movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage inflicted).

Inflict Critical Wounds

School

Necromancy

Level

Acolyte 4

Components

V, S

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

Instantaneous

Saving Throw

Will half

Spell Resistance

Yes

Description

The caster lays his or her hand upon a creature and channels negative energy that deals 4d8 points of damage +1 point per caster level (maximum +10).

Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.

Inflict Light Wounds

School

Necromancy

Level

Acolyte 1

Components

V, S

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

Instantaneous

Saving Throw

Will half

Spell Resistance

Yes

Description

The caster lays his or her hand upon a creature and channels negative energy that deals 1d8 points of damage +1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.

Infllict Minor Wounds

School

Necromancy

Level

Acolyte 0

Components

V, S

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

Instantaneous

Saving Throw

Will negates

Spell Resistance

Yes

Description

The caster lays his or her hand upon a creature and channels negative energy that deals 1 point of damage.

Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.

Inflict Moderate Wounds

School

Necromancy

Level

Acolyte 2

Components

V, S

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

Instantaneous

Saving Throw

Will half

Spell Resistance

Yes

Description

The caster lays his or her hand upon a creature and channels negative energy that deals 2d8 points of damage +1 point per caster level (maximum +10).

Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.

Inflict Serious Wounds

School

Necromancy

Level

Acolyte 3

Components

V, S

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

Instantaneous

Saving Throw

Will half

Spell Resistance

Yes

Description

The caster lays his or her hand upon a creature and channels negative energy that deals 3d8 points of damage +1 point per caster level (maximum +10).

Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.

Insect Plague

School

Conjuration (Summoning) [see text]

Level

Acolyte 5

Components

V, S, DF

Casting Time

Full-round action

Range

Long (400 ft. + 40 ft./level)

Effect

Cloud of insects 180 ft. in diameter

Duration

1 minute/level

Saving Throw

See text

Spell Resistance

No

Description

A horde of insects swarm in a thick cloud when this spell is cast. The insects limit vision to 10 feet, and spellcasting within the cloud is impossible. Creatures inside the insect plague, regardless of Defense, sustain 1 point of damage at the end of each round they remain within, due to the bites and stings of the insects. Invisibility is no protection. All creatures with 2 or fewer HD are driven from the cloud at their fastest possible speed in a random direction and flee until they are at least 100 feet away from the insects. Creatures with 3 to 5 HD flee as well, though a Will save negates this effect. (This urge to flee is an extraordinary fear effect.)

Heavy smoke drives off insects within its bounds. Fire also drives insects away. The insects return as soon as the fire is extinguished. A single torch is ineffective against this vast horde of insects. Lightning, cold, and ice are likewise ineffective, while a strong wind (21+ mph) that covers the entire plague area disperses the insects and ends the spell.

Invisibility

School

Illusion

Level

Mage 2

Components

V, S, M

Casting Time

Attack action

Range

Personal or touch

Target

You or a creature or object weighing no more than 100 lb./level

Duration

1 minute/level (D)

Saving Throw

Will negates (harmless) or Will negates (harmless, object)

Spell Resistance

Yes (harmless) or Yes (harmless, object)

Description

The creature or object touched vanishes from sight, even from darkvision. If the recipient is a creature carrying gear, the gear vanishes, too. If the caster casts the spell on someone else, neither the caster nor his or her allies can see the subject, unless they can normally see invisible things or employ magic to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing worn by the creature. Light, however, never becomes invisible, although a source of light can become so. Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

The subject is not magically silenced, and certain other conditions can render the recipient detectable. The spell ends if the subject attacks any creature. For purposes of this spell, an “attack” includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character’s perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Note that spells that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

An invisible creature gains a +40 bonus on Hide checks if immobile, or a +20 bonus on Hide checks if moving. Pinpointing the location of an invisible character who isn’t attempting to hide requires a Spot check against DC 40 if immobile or DC 20 if moving.

Invisibility Sphere

School

Illusion

Level

Mage 3

Components

V, S, M

Casting Time

Attack action

Range

Personal or touch

Area

10-ft.-radius sphere around the creature or object touched

Duration

1 minute/level (D)

Saving Throw

Will negates (harmless) or Will negates (harmless, object)

Spell Resistance

Yes (harmless) or Yes (harmless, object)

Description

All creatures within 10 feet of the recipient, including the recipient, vanish from sight, even from darkvision. The center of the effect is mobile with the recipient. If the creatures are carrying gear, the gear vanishes, too. Those affected by this spell cannot see each other but can see themselves. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing worn by the creature. Light, however, never becomes invisible, although a source of light can become so. Any part of an item that the subject carries but that extends more than 10 feet beyond the range of the spell becomes visible.

The subjects are not magically silenced, and certain other conditions can render a recipient detectable. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends. For purposes of this spell, an "attack" includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. If a subject attacks directly, however, it immediately becomes visible along with all its gear. Note that spells that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

An invisible creature gains a +40 bonus on Hide checks if immobile, or a +20 bonus on Hide checks if moving. Pinpointing the location of an invisible character who isn't attempting to hide requires a Spot check against DC 40 if immobile or DC 20 if moving.

Jump

School

Transmutation

Level

Mage 1

Components

V, S, M

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

1 minute/level (D)

Saving Throw

Will negates (harmless)

Spell Resistance

Yes

Description

The subject gets an enhancement bonus on Jump checks. The enhancement bonus is +10 at 1st level, +20 at 3rd level, and +30 at 5th level (the maximum).

Keen Edge

School

Transmutation

Level

Mage 3

Components

V, S

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Targets

One weapon or 50 projectiles, all of which must be in contact with each other at the time of casting

Duration

10 minutes/level

Saving Throw

Will negates (harmless, object)

Spell Resistance

Yes (harmless, object)

Description

This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19-20. A threat range of 19-20 becomes 17-20. A threat range of 18-20 becomes 15-20. The spell can be cast only on piercing or slashing weapons (and it does not stack with itself). If cast on arrows or crossbow bolts, the keen edge on a particular projectile ends after one use, whether or not the missile strikes its intended target.

This spell cannot be cast on a natural weapon, such as an unarmed strike.

Knock

School

Transmutation

Level

Mage 2

Component

V

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Target

One door, box, or chest with an area of up to 10 sq. ft./level

Duration

Instantaneous (see text)

Saving Throw

None

Spell Resistance

No

Description

The Knock spell opens stuck, barred, locked, or magically held or sealed doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). In all other cases, the door does not re-lock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments, nor does it affect ropes, vines, and the like. Note that the effect is limited by the area. Each spell can undo up to two means of preventing egress.

Lesser Restoration

School

Conjuration (Healing)

Level

Acolyte 2

Components

V, S

Casting Time

3 rounds

Range

Touch

Target

Creature touched

Duration

Instantaneous

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

Lesser Restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It does not restore permanent ability drain.

Levitate

School

Transmutation

Level

Mage 2

Components

V, S, F

Casting Time

Attack action

Range

Personal or close (25 ft.+ 5 ft./2 levels)

Target

You or one willing creature or one object (total weight up to 100 lb./level)

Duration

1 round/level (D)

Saving Throw

None

Spell Resistance

No

Description

A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The caster can mentally direct the subject to move up or down as much as 20 feet each round; doing so is a move-equivalent action. The caster cannot move the recipient horizontally, but the subject could push or pull his or her way provided there is a surface to grasp (generally at half its base speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack is made with a -1 penalty, the second -2, and so on, up to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Light

School

Evocation [Light]

Level

Acolyte 0, Mage 0

Components

V, M/DF

Casting Time

Attack action

Range

Touch

Target

Object touched

Duration

10 minutes/level (D)

Saving Throw

None

Spell Resistance

No

Description

This spell causes an object to glow, shedding light in a 20-foot radius from the point the caster touches. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

Lightning Bolt

School

Evocation [Electricity]

Level

Mage 3

Components

V, S, M

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level) or 50 ft. + 5 ft./level

Area

5 ft. wide to medium range (100 ft. + 10 ft./level) or 10 ft. wide to 50 ft. + 5 ft./level

Duration

Instantaneous

Saving Throw

Reflex half

Spell Resistance

Yes

Description

The caster releases a bolt of electrical energy that deals 1d6 points of damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at the caster. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Locate Object

School

Divination

Level

Acolyte 3

Components

V, S, DF

Casting Time

Attack action

Range

Long (400 ft. + 40 ft./level)

Area

Circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration

1 minute/level

Saving Throw

None

Spell Resistance

No

Description

The caster senses the direction of a well-known or clearly visualized object. The caster can search for general items, in which case the caster locates the nearest one of its type if more than one is within range. Attempting to find a specific item requires a specific and accurate mental image

if the image is not close enough to the actual object, the spell fails. The caster cannot specify a unique object unless he or she has observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell.

Mage Armor

School

Conjuration (Creation) [Force]

Level

Mage 1

Components

V, S, F

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

1 hour/level (D)

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

An invisible but tangible field of force surrounds the subject of Mage Armor, providing a +4 equipment bonus to Defense. Unlike mundane armor, Mage Armor carries no armor penalty, maximum Dexterity bonus, arcane spell failure chance, or speed reduction.

Mage Hand

School

Transmutation

Level

Mage 0

Components

V, S

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

Nonmagical, unattended object weighing up to 5 lb.

Duration

Concentration

Saving Throw

None

Spell Resistance

No

Description

The caster can lift an object and move it at will from a distance. As a move action, the caster can move the object up to 15 feet in any direction, though the spell ends if the distance between the caster and the object ever exceeds the spell's range.

Magic Missile

School

Evocation [Force]

Level

Mage 1

Components

V, S

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Targets

Up to five creatures, no two of which can be more than 15 ft. apart

Duration

Instantaneous

Saving Throw

None

Spell Resistance

Yes

Description

A missile of magical energy shoots from the caster and unerringly strikes its target, dealing 1d4+1 points of damage.

The missile strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every two levels of experience past 1st, the caster gains an additional missile. He or she has two at 3rd level, three at 5th level, four at 7th level, and the maximum of five missiles at 9th level. If the caster shoots multiple missiles, they can be targeted at a single creature or several creatures. A single missile can strike only one creature. The caster must designate targets before rolling for spell resistance or rolling damage.

Magic Mouth

School

Illusion

Level

Mage 2

Components

V, S, M

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One creature or object

Duration

Permanent until discharged

Saving Throw

Will negates (object)

Spell Resistance

Yes (object)

Description

This spell imbues the target with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by the caster and can be delivered over a period of 10 minutes. The mouth cannot speak verbal components, use command words, or activate magical effects.

The spell functions when specific conditions are fulfilled according to the caster's command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats an audible trigger. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish allegiance, level, HD, or class except by external garb.

The range limit of a trigger is 15 feet per caster level. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Material Component

Purchase DC 12.

Magic Weapon

School

Transmutation

Level

Acolyte 1, Mage 1

Components

V, S, DF

Casting Time

Attack action

Range

Touch

Target

Weapon touched

Duration

1 minute/level

Saving Throw

Will negates (harmless, object)

Spell Resistance

Yes (harmless, object)

Description

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.

This spell cannot be cast on a natural weapon, such as an unarmed strike.

Mass Cure Light Wounds

School

Conjuration (Healing)

Level

Acolyte 5

Components

V, S

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One creature/level, no two of which can be more than 30 ft. apart

Duration

Instantaneous

Saving Throw

Will half (harmless)

Spell Resistance

Yes (harmless)

Description

Positive energy spreads out in all directions from the point of origin, curing 1d8 points of damage +1 point per caster level to nearby living allies.

Mass Cure Light Wounds deals damage to undead in its area rather than curing them.

Mass Inflict Light Wounds

School

Necromancy

Level

Acolyte 5

Components

V, S

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One creature/level, no two of which can be more than 30 ft. apart

Duration

Instantaneous

Saving Throw

Will half (harmless)

Spell Resistance

Yes (harmless)

Description

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage +1 point per caster level to nearby living enemies.

Mass Inflict Light Wounds heals undead in its area rather than damaging them.

Message

School

Transmutation [Language-Dependent]

Level

Mage 0

Components

V, S, F

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Targets

One creature/level

Duration

10 minutes/level

Saving Throw

None

Spell Resistance

No

Description

The caster can whisper messages and receive whispered replies with little chance of being overheard. The caster designates each creature to be included in the spell effect. When the caster whispers, the whispered message is audible to all of the targeted creatures who are within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message, however, does not have to travel in a straight line. It can circumvent a barrier if there is an open path between the caster and the subject, and the path's entire length lies within the spell's range. The creatures who receive the message can whisper a reply that the caster hears. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Minor Globe of Invulnerability

School

Abjuration

Level

Mage 4

Components

V, S, M

Casting Time

Attack action

Range

10 ft.

Area

10-ft.-radius spherical emanation, centered on you

Duration

1 round/level

Saving Throw

None

Spell Resistance

No

Description

An immobile, faintly shimmering magical sphere surrounds the caster and excludes all spell effects of 3rd level and lower. The area or effect of any such spells does not include the area of the minor globe of invulnerability. Such spells fail to affect any target located within the globe. This includes spell-like abilities and spells or spell-like effects from objects. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe. The globe can be brought down by a targeted Dispel Magic spell, but not by an area Dispel Magic. The caster can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled. If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether Minor Globe of Invulnerability stops it.

Neutralize Poison

School

Conjuration (Healing)

Level

Acolyte 4

Components

V, S, M/DF

Casting Time

Attack action

Range

Touch

Target

Creature or object of up to 1 cu. ft./level touched

Duration

10 minutes/level

Saving Throw

Will negates (harmless, object)

Spell Resistance

Yes (harmless, object)

Description

The caster detoxifies any sort of venom in the creature or object touched. A poisoned creature suffers no additional damage or effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with Delay Poison, such effects aren't postponed until after the duration-the creature is simply immune to all poison effects for the length of the spell. This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option.

Passwall

School

Transmutation

Level

Mage 5

Components

V, S, M

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Effect

5-ft.-by-8 ft. opening, 1 ft./level deep

Duration

1 hour/level (D)

Saving Throw

None

Spell Resistance

No

Description

The caster creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. If the wall's thickness is more than 1 foot per caster level, then a single Passwall simply makes a niche or short tunnel. Several Passwall spells can then form a continuing passage to breach very thick walls. When Passwall ends, creatures within the passage are ejected out the nearest exit. If someone dispels the Passwall or the caster dismisses it, creatures in the passage are ejected out the far exit if there is one or out the sole exit if there is only one.

Phantom Watchdog

School

Conjuration (Creation)

Level

Mage 5

Components

V, S, M

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Effect

Phantom watchdog

Duration

1 hour/caster level or until discharged, then 1 round/caster level

Saving Throw

None

Spell Resistance

No

Description

The caster conjures up a spectral watchdog that is invisible to everyone but the caster. It then guards the area where it was conjured. The phantom watchdog immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those already within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible creatures but does not perceive illusions. It is stationary.

If an intruder approaches to within 5 feet of the watchdog, the dog stops barking and delivers a vicious bite (+10 bonus on its attack roll, 2d6+3 points of piercing damage) once per round. The dog also gets the bonuses appropriate to an invisible creature. (For most defenders, the invisible creature gets a +2 bonus on attack rolls and the defender loses any Dexterity bonus to Defense.) The dog is considered to have readied an action to bite an intruder, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a +3 weapon for purposes of damage reduction. The hound cannot be attacked, but it can be dispelled. The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts for only 1 round per caster level. If the caster is ever more than 100 feet distant from the watchdog, the spell ends.

Material Component

Purchase DC 3 for the lot.

Power Device

School

Transmutation

Level

Mage 1

Components

V, S

Casting Time

Attack action

Range

Touch

Effect

Powers one electrical or mechanical device

Duration

10 minutes/level

Saving Throw

None

Spell Resistance

No

Description

This spell provides power to an electrical or mechanical device that does not have a power source but is otherwise functional. The device functions exactly as it normally would if it had conventional power.

This spell can affect any household or handheld device, scratch-built robot, or general-purpose vehicle. Larger or more intricate devices cannot be powered with this spell.

Prayer

School

Conjuration (Creation)

Level

Acolyte 3

Components

V, S, DF

Casting Time

Attack action

Range

30 ft.

Area

All allies and foes within a 30-ft.-radius burst centered on you

Duration

1 round/level

Saving Throw

None

Spell Resistance

Yes

Description

The caster brings special favor upon him or herself and allies while bringing disfavor to his or her enemies. The caster and allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while foes take a -1 penalty on such rolls.

Prestidigitation

School

Universal

Level

Mage 0

Components

V, S

Casting Time

Attack action

Range

10 ft.

Target, Effect, or Area

See text

Duration

1 hour

Saving Throw

See text

Spell Resistance

No

Description

Once cast, the Prestidigitation spell enables the caster to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. Prestidigitations can slowly lift 1 pound of material. They can color, clean, or soil items in a 1-foot cube each round. They can chill, warm, or flavor 1 pound of nonliving material. They cannot deal damage or affect the concentration of spellcasters. Prestidigitations can create small objects, but they look crude and artificial. The materials created by a Prestidigitations spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a Prestidigitations spell lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Protection from Arrows/Bullets

School

Abjuration

Level

Mage 2

Components

V, S, F

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

10 minutes/level or until discharged

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

The warded creature gains resistance to ranged weapons that fire arrows, bullets, or crossbow bolts. The subject gains damage reduction 10/+1 against those ranged weapons. The damage reduction increases with the caster level to 10/+2 at 5th and 10/+3 at 10th. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Raise Dead

School

Conjuration (Healing)

Level

Acolyte 5

Components

V, S, M, DF

Casting Time

1 minute

Range

Touch

Target

Dead creature touched

Duration

Instantaneous

Saving Throw

None (see text)

Spell Resistance

Yes (harmless)

Description

The divine spellcaster restores life to a deceased creature. The caster can raise creatures who have been dead up to one day per caster level. Raise Dead cures hit point damage up to a total of 1 hit point per Hit Die. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature who has died of old age. The subject of the spell loses one level when it is raised, just as if it had lost a level to an energy-draining creature. This level loss cannot be repaired by any spell. If the subject is 1st level, it loses 1 point of Constitution instead. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spell slots for losing a level. A spellcasting creature that doesn't prepare spells has a 50% chance of losing any spell he or she has prepared but not yet cast, in addition to losing spell slots for losing a level.

Material Component

Purchase DC 26.

Ray of Fatigue

School

Necromancy

Level

Mage 1

Components

V, S, M

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Effect

Ray

Duration

1 minute/level

Saving Throw

No

Spell Resistance

Yes

Description

The caster must succeed at a ranged touch attack with the ray to strike a target. The subject is immediately fatigued for the spell's duration. A fatigued character suffers a -2 penalty to Strength and Dexterity and can't run or charge. This spell has no effect on a creature who is already fatigued.

Read Magic

School

Universal

Level

Acolyte 0, Mage 0

Components

V, S, F

Casting Time

Attack action

Range

Personal

Target

You

Duration

10 minutes/level

Description

This spell allows the caster to read magical inscriptions on objects that would otherwise be unintelligible. This deciphering does not invoke the magic contained in the writing. Furthermore, once the spell is cast and the caster has read the magical inscription, he or she is thereafter able to read that particular writing without recourse to the use of Read Magic. The caster can read at the rate of one page (250 words) per minute.

Remove Curse

School

Abjuration

Level

Acolyte 3, Mage 4

Components

V, S

Casting Time

Attack action

Range

Touch

Target

Creature or item touched

Duration

Instantaneous

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

Remove Curse instantaneously removes any curses on a creature. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Remove Curse counters Bestow Curse.

Remove Disease

School

Conjuration (Healing)

Level

Acolyte 3

Components

V, S

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

Instantaneous

Saving Throw

Fortitude negates (harmless)

Spell Resistance

Yes (harmless)

Description

Remove Disease cures all treatable diseases afflicting the subject. It does not rid the subject of a disease for which no cure exists. Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Remove Fear

School

Abjuration

Level

Acolyte 1

Components

V, S

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Targets

One creature plus one additional creature/four levels, no two of which can be more than 30 ft. apart

Duration

10 minutes (see text)

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

The caster grants the target a +4 morale bonus against fear effects for 10 minutes. If the subject is suffering from a fear effect when receiving the spell, it gets a new save with a +4 morale bonus.

Remove Fear counters and dispels Cause Fear.

Remove Paralysis

School

Conjuration (Healing)

Level

Acolyte 2

Components

V, S

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Targets

Up to four creatures, no two of which can be more than 30 ft. apart

Duration

Instantaneous

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

The caster can free one or more creatures from the effects of any temporary paralysis or related magic, including a Hold spell or a Slow spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability scores reduced by penalties, damage, or loss.

Resist Energy

School

Abjuration

Level

Acolyte 2, Mage 2

Components

V, S, DF

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

10 minutes/level

Saving Throw

Fortitude negates (harmless)

Spell Resistance

Yes (harmless)

Description

This abjuration grants a creature limited protection to damage from whichever one of five energy types the caster selects: acid, cold, electricity, fire, or sonic/concussion. The creature gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases by 5 points for every three caster levels above 3rd. The spell protects the recipient's equipment as well.

Resist Energy absorbs only damage. The character could still suffer unfortunate side effects.

Resistance

School

Abjuration

Level

Acolyte 0, Mage 0

Components

V, S, M/DF

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

1 minute

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

The subject is granted a +1 resistance bonus on saving throws.

Restoration

School

Conjuration (Healing)

Level

Acolyte 4

Components

V, S, M

Casting Time

3 rounds

Range

Touch

Target

Creature touched

Duration

Instantaneous

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

Restoration cures all temporary ability damage and restores all points permanently drained from a single ability score (caster's choice if more than one score is drained). This spell also dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. Restoration does not restore level loss or Constitution point loss as a result of being raised from the dead.

Material Component

Purchase DC 20.

Searing Light

School

Evocation

Level

Acolyte 3

Components

V, S

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Effect

Ray

Duration

Instantaneous

Saving Throw

None

Spell Resistance

Yes

Description

The caster must succeed at a ranged touch attack to strike his or her target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). Undead creatures take 1d6 points of damage per caster level (maximum 10d6), and undead creatures particularly vulnerable to sunlight take 1d8 points of damage per caster level (maximum 10d8). Constructs and inanimate objects take only 1d6 points of damage per two caster levels (maximum 5d6).

See Invisibility

School

Divination

Level

Mage 2

Components

V, S, M

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Area

Cone

Duration

10 minutes/level (D)

Saving Throw

None

Spell Resistance

No

Description

The caster sees any objects or beings that are invisible as if they were normally visible.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable the caster to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Material Components

Purchase DC 7.

Shatter

School

Evocation [Sonic]

Level

Acolyte 2

Components

V, S, M/DF

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Area

5-ft. radius spread, or one solid object or crystalline creature

Duration

Instantaneous

Saving Throw

Will negates (object) or Fortitude half (see text)

Spell Resistance

Yes (object)

Description

Used as an area attack, Shatter destroys nonmagical objects of crystal, glass, porcelain, or ceramic, such as vials, bottles, flasks, jugs, windows, mirrors, and so forth. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per caster level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, the caster can target this spell against a single solid object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature (of any weight), Shatter deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

Shield

School

Abjuration [Force]

Level

Mage 1

Components

V, S

Casting Time

Attack action

Range

Personal

Target

You

Duration

1 minute/level (D)

Description

Shield creates an invisible, mobile disk of force that hovers in front of the caster. It negates Magic Missile attacks directed at the caster. The disk also intercepts attacks, providing a +4 bonus to Defense. The shield carries no armor penalty or arcane spell failure chance.

Shield of Faith

School

Abjuration

Level

Acolyte 1

Components

V, S, M

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

1 minute/level

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus, with an additional +1 to the bonus at 6th caster level.

Shout

School

Evocation [Sonic]

Level

Mage 4

Component

V

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Area

Cone

Duration

Instantaneous

Saving Throw

Fortitude partial (see text) (object)

Spell Resistance

Yes (object)

Description

The caster emits an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 2d6 points of damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object takes 1d6 points of damage per caster level. Creatures holding fragile objects can negate damage to them with successful Reflex saves.

A deafened character, in addition to the obvious effects, suffers a -4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance to miscast and lose any spell with a verbal component that he or she tries to cast.

The Shout spell cannot penetrate the spell Silence.

Silence

School

Illusion

Level

Acolyte 2

Components

V, S

Casting Time

Attack action

Range

Long (400 ft. + 40 ft./level)

Area

15-ft.-radius emanation centered on a creature, object, or point in space

Duration

1 minute/level

Saving Throw

Will negates or none (object)

Spell Resistance

Yes or no (object)

Description

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped

Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks.

Sleep

School

Enchantment [Mind-Affecting]

Level

Mage 1

Components

V, S, M

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Area

Several living creatures within a 15-ft.-radius burst

Duration

1 minute/level

Saving Throw

Will negates

Spell Resistance

Yes

Description

A Sleep spell causes a comatose slumber to come upon one or more creatures. Roll 2d4 to determine how many total HD of creatures can be affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. No creature with 5 or more HD is affected, and HD that are not sufficient to affect a creature are wasted.

Sleeping creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. Awakening a creature is a move action. Sleep does not affect unconscious creatures, constructs, or undead creatures.

Note

Additional hit points given along with a creature's Hit Dice are irrelevant for determining how many Hit Dice a creature has.

Slow

School

Transmutation

Level

Mage 3

Components

V, S, M

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Targets

One creature/level, no two of which can be more than 30 ft. apart

Duration

1 round/level

Saving Throw

Will negates

Spell Resistance

Yes

Description

Affected creatures move and attack at a drastically slowed rate. Slowed creatures can take only a single move action or attack action each turn, but not both (nor may they take full-round actions). Additionally, they suffer -2 penalties to Defense, melee attack rolls, melee damage rolls, and Reflex saves. Slowed creatures jump half as far as normal.

Slow counters and dispels Haste but does not otherwise affect magically speeded or slowed creatures.

Spider Climb

School

Transmutation

Level

Acolyte 2, Mage 2

Components

V, S, M

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

10 minutes/level

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

The subject can climb and travel on vertical surfaces or even traverse ceilings. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and need not make Climb checks to scale a surface.

Status

School

Divination

Level

Acolyte 3

Components

V, S

Casting Time

Attack action

Range

Touch

Targets

One creature touched/three levels

Duration

1 hour/level

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

Status allows a divine caster to mentally monitor the relative positions and general condition of his or her companions. The caster is aware of direction and distance to the creatures and their status: unharmed, wounded, disabled, staggered, unconscious, dying, dead, and so forth. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell.

Stoneskin

School

Abjuration

Level

Mage 4

Components

V, S, M

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

10 minutes/level or until discharged

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

The subject gains damage reduction 10/- against physical attacks. Once the spell has prevented a total of 10 points of damage per caster level, it is discharged.

Material Components

Purchase DC 23.

Telekinesis

School

Transmutation

Level

Mage 5

Components

V, S

Casting Time

Attack action

Range

Long (400 ft. + 40 ft./level)

Target or Targets

See text

Duration

Concentration (up to 1 round/level) or instantaneous (see text)

Saving Throw

Will negates (object) (see text)

Spell Resistance

Yes (object) (see text)

Description

The caster can move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide either a gentle, sustained force or a single short, violent thrust.

Sustained Force

A sustained force moves a creature or object weighing up to 25 pounds per caster level up to 20 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful Will save or with spell resistance.

This version of the spell lasts up to 1 round per caster level, but it ends if the caster ceases concentration. The weight can be moved vertically, horizontally, or both. An object cannot be moved beyond the caster's range. The spell ends if the object is forced beyond the range. If the caster ceases concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand, if the force required is within the weight limitation.

Violent Thrust

Alternatively, the spell energy can be expended in a single round. The caster can hurl one or more objects or creatures that are within range and all within 10 feet of each other toward any target within 10 feet/level of all the objects. The caster can hurl up to a total weight of 25 pounds per caster level.

The caster must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using his or her base attack bonus + Intelligence modifier. Weapons deal their normal damage (with no Strength bonus). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects).

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinesed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet.

Tongues

School

Divination

Level

Acolyte 4, Mage 3

Components

V, M/DF

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

10 minutes/level

Saving Throw

Will negates (harmless)

Spell Resistance

No

Description

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a species language or a regional dialect. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make him or herself understood as far as her voice carries. This spell does not predispose any creature addressed toward the subject in any way.

True Seeing

School

Divination

Level

Acolyte 5

Components

V, S, M

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

1 minute/level

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

The caster confers on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic or psionics, sees invisible creatures or objects normally, sees through illusions, and sees the true form of changed or transmuted things. The range of True Seeing conferred is 120 feet.

True Seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not cancel concealment, including that caused by fog and the like. True Seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret panels hidden by mundane means. The effects cannot be combined with other spells and powers.

Material Component

Purchase DC 16.

True Strike

School

Divination

Level

Mage 1

Components

V, F

Casting Time

Attack action

Range

Personal

Target

You

Duration

See text

Description

The caster's next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, the caster is not affected by the miss chance that applies to attacks against a concealed target.

Virtue

School

Transmutation

Level

Acolyte 0

Components

V, S, DF

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

1 minute

Saving Throw

Yes (harmless)

Spell Resistance

Yes (harmless)

Description

The subject gains 1 temporary hit point.

Wall of Fire

School

Evocation [Fire]

Level

Mage 4

Components

V, S, M

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Effect

Opaque sheet of flame up to 20 ft. long/caster level or a ring of fire with a radius of up to 5 ft./two caster levels; either form 20 ft. high

Duration

Concentration + 1 round/level

Saving Throw

See text

Spell Resistance

Yes

Description

An immobile curtain of fire springs into existence. One side of the wall, selected by the caster, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and each round that a creature enters or remains in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level to any creature passing through it. The wall deals double damage to undead creatures.

If the caster evokes the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall by making a successful Reflex save. (If the creature ends up on the hot side of the wall, it takes 2d4 points of damage, as normal.)

If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)

Wall of Force

School

Evocation [Force]

Level

Mage 5

Components

V, S, M

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Effect

Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration

1 minute/level (D)

Saving Throw

None

Spell Resistance

No

Description

A Wall of Force spell creates an invisible wall of force. The wall of force cannot move, it is immune to damage of all kinds, and it is unaffected by Dispel Magic. Spells, breath weapons, and flamethrowers cannot pass through the wall in either direction, although Dimension Door can bypass the barrier. Gaze attacks can operate through the wall of force.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level, or into a sphere or hemisphere with a radius of up to 1 foot per level.

The wall of force must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of Ice

School

Evocation [Cold]

Level

Mage 4

Components

V, S, M

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Effect

Anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level

Duration

1 minute/level

Saving Throw

See text

Spell Resistance

Yes

Description

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Fire, including fire spells, can melt a wall of ice. Fire deals full damage to the wall (instead of the normal half damage suffered by objects). Suddenly melting the wall of ice (by reducing it to 0 hit points in a single attack) creates a 10-foot-radius cloud of fog that lasts for 10 minutes. Objects and creatures within the area are treated as if they had one-half concealment (20% miss chance) with respect to one another.

Ice Plane

A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster levels. The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it takes 1d6 points of cold damage +1 point per caster level.

Hemisphere

The wall takes the form of a hemisphere whose maximum radius is 3 feet +1 foot per caster level. It is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

The caster can create the hemisphere so that it traps one or more creatures, though these creatures can avoid being trapped by the hemisphere by making successful Reflex saves.

Wall of Iron

School

Conjuration (Creation)

Level

Mage 5

Components

V, S, M

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Effect

Iron wall whose area is up to one 5-ft. square/level (see text)

Duration

Instantaneous

Saving Throw

See text

Spell Resistance

No

Description

The caster causes a flat, vertical iron wall to spring into being. This wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though the caster can shape its edges to fit the available space.

The wall of iron is 1 inch thick per four caster levels. The caster can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

If the caster desires, the wall can be created vertically resting on a flat surface but not attached to the surface so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must succeed at a Strength check (DC 40) to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Large and smaller creatures who fail take 10d6 points of damage. The wall cannot crush Huge and larger creatures. Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Material Component

Purchase DC 18.

Wall of Stone

School

Conjuration (Creation)

Level

Acolyte 5, Mage 5

Components

V, S, M/DF

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Effect

Stone wall whose area is up to one 5-ft. square/level (S)

Duration

Instantaneous

Saving Throw

See text

Spell Resistance

No

Description

This spell creates a wall of rock that merges into adjoining rock surfaces. The wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

A wall of stone can be created in almost any shape the caster desires. The wall created need not be vertical, nor rest upon any firm foundation, however, it must merge with and be solidly supported by existing stone. If used to bridge a chasm, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half.

Like any other stone wall, this one can be destroyed by explosives or brought down by bludgeoning or piercing weapons. Each 5-foot square has 15 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures avoid entrapment with successful Reflex saves.

Water Breathing

School

Transmutation

Level

Acolyte 3, Mage 3

Components

V, S, M/DF

Casting Time

Attack action

Range

Touch

Target

Living creatures touched

Duration

2 hours/level (see text)

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures touched. The spell does not make creatures unable to breathe air.

Web

School

Conjuration (Creation)

Level

Mage 2

Components

V, S, M

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Effect

Webs in a 20-ft.-radius spread

Duration

10 minutes/_level

Saving Throw

Reflex negates (see text)

Spell Resistance

Yes

Description

The Web spell creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. These masses must be anchored to two or more solid and diametrically opposed points-floor and ceiling, opposite walls, and so forth-or else the web collapses upon itself and disappears. Creatures caught within a web or simply touching its strands become entangled among the gluey fibers.

An entangled creature takes a -2 penalty on attack rolls, takes a -4 penalty to effective Dexterity, and can't move. An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is not stuck in the webs and is free to act, though moving is slow and may cause it to become stuck (see below). If the save fails, the creature is stuck. A stuck creature can break loose by spending 1 round and succeeding on a Strength check (DC 20) or an Escape Artist check (DC 25). Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature may progress through the web very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

The web provides one-quarter cover for every 5 feet of the substance between the character and an opponent-one-half cover for 10 feet of web, three-quarters for 15 feet, and total cover for 20 feet or more. The strands of a web spell are flammable. Any fire can set them alight and burn away 5 square feet in 1 round. All creatures within flaming webs take 2d4 points of damage from the flames.

Zone of Truth

School

Enchantment [Mind-Affecting]

Level

Acolyte 2

Components

V, S, DF

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Area

5-ft.-radius/level emanation

Duration

1 minute/level

Saving Throw

Will negates

Spell Resistance

Yes

Description

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Creatures are allowed a save to avoid the effects when the spell is cast or when they first enter the emanation area. Affected creatures are aware of this enchantment. Creatures who leave the area are free to speak as they choose.

FX - PSIONIC POWERS

FX Basics

Psionic powers are abilities beyond the scope of most ordinary individuals, and fall under the group of FX abilities. FX abilities are features of a few advanced classes, and are not available to basic classes. FX abilities have a number of similarities to each other as well as obvious differences.

About Psionics

A psionic power is a one-time psionic effect manifested by a psionic character or creature. Psionic powers require power points to use, although naturally psionic creatures can manifest their powers a certain number of times per day with no power point cost.

Each psionic power is tied to a specific ability, which is the key ability for that psionic power. A psionic character must have a key ability score equal to at least 10 + the power's level to manifest a particular power.

Unlike arcane spellcasters, psionic characters don't have spellbooks and they don't prepare their powers ahead of time. A psionic character's level limits the number of power points available for manifesting powers. A psionic character has a set number of powers available that he may manifest at will, provided he has sufficient power points to pay for the manifestation.

A power manifests when the psionic character pays its power point cost. The character pays the cost, and the power manifests immediately.

Psionic powers don't require special gestures, words, or materials. They operate as thoughts made manifest. Most powers do have a noticeable display associated with their use, however.

Manifesting a Power

Psionic advanced classes describe how many powers each class knows by level, as well as how many power points they have available each day.

To manifest a power, a character selects one power that he or she knows and pays the power point cost.

Power Points

A power's cost is determined by its level, as shown below. Every power's cost is also noted in its description for easy reference.

<u>Table: Power Point Costs</u>						
Power Level	0	1	2	3	4	5
Power point cost	0/1*	1	3	5	7	9

*A psionic character can manifest any 0-level power he or she knows a number of times per day equal to 3 + his or her psionic level; additional manifestations cost 1 power point each.

How to Read a Power Description

In most significant respects, manifesting a psionic power follows the same rules as casting a spell. The differences between a power description and a spell description are summarized in this section. See How to Read a Spell Description, above, for information that is the same for both psionic powers and spells.

Useful Definitions

Hit Dice

The term "Hit Dice" is used synonymously with "character levels" for effects that affect a number of Hit Dice of creatures. A creature with only Hit Dice from its species, not from any classes it may have, has a character level equal to its Hit Dice. A creature with class levels is considered to have Hit Dice equal to the total of its Hit Dice and its class levels.

Manifester Level

A power's strength often depends on manifester level, which is the manifester's level in the appropriate psionic character class. Creatures with no classes have a manifester level equal to their Hit Dice unless otherwise specified.

Creatures and Characters

"Creatures" and "characters" are used synonymously in the power descriptions.

Key Ability

The first line beneath the power's name provides the key ability associated with the power. A psionic character must have a score in this ability equal to at least 10 + the power's level in order to manifest the power.

Descriptors

Descriptors are a way of classifying powers that have some common characteristic. Descriptors are often useful for knowing which creatures are or are not affected by a power. A power's descriptors (if any) appear in brackets on the line containing the key ability. Descriptors for powers include compulsion, electricity, fire, language-dependent, and mind-affecting.

Level

The relative strength of a power is indicated by its level. A power's level also indicates whether a particular psionic character is capable of using the power, based on the character's class level and key ability score.

Display

When psionic powers manifest, secondary displays usually accompany the primary effect. The psionic display may be auditory (Au), material (Ma), mental (Me), olfactory (OI), or visual (Vi). Each power describes the sort of display that accompanies it.

Manifestation Time

Manifesting a psionic power is either an attack action or a full-round action, depending on the power. See the power descriptions for details.

Range

Each psionic power has a range, as listed in the power description. A power's range is the maximum distance from the psionic character that the power's effect can occur. The range categories are the same as the ones used for spells.

Target, Effect, Area

These terms are defined and used the same as they are for spells.

Saving Throw

Most harmful powers allow an affected target a saving throw to avoid some or all of the effect. Each power lists which saving throw type applies. The DC for a saving throw to resist a power is 10 + the power's level + the psionic character's key ability modifier. The terms used to define the various types of saving throws and results are the same as for spells.

Power Resistance

Power resistance is a special defensive ability that protects against psionic powers. If a psionic character faces a creature with power resistance, he or she must make a level check (1d20 + psionic character's class level) equal to or greater than the creature's power resistance for the power to affect it.

Each power description includes an entry that indicates whether power resistance applies to the power (if so, Yes; if not, No). Other details are the same as for spell resistance.

Power Point Cost

All powers of a certain level have the same power point cost. The point cost to manifest a particular power is also provided in that power's description.

Descriptive Text

A power's descriptive text explains how the power works or what it does.

Power Failure

If a character tries to manifest a power in conditions where the characteristics of the spell (range, area, and so forth) cannot be made to conform, the effort fails and the power is wasted.

Powers also fail if the character's concentration is broken (see the Concentration skill).

List Format

Spells in the following lists are presented in order of spell level (from lowest to highest) and alphabetized within each level group. A brief description of the spell's effect is provided.

Battle Mind Lists

Level 0 Battle Mind Powers

- **Detect Psionics (Wis):** Manifester can detect the presence of psionic activity.
- **Far Punch (Con):** Telekinetic strike deals 1 damage.
- **Finger of Fire (Int):** Deal 1d3 fire damage to target.
- **Valor (Str):** Gain a +1 morale bonus on saving throws.
- **Verve (Str):** Gain 1 temporary hit point.

Level 1 Battle Mind Powers

- **Combat Precognition (Wis):** Gain a +1 insight bonus to Defense.
- **Fire Bolt (Int):** Deals 1d6+1 fire damage to target.
- **Lesser Bioweapon (Str):** Create a staff of bioenergy that deals 1d4 bludgeoning damage.
- **Lesser Concussion (Con):** Mentally pummel target for 1d6 damage.
- **Vigor (Str):** Gain 3 temporary hit points.

Level 2 Battle Mind Powers

- **Claws of the Bear (Str):** Manifester's claw attack deals 1d12 damage.
- **Combat Focus (Wis):** Gain a +4 insight bonus to initiative.
- **Combat Prescience (Wis):** Gain a +2 insight bonus on attack rolls.
- **Concussion (Con):** Mentally pummel target for 3d6 damage.
- **Darkvision (Wis):** See in the dark.
- **Electric Charge (Int):** Shocking touch deals 2d6 damage to target.

Level 3 Battle Mind Powers

- **Lightning Strike (Int):** Deals 3d6 electrical damage in a 30-foot radius.
- **Metaphysical Weapon (Int):** Weapon gains a +3 enhancement bonus.
- **Mind Darts (Int):** A flurry of mental bursts deals 5d6 damage to target.
- **Negate Psionics (Con):** Cancels psionic powers and effects.
- **Whitefire (Int):** Deals 5d4 fire damage in 20-foot radius.

Level 4 Battle Mind Powers

- **Fire Storm (Int):** Deals 5d6 fire damage in 30-foot radius.
- **Greater Bioweapon (Str):** Creates a staff of bioenergy that deals 2d8 bludgeoning damage.
- **Natural Armor (Str):** Manifester gains a +4 natural armor bonus to Defense.
- **Psychofeedback (Str):** Use power points to boost Str, Dex, and/or Con modifiers.

Telepath Lists

Level 0 Telepath Powers

- **Burst (Dex):** Speed improves by 10 feet for 1 round.
- **Daze (Cha):** Target loses next action.
- **Detect Psionics (Wis):** Manifester can detect the presence of psionic activity.
- **Distract (Cha):** Target's mind wanders, imparting a -1 penalty on certain actions.
- **Far Hand (Con):** Minor telekinesis.
- **Finger of Fire (Int):** Deal 1d3 fire damage to target.
- **Missive (Cha):** Send a one-way telepathic message.
- **Verve (Str):** Gain 1 temporary hit point.

Level 1 Telepath Powers

- **Attraction (Cha):** Target develops an attraction the manifester specifies.
- **Charm Person (Cha):** Makes target manifesters friend.
- **Control Object (Con):** Telekinetically animate a small object.
- **Lesser Body Adjustment (Str):** Heal 1d8 hp, or gain +1 bonus on next Fortitude save to resist poison or disease, or heal 1 point of ability damage.
- **Lesser Mindlink (Cha):** Forge a limited mental bond with target.
- **Object Reading (Wis):** Reveal an objects past.

Level 2 Telepath Powers

- **Brain Lock (Cha):** Target can't move or take any mental actions.
- **Clairaudience/Clairvoyance (Wis):** Hear or see at a distance.
- **Detect Thoughts (Cha):** Detect targets surface thoughts.
- **Inflict Pain (Cha):** Mental attack deals 3d6 damage to target.
- **Levitate (Dex):** Target moves up or down at manifesters direction.
- **Sensitivity to Psychic Impressions (Wis):** Reveal an areas past.
- **Suggestion (Cha):** Compels target to follow suggested action.

Level 3 Telepath Powers

- **False Sensory Input (Cha):** Falsify one of the targets senses.
- **Lesser Domination (Cha):** Forces target to obey manifesters will.
- **Mental Blast (Cha):** Target stunned for 3d4 rounds.
- **Mindlink (Cha):** Forge a mental bond with others.
- **Negate Psionics (Con):** Cancels psionic powers and effects.

Level 4 Telepath Powers

- **Domination (Cha):** Subject obeys manifester's will.
- **Forced Mindlink (Cha):** Forge mental bond with unwilling target.
- **Tailor Memory (Cha):** Plant false memory in target.
- **Telekinesis (Con):** Lift or move 25 pounds per level at long range.

Level 5 Telepath Powers

- **Mindprobe (Cha):** Discover a target's secret thoughts.
- **Power Resistance (Wis):** Target gains power resistance 12.
- **Sending (Dex):** Deliver short message anywhere instantly.

Power Descriptions

The powers herein are presented in alphabetical order.

Attraction

Key Ability

Charisma [Compulsion, Mind-Affecting]

Level

Telepath 1

Display

Audible

Manifestation Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One living creature

Duration

1 hour/level

Saving Throw

Will negates

Power Resistance

Yes

Power Point Cost

1

Description

The manifester plants a compelling attraction in the mind of the target. The attraction can be toward a particular person, an object, an action, or an event. The power's target takes reasonable steps to meet, get close to, attend, find, or perform the object of its implanted attraction. For the purposes of this power, "reasonable" means that while fascinated, the target doesn't suffer from blind obsession. The target will not undertake obviously self-destructive actions. The subject can still recognize danger, but will not flee unless the threat is immediate. If the manifester makes the target feel an attraction to the manifester, the manifester can't command the subject indiscriminately, although he or she will be willing to listen to the manifester (even if the subject disagrees). This power grants the manifester a +4 bonus to his or her Charisma modifier when dealing with the subject.

Brain Lock

Key Ability

Charisma [Mind-Affecting]

Level

Telepath 2

Display

Visual, Material

Manifestation Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Target

One creature of Medium-size or smaller

Duration

1 round/level (D)

Saving Throw

Will negates

Power Resistance

Yes

Power Point Cost

3

Description

The target's higher mind is locked away. He or she stands mentally paralyzed, unable to take any actions. The brain locked subject is not stunned (so attackers get no special advantage). He or she can defend him or herself against physical attacks (Dexterity bonus to Defense still applies), but otherwise can't move, and can't use psionic powers. A brain locked flier can't flap its wings and falls. A swimmer can't swim and may drown.

Burst

Key Ability

Dexterity

Level

Telepath 0

Display

Audible

Manifestation Time

See text

Range

Close (25 ft. + 5 ft./2 levels)

Target

One living creature

Duration

1 round

Power Point Cost

1

Description

The target increases his or her base speed by +10 feet on his or her next turn.

The manifester can manifest this power instantly on him or herself, gaining the benefit of the speed increase in the same round. Manifesting the power is a free action. If manifested on another creature, the manifestation time is an attack action.

Charm Person

Key Ability

Charisma [Compulsion, Mind-Affecting, Language-Dependent]

Level

Telepath 1

Display

Mental

Manifestation Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One person

Duration

1 hour/level

Saving Throw

Will negates

Power Resistance

Yes

Power Point Cost

1

Description

This power makes a Medium-size or smaller person regard the manifester as his or her trusted friend and ally. If the target is currently being threatened or attacked by the manifester or allies, however, the subject receives a +5 bonus on his or her saving throw.

The power does not enable the manifester to control the charmed person as if he or she was an automaton, but he or she does perceive the manifester's words and actions in the most favorable way. The manifester can try to give the subject orders, but the manifester must win an opposed Charisma check to convince the subject to do anything he or she would not ordinarily do. (The manifester can't try again.) A charmed person never obeys suicidal or obviously harmful orders. Any act by the manifester or his or her apparent allies that threatens the charmed person breaks the power. Note also that the manifester must speak the person's language to communicate his or her commands.

Clairaudience/Clairvoyance

Key Ability

Wisdom

Level

Telepath 2

Display

Visual, Audible

Manifestation Time

Attack action

Range

See text

Duration

1 minute/level (D)

Saving Throw

None

Power Resistance

No

Power Point Cost

3

Description

This power enables a manifester to concentrate on some locale and hear or see (manifester's choice) almost as if he or she were there. Distance is not a factor, but the locale must be known-either a place familiar to the manifester or an obvious place.

Claws of the Bear

Key Ability

Strength

Level

Battle Mind 2

Display

Visual, Material

Manifestation Time

Attack action

Range

Personal

Target

You

Duration

1 hour/level

Power Point Cost

3

Description

This power grants the manifester a claw attack (which does not provoke attacks of opportunity) that deals 1d12 points of slashing damage (plus Strength modifier). The manifester is considered armed. The manifester cannot grasp or manipulate objects (including weapons) as long as this power remains in effect. This power can be used in conjunction with feats, powers, or spells allowing additional attacks on the manifester's turn, and it can be used with multiple attacks gained through level advancement.

Combat Focus

Key Ability

Wisdom

Level

Battle Mind 2

Display

Visual

Manifestation Time

1 minute

Range

Personal

Target

You

Duration

1 hour

Saving Throw

None

Power Resistance

No

Power Point Cost

3

Description

The manifester gains a +4 insight bonus on his or her next initiative check, provided the manifester makes that check before the duration expires.

Combat Precognition

Key Ability

Wisdom

Level

Battle Mind 1

Display

Visual, Material

Manifestation Time

Attack action

Range

Personal

Target

You

Duration

1 hour/level (D)

Saving Throw

None

Power Resistance

No

Power Point Cost

1

Description

The manifester gains a +1 insight bonus to Defense. If he or she is caught flat-footed, this bonus to Defense doesn't apply.

Combat Prescience

Key Ability

Wisdom

Level

Battle Mind 2

Display

Visual

Manifestation Time

Attack action

Range

Personal

Target

You

Duration

1 minute/level (D)

Saving Throw

None

Power Resistance

No

Power Point Cost

3

Description

The manifester gains a +2 insight bonus on his or her attack rolls for the duration of the power.

Concussion

Key Ability

Constitution

Level

Battle Mind 2

Display

Audible

Manifestation Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Target

One individual

Duration

Instantaneous

Saving Throw

Fortitude half

Power Resistance

Yes

Power Point Cost

3

Description

The target is pummeled with telekinetic force for 3d6 points of damage. The manifester may choose to have the power deal only nonlethal damage instead of lethal damage. Concussion always affects a target within range that the manifester can see, even if the subject is in melee or has partial cover or concealment. Inanimate objects can't be damaged by this power.

Control Object

Key Ability

Constitution

Level

Telepath 1

Display

Material

Manifestation Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Target

One unattended object weighing up to 100 pounds

Duration

Concentration, up to 1 round/level

Saving Throw

None

Power Resistance

No

Power Point Cost

1

Description

The manifester telekinetically animates an inanimate object, making it move under his or her control. The controlled object moves with jerky and clumsy movements. The object can move at a speed of 10 feet. A controlled object can make a slam attack with an attack bonus of +0, dealing 1d4 points of bludgeoning damage.

Darkvision

Key Ability

Wisdom

Level

Battle Mind 2

Display

Visual

Manifestation Time

Attack action

Range

Touch

Target

Individual touched

Duration

1 hour/level

Saving Throw

None

Power Resistance

Yes

Power Point Cost

3

Description

The target gains the ability to see 60 feet even in total darkness. This provides black-and-white vision only, but is otherwise like normal sight and it doesn't allow the target to see in magical darkness (if such a thing exists in the campaign).

Daze

Key Ability

Charisma [Compulsion, Mind-Affecting]

Level

Telepath 0

Display

Mental, Material

Manifestation Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One person

Duration

1 round

Saving Throw

Will negates

Power Resistance

Yes

Power Point Cost

1

Description

This power clouds the mind of a Medium-size or smaller target so that he or she takes no actions. Creatures of 5 or more HD or levels are not affected. The dazed subject is not stunned (so attackers get no special advantage against him or her), but the subject can't move or take actions.

Detect Psionics

Key Ability

Wisdom

Level

Telepath 0/Battle Mind 0

Display

Visual, Audible

Manifestation Time

Attack action

Range

60 ft.

Area

Quarter-circle emanating from you to the extreme of the range

Duration

Concentration, up to 1 minute/level (D)

Saving Throw

None

Power Resistance

No

Power Point Cost

1

Description

The manifester detects psionic auras. The amount of information revealed depends on how long the manifester studies a particular area or subject.

1st Round

Presence or absence of psionic auras.

2nd Round

Number of different psionic auras and the strength of the strongest aura.

3rd Round

The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, the manifester can make Psicraft checks to determine the discipline involved in each. (Make one check per aura: DC 15 + power level, or 15 + half manifester level for a non-power effect.)

Psionic areas, multiple disciplines, or strong local psionic emanations may confuse or conceal weaker auras.

Aura Strength

An aura's psionic power and strength depend on a power's functioning power level or an item's manifester level. If an aura falls into more than one category, Detect Psionics indicates the stronger of the two.

<u>Table: Psionic Aura Strength</u>		
Functioning Power Level	Item Manifester Level	Aura Power
0-level or lingering aura	Lingering aura	Dim
1st-3rd	1st-5th	Faint
4th-5th	-	Moderate

Length Aura Lingers

How long the aura lingers after the source has vacated the area depends on the aura's original strength.

<u>Table: Psionic Aura Length</u>	
Original Aura Power	Duration
Dim	1 minute
Faint	1d6 minutes
Moderate	1d6 x 10 minutes

Each round, the manifester can turn to detect things in a new area. The manifester can tell the difference between magical and psionic auras. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Thoughts

Key Ability

Charisma [Mind-Affecting]

Level

Telepath 2

Display

Visual, Mental

Manifestation Time

Attack action

Range

60 ft.

Area

Quarter-circle emanating from you to the extreme of the range

Duration

Concentration, up to 1 minute/level (D)

Saving Throw

Will negates (see text)

Power Resistance

No

Power Point Cost

3

Description

The manifester detects surface thoughts. The amount of information revealed depends on how long the manifester studies a particular area or subject.

1st Round

Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round

Number of thinking minds and the mental strength of each.

3rd Round

Surface thoughts of any mind in the area. A target's Will save prevents the manifester from reading its thoughts, and the manifester must manifest Detect Thoughts again to have another chance. Creatures of animal intelligence have simple, instinctual thoughts that the manifester can pick up.

Each round, the manifester can turn to detect thoughts in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Distract

Key Ability

Charisma [Mind-Affecting]

Level

Telepath 0

Display

Audible

Manifestation Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One living creature

Duration

Concentration, up to 1 minute/level (D)

Saving Throw

Will negates

Power Resistance

Yes

Power Point Cost

1

Description

The manifester causes the target's mind to wander, distracting him or her. Subjects of Distract make all Listen, Spot, Search, and Sense Motive checks at a -1 penalty.

Domination

Key Ability

Charisma [Compulsion, Mind-Affecting]

Level

Telepath 4

Display

Mental

Manifestation Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Target

One Medium-size or smaller creature

Duration

1 day/level

Saving Throw

Will negates

Power Resistance

Yes

Power Point Cost

7

Description

The manifester can control the actions of a Medium-size or smaller creature. The manifester establishes a telepathic link with the target's mind. If the manifester and his or her subject share a common language, the manifester can generally force the subject to perform as he or she desires, within the limits of the subject's abilities. If no common language is shared, the manifester can only communicate basic commands. The manifester knows what the target is experiencing but does not receive direct sensory input from him or her.

The target resists this control, and if forced to take an action that goes against his or her nature he or she receives a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are ignored, regardless of the result of the saving throw.

Once control is established, the range at which it can be exercised is unlimited. The manifester need not see the target to control him or her.

Electric Charge

Key Ability

Intelligence [Electricity]

Level

Battle Mind 2

Display

Visual (see text)

Manifestation Time

Attack action

Range

Touch

Effect

Shocking damage

Duration

Instantaneous

Saving Throw

None

Power Resistance

Yes

Power Point Cost

3

Description

The manifester creates a static charge that deals 2d6 points of electrical damage with his or her touch.

False Sensory Input

Key Ability

Charisma [Mind-Affecting]

Level

Telepath 3

Display

Mental

Manifestation Time

Full-round action

Range

Long (400 ft. + 40 ft./level)

Target

One living creature

Duration

Concentration, up to 1 minute/level (D)

Saving Throw

Will negates

Power Resistance

Yes

Power Point Cost

5

Description

The manifester has a limited ability to falsify one of the target's senses. The subject thinks he or she sees, hears, smells, tastes, or feels something other than what his or her senses actually report. The manifester can't fabricate a sensation where none exists, nor make the target completely oblivious to a sensation, but the manifester can falsify the specifics of one sensation for different specifics. The manifester can switch between senses he or she falsifies round by round. A manifester can't alter a sensation's "intensity" by more than 50%. If this power is used to distract an enemy psionic character who is attempting to manifest a power, the enemy must make a Concentration check as if against a non-damaging power (the DC equals the distracting power's save DC + 3 in this case).

Far Hand

Key Ability

Constitution

Level

Telepath 0

Display

Visual

Manifestation Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

An unattended object weighing up to 5 pounds

Duration

Concentration

Saving Throw

None

Power Resistance

No

Power Point Cost

1

Description

The manifester can lift and move an object at will from a distance. After manifestation, as a move action the manifester can move the object up to 15 feet in any direction. The power ends if the distance between the manifester and the object ever exceeds the power's range.

Far Punch

Key Ability

Constitution

Level

Battle Mind 0

Display

Visual, Mental

Manifestation Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One individual

Duration

Instantaneous

Saving Throw

None

Power Resistance

Yes

Power Point Cost

1

Description

The manifester strikes the target with a telekinetic punch that deals 1 point of damage. Inanimate objects can't be damaged by this power.

Finger of Fire

Key Ability

Intelligence [Fire]

Level

Telepath 0/ Battle Mind 0

Display

Visual

Manifestation Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Effect

Ray

Duration

Instantaneous

Saving Throw

None

Power Resistance

Yes

Power Point Cost

1

Description

A ray of flame projects from the manifester. The manifester must succeed at a ranged touch attack to deal damage to a target. The flame deals 1d3 points of fire damage. This flame isn't powerful enough to cause combustion.

Fire Bolt

Key Ability

Intelligence [Fire]

Level

Battle Mind 1

Display

Visual

Manifestation Time

Attack action

Range

60 ft.

Effect

Bolt

Duration

Instantaneous

Saving Throw

None

Power Resistance

Yes

Power Point Cost

1

Description

A bolt of fire shoots from the manifester. He or she must succeed at a ranged touch attack to deal damage to a target. The bolt deals 1d6+1 points of fire damage and the target may catch on fire.

Fire Storm

Key Ability

Intelligence [Fire]

Level

Battle Mind 4

Display

Visual (see text)

Manifestation Time

Attack action

Range

Long (400 ft. + 40 ft./level)

Area

30-ft.-radius spread

Duration

Instantaneous

Saving Throw

Reflex half

Power Resistance

Yes

Power Point Cost

7

Description

The manifester generates a storm of fire that fills an area he or she designates and deals 5d6 points of fire damage to all creatures (the manifester must be able to see the target area or a portion of it). Unattended objects also take damage.

This power sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point.

Forced Mindlink

Key Ability

Charisma

Level

Telepath 4

Display

Material

Manifestation Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Targets

You and one other creature who is initially no more than 30 ft. away

Duration

10 minutes/level

Saving Throw

Will negates

Power Resistance

Yes

Power Point Cost

7

Description

The manifester forges a telepathic bond with another person or creature, which must have an Intelligence score of 6 or higher. The manifester can communicate telepathically through the bond even if he or she does not share a common language with the subject. No special power or influence is established as a result of the bond and the target is not compelled to communicate with the manifester. Once the bond is formed, it works over any distance.

Greater Bioweapon

Key Ability

Strength

Level

Battle Mind 4

Display

Visual, Material

Manifestation Time

Attack action

Range

Personal

Target

You

Duration

4 rounds + 1 round/level

Power Point Cost

7

Description

The manifester generates a shaft of biokinetic energy that can be used as a melee weapon. It deals 2d8 points of bludgeoning damage on a successful attack. The shaft maintains its form for the duration or until the manifester drops it (or otherwise stops touching it with at least one hand), at which point it dissipates.

Inflict Pain

Key Ability

Charisma [Mind-Affecting]

Level

Telepath 2

Display

Audible

Manifestation Time

Attack action

Range

Long (400 ft. + 40 ft./level)

Target

One living creature

Duration

Concentration, up to 5 rounds

Saving Throw

Will negates

Power Resistance

Yes

Power Point Cost

3

Description

The manifester telepathically attacks the target's mind, dealing 3d6 points of damage.

Lesser Bioweapon

Key Ability

Strength

Level

Battle Mind 1

Display

Visual, Material

Manifestation Time

Attack action

Range

Personal

Target

You

Duration

4 rounds + 1 round/level

Power Point Cost

1

Description

The manifester generates a shaft of biokinetic energy that can be used as a melee weapon. It deals 1d4 points of bludgeoning damage on a successful attack. The shaft maintains its form for the duration or until the manifester drops it (or otherwise stops touching it with at least one hand), at which point it dissipates.

Lesser Body Adjustment

Key Ability

Strength

Level

Telepath 1

Display

Audible, Material

Manifestation Time

Full-round action

Range

Personal

Target

You

Duration

Instantaneous

Power Point Cost

1

Description

The manifester recovers 1d8 hit points, or gains a +1 bonus on his or her next Fortitude save against poison or disease, or heals 1 point of temporary ability damage. The manifester chooses one benefit for a single manifestation.

Lesser Concussion

Key Ability

Constitution

Level

Battle Mind 1

Display

Audible

Manifestation Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Target

One individual

Duration

Instantaneous

Saving Throw

Fortitude half

Power Resistance

Yes

Power Point Cost

1

Description

The target is pummeled with telekinetic force for 1d6 points of damage. The manifester may choose to have the power deal only nonlethal damage instead of lethal damage. Concussion always affects a target within range that the manifester can see, even if the subject is in melee or has partial cover or concealment. Inanimate objects can't be damaged by this power.

Lesser Domination

Key Ability

Charisma [Compulsion, Mind-Affecting, Language-Dependent]

Level

Telepath 3

Display

Mental

Manifestation Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Target

One Medium-size or smaller creature

Duration

1 day/level

Saving Throw

Will negates

Power Resistance

Yes

Power Point Cost

5

Description

The manifester can control the actions of a Medium-size or smaller creature. The manifester establishes a telepathic link with the target's mind. If the manifester and his or her subject share a common language, the manifester can generally force the subject to perform as he or she desires, within the limits of the subject's abilities. The power fails if no common language is shared. The manifester knows what the target is experiencing but does not receive direct sensory input from him or her.

The target resists this control, and if forced to take an action that goes against his or her nature he or she receives a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are ignored, regardless of the result of the saving throw. Once control is established, the range at which it can be exercised is unlimited. The manifester need not see the target to control him or her.

Lesser Mindlink

Key Ability

Charisma

Level

Telepath 1

Display

Material

Manifestation Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Targets

You and one other creature who is initially no more than 30 ft. away

Duration

10 minutes/level

Saving Throw

None

Power Resistance

No

Power Point Cost

1

Description

The manifester forges a telepathic bond with another person or creature, which must have an Intelligence score of 6 or higher. The bond can be established only with a willing subject, who therefore receives no saving throw and gains no benefit from power resistance. The manifester can communicate telepathically through the bond even if he or she does not share a common language with the subject. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance.

Levitate

Key Ability

Dexterity

Level

Telepath 2

Display

Olfactory

Manifestation Time

Attack action

Range

Personal or close (25 ft. + 5 ft./2 levels)

Target

You or one willing creature or one object (total weight up to 100 lb./level)

Duration

10 minutes/level (D)

Saving Throw

None

Power Resistance

No

Power Point Cost

3

Description

Levitate allows the manifester to move him or herself, another creature, or an object up and down as the manifester wishes. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The manifester can mentally direct the recipient to move up or down up to 20 feet each round; doing so is a move action. The manifester can't move the recipient horizontally, but the subject could push or pull his or her way provided there is a surface to grasp (generally at half its base speed). A levitating creature who attacks with a melee or ranged weapon finds him or herself increasingly unstable: the first attack has an attack roll penalty of -1, the second -2, and so on, up to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Lightning Strike

Key Ability

Intelligence [Electricity]

Level

Battle Mind 3

Display

Visual

Manifestation Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Area

30-ft. radius

Duration

Instantaneous

Saving Throw

Reflex half

Power Resistance

Yes

Power Point Cost

5

Description

The manifester deals 3d6 points of electricity damage to all creatures within the area he or she designates (the manifester must be able to see the target area or a portion of it).

Mental Blast

Key Ability

Charisma

Level

Telepath 3

Display

Visual

Manifestation Time

Attack action

Range

60 ft.

Target

One living creature

Duration

Instantaneous

Saving Throw

Will negates

Power Resistance

No

Power Point Cost

5

Description

The manifester delivers a telepathic strike that stuns the target for 3d4 rounds.

Metaphysical Weapon

Key Ability

Intelligence

Level

Battle Mind 3

Display

Visual

Manifestation Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One weapon or 50 projectiles (all of which must be in contact with each other at the time of manifestation)

Duration

1 hour/level

Saving Throw

Will negates (harmless, object)

Power Resistance

Yes (harmless, object)

Power Point Cost

5

Description

A weapon gains a +3 enhancement bonus on attack and damage rolls. Alternatively, the manifester can affect up to 50 arrows, bolts, or bullets. The projectiles must all be of the same type, and they have to be together in one group. Projectiles (but not thrown weapons) lose their enhancement when used.

Mind Darts

Key Ability

Intelligence

Level

Battle Mind 3

Display

Visual (see text)

Manifestation Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Target

One living creature

Duration

Instantaneous

Saving Throw

Reflex half

Power Resistance

Yes

Power Point Cost

5

Description

The manifester creates a flurry of mental bursts that deal 5d6 points of damage to a single target within range.

Mindlink

Key Ability

Charisma

Level

Telepath 3

Display

Material

Manifestation Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Targets

One creature/level, no two of which are initially more than 30 ft. apart

Duration

10 minutes/level

Saving Throw

None

Power Resistance

No

Power Point Cost

5

Description

The manifester forges a telepathic bond with one or more people or creatures, which must have Intelligence scores of 6 or higher. The bond can be established only with willing subjects, who therefore receive no saving throw and gain no benefit from power resistance. The manifester can communicate telepathically through the bond even if he or she does not share a common language with the subjects. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance.

Mind Probe

Key Ability

Charisma

Level

Telepath 5

Display

Visual, Material, Audible

Manifestation Time

1 minute

Range

Close (25 ft. + 5 ft./2 levels)

Target

One living creature

Duration

1 minute/level

Saving Throw

Fortitude negates

Power Resistance

Yes

Power Point Cost

9

Description

All the target's memories and knowledge are accessible to the manifester. The manifester can learn the answer to one question per round, to the best of the target's knowledge. The manifester can also probe a sleeping target, though the target may make a Will save against the DC of the mind probe to wake after each question. Targets who do not wish to be probed can attempt to move beyond the power's range, unless somehow hindered. The manifester poses the questions telepathically, and the answers to those questions are imparted directly to his or her mind. The manifester and the target do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to the manifester's questions.

Missive

Key Ability

Charisma [Language-Dependent]

Level

Telepath 0

Display

Visual

Manifestation Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One living creature

Duration

Instantaneous

Saving Throw

Will negates

Power Resistance

Yes

Power Point Cost

1

Description

The manifester sends a telepathic message of up to ten words to any living creature within range. This is strictly a one-way exchange from the manifester to the target. The manifester and the target must share a common language for the communication to be meaningful.

Natural Armor

Key Ability

Strength

Level

Battle Mind 4

Display

Olfactory, Material

Manifestation Time

Attack action

Range

Personal

Target

You

Duration

1 minute/level

Power Point Cost

7

Description

This power provides a +4 natural armor bonus to the manifester's Defense. Natural Armor does not carry an armor penalty and does not reduce speed. This power's effect does not stack with other natural armor bonuses.

Negate Psionics

Key Ability

Constitution

Level

Telepath 3/Battle Mind 3

Display

Visual

Manifestation Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Target or Area

One psionic character or creature, or one object or 30-ft.-radius burst

Duration

Instantaneous

Saving Throw

None

Power Resistance

No

Power Point Cost

5

Description

Negate Psionics can be used to end ongoing powers that are manifested on a creature or object, to temporarily suppress the psionic abilities of a psionic item, or to end ongoing power(s) (or at least their effects) within an area. A negated power ends as if its duration had expired. Negate Psionics can negate (but not counter) the ongoing effects of supernatural abilities as well as psionic powers. Negate Psionics affects spell-like abilities just as it affects powers (and spells). A manifester can't use Negate Psionics to undo the effects of any power with instantaneous duration.

The manifester chooses to use Negate Psionics in one of two ways: a targeted negation or an area negation:

Targeted Negation

One object, creature, or power is the target of the power. The manifester makes a negation check against the power or against each ongoing power currently in effect on the object or creature. A negation check is 1d20 + 1 per manifester level against a DC of 11 + the manifester level of the power to be negated.

If the object that targeted is a psionic item, the manifester makes a negation check against the item's manifester level. If the manifester succeeds, all of the item's psionic properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes non-psionic for the duration of the effect.

The manifester automatically succeeds on the negation check against any power that he or she manifested him or herself.

Area Negation

The power affects everything within a 30-foot radius.

For each creature that is the target of one or more powers, the manifester makes a negation check against the power with the highest manifester level. If that fails, he or she makes negation checks against progressively weaker powers until he or she negates one power (which discharges the Negate Psionics so far as that target is concerned) or fails all his or her checks. The creature's psionic items are not affected.

For each object that is the target of one or more powers, the manifester makes negation checks as with creatures. Psionic items are not affected by area negations.

For each ongoing power with an area centered within the Negate Psionics target area, the manifester makes a negation check to negate the power.

For each ongoing power whose area overlaps with that of the negation, the manifester makes a negation check to end the effect, but only within the area of the Negate Psionics.

Object Reading

Key Ability

Wisdom

Level

Telepath 1

Display

Audible, Material

Manifestation Time

Attack action

Range

Touch

Target

One object

Duration

Concentration, up to 10 minutes/level (D)

Saving Throw

None

Power Resistance

Yes

Power Point Cost

1

Description

This power provides information about an object's previous owner. The amount of information revealed depends on how long the manifester studies a particular object.

1st Round

Last owner's gender.

2nd Round

Last owner's age.

3rd Round

Last owner's appearance.

4th Round

Last owner's primary allegiance (if any).

5th Round

How last owner gained and lost the object.

6th+ Round

Previous-to-last owner's gender, and so on.

An object without any previous owners reveals no information. A manifester can continue to run down the list of previous owners and learn details about them as long as the power's duration lasts. If the manifester reads the same object again, he or she doesn't pick up where he or she left off in the list of previous owners.

Power Resistance

Key Ability

Wisdom

Level

Telepath 5

Display

Visual, Material

Manifestation Time

Attack action

Range

Touch

Target

Creature touched

Duration

1 minute/level

Saving Throw

Will negates

Power Resistance

Yes

Power Point Cost

9

Description

The target is granted power resistance equal to 12 + the manifester's manifester level.

Psychofeedback

Key Ability

Strength

Level

Battle Mind 4

Display

Visual

Manifestation Time

Attack action

Range

Personal

Target

You

Duration

1 minute (D)

Power Point Cost

7

Description

The manifester can use power points to boost his or her Strength, Dexterity, and Constitution modifiers as a free action. While the duration lasts, the manifester can use power points on a round-by-round basis to boost any or all of his or her physical ability score modifiers (not the actual ability score) by a number equal to half the power points he or she expends for that round as a free action. The manifester doesn't have to boost an ability modifier every round to keep the power in effect-as long as the duration lasts, he or she has the potential to boost his or her ability modifiers on any round.

Sending

Key Ability

Dexterity

Level

Telepath 5

Display

Mental

Manifestation Time

Full-round action

Range

See text

Target

One creature

Duration

1 round

Saving Throw

None

Power Resistance

No

Power Point Cost

9

Description

The manifester contacts a particular individual with whom he or she is familiar and sends a short message of twenty-five words or less. The target recognizes the manifester if it knows him or her. It can answer in like manner immediately. The target is not obliged to act on the message in any way.

Sensitivity to Psychic Impressions

Key Ability

Wisdom

Level

Telepath 2

Display

Audible, Material

Manifestation Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

Area within a 25-ft. + 5 ft./2 levels-radius spread, centered on you

Duration

Concentration, up to 10 minutes/level (D)

Saving Throw

None

Power Resistance

No

Power Point Cost

2

Description

The manifester gains historical vision in a given location. The types of events most likely to leave psychic impressions are those that elicited strong emotions. Everyday occurrences leave no residue for a manifester to detect. The vision of the event is dreamlike and shadowy. The manifester does not gain special knowledge of those involved in the vision. A manifester can sense one distinct event per round of concentration, if any exist at all. This sensitivity extends into the past a number of years equal to 100 x the manifester's level.

Suggestion

Key Ability

Charisma [Compulsion, Mind-Affecting, Language-Dependent]

Level

Telepath 2

Display

Audible

Manifestation Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One living creature

Duration

1 hour/level or until completed

Saving Throw

Will negates

Power Resistance

Yes

Power Point Cost

3

Description

The manifester influences the actions of the target by suggesting a course of action (limited to a sentence or two). The suggestion must be worded in such a manner as to make the action sound reasonable. The suggested course of action can continue for the entire duration. If the suggested action can be completed in a shorter time, the power ends when the subject finishes what he or she was asked to do. The manifester can instead specify conditions that will trigger a special action during the duration. If the condition is not met before the power expires, the action is not performed. A very reasonable suggestion causes the saving throw to be made with a penalty at the discretion of the GM.

Tailor Memory

Key Ability

Charisma [Mind-Affecting]

Level

Telepath 4

Display

Audible

Manifestation Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Target

One target of Medium-size or smaller

Duration

Instantaneous

Saving Throw

Will negates (see text)

Power Resistance

Yes

Power Point Cost

7

Description

The manifester inserts a memory of his or her own choosing in the target's mind. The manifester can insert a memory of up to 1 round duration per four manifester levels. The manifester chooses when the fake event occurred any time within the last week. The manifester can't read the target's memory with this power.

Tailoring a memory is tricky, because if it is not done right the target's mind recognizes it as false. Dissonance occurs if a manifester inserts a memory that is out of context with the target's past experience. The target gains a bonus of +1 to +4 on his or her saving throw, depending on the magnitude of dissonance created by an out-of-context memory, as determined by the GM. Likewise, inserting a memory of the target taking an action against his or her nature grants a +1 to +4 bonus, depending on the type of memory inserted. Inserting a memory that couldn't possibly be true causes the power to fail automatically.

Telekinesis

Key Ability

Constitution

Level

Telepath 4

Display

Visual

Manifestation Time

Attack action

Range

Long (400 ft. + 40 ft./level)

Target or Targets

See text

Duration

Concentration, up to 1 round/level, or instantaneous (see text)

Saving Throw

Will negates (object) (see text)

Power Resistance

Yes (object) (see text)

Power Point Cost

7

Description

The manifester moves objects or creatures by concentrating on them. The power can provide either a gentle, sustained force or a single short, violent thrust (manifester's choice).

Sustained Force

A sustained force moves a creature or object weighing up to 25 pounds per manifester level up to 20 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful Will save or with power resistance.

This power lasts up to 1 round per manifester level, but it ends if the manifester ceases concentration. The weight can be moved vertically, horizontally, or both. An object can't be moved beyond the range. The power ends if the object is forced beyond the range. If the manifester ceases concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand, if the force required is within the weight limitation.

Violent Thrust

Alternatively, the telekinetic power can be expended in a single round. The manifester can hurl one or more objects or creatures that are within range and all within 10 feet of each other toward any target within 10 feet/level of all the objects. A manifester can hurl up to a total weight of 25 pounds per manifester level.

The manifester must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using his or her base attack plus Intelligence modifier. Weapons cause standard damage (with no Strength bonus). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds for hard, dense objects.

Creatures who fall within the weight capacity of the power can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the power. If creatures are telekinetically hurled against solid surfaces, they take damage as if they had fallen 10 feet (1d6 points).

Valor

Key Ability

Strength

Level

Battle Mind 0

Display

Audible

Manifestation Time

See text

Range

Personal

Target

You

Power Point Cost

1

Description

The manifester can immediately apply a +1 morale bonus on a saving throw.

A manifester can manifest this power instantly, quickly enough to gain the +1 morale bonus on a saving throw in the same round. Manifesting the power is a free action.

Verve

Key Ability

Strength

Level

Telepath 0/Battle Mind 0

Display

Material, Olfactory

Manifestation Time

Attack action

Range

Personal

Target

You

Duration

1 minute (D)

Power Point Cost

1

Description

The manifester gains 1 temporary hit point for the duration of the power.

Vigor

Key Ability

Strength

Level

Battle Mind 1

Display

Material, Olfactory

Manifestation Time

Attack action

Range

Personal

Target

You

Duration

1 minute/level (D)

Power Point Cost

1

Description

The manifester gains 3 temporary hit points.

Whitefire

Key Ability

Intelligence [Fire]

Level

Battle Mind 3

Display

Visual

Manifestation Time

Attack action

Range

Long (400 ft. + 40 ft./level)

Area

20-ft.-radius spread

Duration

Instantaneous

Saving Throw

Reflex half

Power Resistance

Yes

Power Point Cost

5

Description

The manifester generates fire that deals 5d4 points of fire damage to all creatures within the area he or she designates (the manifester must be able to see the target area or a portion of it). Unattended objects also take damage.

This power sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point.

EQUIPMENT

Wealth

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

Bonus

To determine a character's starting Wealth bonus, roll 2d4 and add the wealth bonus for the character's starting occupation, plus (if appropriate) the bonus from the Windfall feat, plus 1 if the character has ranks in Profession.

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

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

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

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

Purchasing Equipment

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

Check

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

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

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

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

Wealth and the Starting Hero

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

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

Shopping and Time

Buying less common objects generally takes a number of hours equal to the purchase DC of the object or service, reflecting the time needed to locate the wanted materials and close the deal. Getting a license or buying an object with a restriction rating increases the time needed to make purchases.

Taking 10 and Taking 20

A character can usually take 10 or take 20 when making a Wealth check. Taking 20 requires 20 times as long as normal.

Also, there is a penalty for spending beyond a character's means. Whenever a character buys an object that has a purchase DC higher than his or her current Wealth bonus, the character's Wealth bonus decreases (see below).

Try Again?

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

Aid Another

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

Losing

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

Wealth Bonus of +0

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

Regaining

A character's Wealth bonus recovers as the character advances.

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

Along with this loss, any time a character buys an object or service with a purchase DC of 15 or higher, the character reduces his or her current Wealth bonus by an additional 1 point.

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

<u>Table: Wealth Loss</u>	
Object or Service Purchase DC	Wealth Bonus Decrease
15 or higher	+1 point ¹
1-10 points higher than current Wealth bonus	1 point
11-15 points higher than current Wealth bonus	1d6 points
16 or more points higher than current Wealth Bonus.	2d6 points
¹ This stacks with the loss from a Purchase DC above the character's current wealth bonus.	

Awards

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

Selling Stuff

To sell something, a character first needs to determine its sale value. Assuming the object is undamaged and in working condition, the sale value is equal to the object's purchase DC (as if purchased new) minus 3. Selling an object can provide an increase to a character's Wealth bonus. The increase is the same amount as the Wealth bonus loss the character would experience if the character purchased an object with a purchase DC equal to the sale value.

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

A character cannot legally sell restricted objects unless the character is licensed to own them. A character also cannot legally sell objects that have been reported as stolen. Selling objects illegally usually requires that the character have contacts in the black market, and reduces the sale value by an additional 3. Selling takes a number of hours equal to the normal purchase DC of the item.

Basics

On-Hand Objects

To account for the mundane and innocuous objects that most people have among their possessions-and not force every character to specifically purchase such objects in order to employ them-use the following rules.

With the GM's permission, a character can make a Wealth check to see if he or she has a mundane object on hand, as long as the object has a purchase DC of 10 or lower. (The GM determines the purchase DC for an object that's not mentioned in this chapter, using similarly priced objects as a guide.) The Wealth check works the same as for buying the object, except that the character takes a -10 penalty on the check, and he or she can't take 10 or take 20. Also, a character can't make a Wealth check to see if he or she has a mundane object on hand during character generation or between adventures-only during play. If the character succeeds, his or her Wealth bonus is unaffected, even if the object's purchase DC is higher than his or her Wealth bonus.

Depending on the situation, the GM can rule that a certain mundane object is not available; for an object to be obtainable, the character must be in a place where the object logically would be.

Restricted Objects

Some objects require licenses to own or operate, or are restricted in use to qualifying organizations or individuals. In such cases, a character must purchase a license or pay a fee to legally own the object. A license or fee is a separate item, purchased in addition to (and usually before) the object to which it applies. The four levels of restriction are as follows.

Illegal

The object is illegal in all but specific, highly regulated circumstances.

Licensed

The owner must obtain a license to own or operate the object legally. Generally, the license is not expensive, and obtaining it has few if any additional legal requirements.

Purchasing a License

To purchase a license or pay necessary fees, make a Wealth check against the purchase DC given in Table: Restricted Objects. With a success, the license is issued to the character after the number of days indicated. To speed the process, the hero can make a Knowledge (business) check against a DC equal to the license purchase DC. Success results in the license being issued in 1d6 hours. (During the process of character creation, a character just needs to purchase the license or pay the fee; the time required takes place before game play begins.)

As a general rule, a character must obtain the appropriate license before buying a restricted object. Legitimate dealers will not sell restricted objects to a character who does not have the necessary license. However, a character may be able to turn to the black market (see below) to obtain restricted objects without a license.

Military

The object is sold primarily to legitimate police and military organizations. A military rating is essentially the same as restricted (see below), except that manufacturers and dealers are generally under tight government scrutiny and are therefore especially wary of selling to private individuals.

Restricted

Only specially qualified individuals or organizations are technically allowed to own the object. However, the real obstacles to ownership are time and money; anyone with sufficient patience and cash can eventually acquire the necessary license.

Table: Restricted Objects

Registration Rating	License or Fee Purchase DC	Black Market Purchase DC ¹	Time Required
Licensed	10	+1	1 day
Restricted	15	+2	2 days
Military	20	+3	3 days
Illegal	25	+4	4 days
1 Add to the object's purchase DC if the character tries to buy it on the black market without first obtaining a license; see The Black Market, below.			

The Black Market

Sometimes a character wants to obtain an object without going through the hassle of getting a license first. Almost anything is available on the black market. Knowledge (streetwise) checks can be used to locate a black market merchant. The DC is based on the location in question: 15 to find a black market merchant in a big city, or 20, 25, or higher in small towns and rural areas.

Objects purchased on the black market are more expensive than those purchased legally. Add the black market purchase DC modifier from Table: Restricted Objects to the object's purchase DC.

Obtaining an object on the black market takes a number of days according to the Time Required column on Table: Restricted Objects. The process can be hurried, but each day cut out of the process (to a minimum of one day) increases the purchase DC by an additional +1.

Requisitioning

When a hero working for Department-7 needs more equipment than he or she has on hand, the hero may try to requisition it. Department-7 evaluates whether the character really needs the object, how soon the agency can supply it, and whether the agency can reasonably expect to get it back when the hero is done with it.

The result is determined by a level check (1d20 + character level) against a DC equal to the equipment's purchase DC. Add the character's Charisma bonus to the check. Table: Requisition Modifiers lists modifiers that may affect the check.

The result of the check determines whether and how quickly Department-7 can provide the hero with the requested equipment. With a success, the object is issued to the hero. Generally, it takes 24 hours to obtain an object through requisition, but if the object is especially common, or if the hero beats the check DC by 5 or more, it is available in 1d4 hours.

Requisitioned objects are loaned, not given, to the hero. Obviously, expendable objects like ammunition don't have to be returned if used.

Table: Requisition Modifiers	
Situation	Modifier
Object is necessary for assignment	+6
Object has obvious application for assignment	+4
Object has peripheral application for assignment	+2
Object has no obvious application for assignment	-2
Object is rare	-2
Object restriction - Licensed	-2
Object restriction - Restricted	-4
Object restriction - Military	-6
Object restriction - Illegal	-8
Hero is skilled or proficient in use of object	+2
Hero returned all gear undamaged on previous mission	+2

Mastercraft Objects

Weapons, armor, and some other types of equipment can be constructed as mastercraft objects. The exceptional quality of these objects provides the user a bonus on attack rolls, damage, Defense, or some other characteristic that improves when the object is used.

A mastercraft object that provides a +1 bonus can usually be purchased on the open market as a custom version of a common object. The increased cost of such an object adds +3 to the purchase DC.

A rare few objects are of mastercraft quality even without customization-the off-the-shelf version of the object is of such high quality that it is always provides a bonus of +1. In these cases, the purchase DC is not increased (such objects are already priced higher than similar objects of lower quality).

Mastercraft objects with a bonus of +2 or +3 are not common and are generally not for sale. If a mastercraft +2 object could be found for purchase, its cost would add +6 to the normal purchase DC. The cost of a mastercraft +3 object would add +9 to the normal purchase DC.

Concealed Weapons and Objects

It's assumed that, when attempting to conceal a weapon or other object, a character is wearing appropriate clothing.

Drawing a concealed weapon is more difficult than drawing a regularly holstered weapon, and normally requires an attack action. Keeping the weapon in an easier-to-draw position makes concealing it more difficult.

Sleight of Hand Checks

To conceal a weapon or other object, make a Sleight of Hand check. A character concealing an object before he or she heads out into public can usually take 10 unless he or she is rushed, trying to conceal it when others might see, or under other unusual constraints. Sleight of Hand can be used untrained in this instance, but the character must take 10.

Size and Concealment

The object's size affects the check result, as shown on Table: Concealing Weapons and Objects. The type of holster used or clothing worn, and any attempt to make a weapon easier to draw, can also affect the check.

<u>Table: Concealing Weapons and Objects</u>	
Condition	Sleight of Hand Modifier
Size of weapon or object - Fine	+12
Size of weapon or object - Diminutive	+8
Size of weapon or object - Tiny	+4
Size of weapon or object - Small	+0
Size of weapon or object - Medium-size	-4
Size of weapon or object - Large	-8
Size of weapon or object - Huge or larger	can't conceal
Clothing is tight or small	-4
Clothing is especially loose or bulky	+2
Clothing is specifically modified for concealing object	+2
Weapon is carried in concealed carry holster	+4
Weapon can be drawn normally	-2
Weapon can be drawn as free action with Quick Draw feat	-4

Spotting Concealed Objects

Noticing a concealed weapon or other object requires a Spot check. The DC varies: If the target made a roll when concealing an object, the DC of the Spot check to notice the object is the same as the target's check result (an opposed check, in other words). If the target took 10 on his or her Sleight of Hand check, use this formula:

Spot DC = Target's Sleight of Hand skill modifier (including modifiers from Table: Concealing Weapons and Objects) + 10

An observer attempting to spot a concealed object receives a -1 penalty for every 10 feet between him or herself and the target, and a -5 penalty if distracted.

Patting someone down for a hidden weapon requires a similar check. However, the skill employed is Search, and the searcher gets a +4 circumstance bonus for the hands-on act of frisking the target. Some devices may also offer bonuses under certain circumstances (a metal detector offers a bonus to Search checks to find metal objects, for example).

Spotting Concealable Armor

Concealable armor can be worn under clothing if the wearer wants it to go unnoticed. Don't use the modifiers from Table: Concealing Weapons and Objects when wearing concealable armor. Instead, anyone attempting to notice the armor must make a Spot check (DC 30).

Living in Luxury

The purchase DCs given are for average-quality items. It's possible to purchase similar items with luxury features, generally by increasing the purchase DC by 1. Although such items are more expensive, they offer no additional features or game benefits.

Carrying Capacity

A character's carrying capacity depends directly on the character's Strength score, as shown on Table: Carrying Capacity.

Table: Carrying Capacity			
Strength	Light Load	Medium Load	Heavy Load
1	up to 3 lbs.	4-6 lbs.	7-10 lbs.
2	up to 6 lbs.	7-13 lbs.	14-20 lbs.
3	up to 10 lbs.	11-20 lbs.	21-30 lbs.
4	up to 13 lbs.	14-26 lbs.	27-40 lbs.
5	up to 16 lbs.	17-33 lbs.	34-50 lbs.
6	up to 20 lbs.	21-40 lbs.	41-60 lbs.
7	up to 23 lbs.	24-46 lbs.	47-70 lbs.
8	up to 26 lbs.	27-53 lbs.	54-80 lbs.
9	up to 30 lbs.	31-60 lbs.	61-90 lbs.
10	up to 33 lbs.	34-66 lbs.	67-100 lbs.
11	up to 38 lbs.	39-76 lbs.	77-115 lbs.
12	up to 43 lbs.	44-86 lbs.	87-130 lbs.
13	up to 50 lbs.	51-100 lbs.	101-150 lbs.
14	up to 58 lbs.	59-116 lbs.	117-175 lbs.
15	up to 66 lbs.	67-133 lbs.	134-200 lbs.
16	up to 76 lbs.	77-153 lbs.	154-230 lbs.
17	up to 86 lbs.	87-173 lbs.	174-260 lbs.
18	up to 100 lbs.	101-200 lbs.	201-300 lbs.
19	up to 116 lbs.	117-233 lbs.	234-350 lbs.
20	up to 133 lbs.	134-266 lbs.	267-400 lbs.
21	up to 153 lbs.	154-306 lbs.	307-460 lbs.
22	up to 173 lbs.	174-346 lbs.	347-520 lbs.
23	up to 200 lbs.	201-400 lbs.	401-600 lbs.
24	up to 233 lbs.	234-466 lbs.	467-700 lbs.
25	up to 266 lbs.	267-533 lbs.	534-800 lbs.
26	up to 306 lbs.	307-613 lbs.	614-920 lbs.
27	up to 346 lbs.	347-693 lbs.	694-1,040 lbs.
28	up to 400 lbs.	401-800 lbs.	801-1,200 lbs.
29	up to 466 lbs.	467-933 lbs.	934-1,400 lbs.
+10	x4	x4	x4

If the weight of everything a character is wearing or carrying amounts to no more than his or her light load figure, the character can move and perform any actions normally (though the character's speed might already be slowed by the armor he or she is wearing).

If the weight of the character's gear falls in his or her medium load range, the character is considered encumbered. An encumbered character's speed is reduced to the value given below, if the character is not already slowed to that speed for some other reason.

<u>Table: Medium Load Speeds</u>	
Previous Speed	Current Speed
20 ft.	15 ft.
30 ft.	20 ft.
40 ft.	30 ft.
50 ft.	40 ft.
60 ft.	50 ft.

An encumbered character performs as if his or her Dexterity modifier were no higher than +3. In addition, the character takes a -3 encumbrance penalty on attack rolls and checks involving the following skills. This encumbrance penalty stacks with any armor penalty that may also apply.

- Balance
- Climb
- Escape Artist
- Hide
- Jump
- Move Silently
- Tumble

If the weight of a character's gear falls in his or her heavy load range, the character is considered heavily encumbered. A heavily encumbered character's speed is reduced to the value given below, if the character is not already slowed to that speed for some other reason.

<u>Table: Heavy Load Speeds</u>	
Previous Speed	Current Speed
20 ft.	10 ft.
30 ft.	15 ft.
40 ft.	20 ft.
50 ft.	25 ft.
60 ft.	30 ft.

A heavily encumbered character performs as if his or her Dexterity modifier were no higher than +1. In addition, the character takes a -6 encumbrance penalty on attack rolls and checks involving the following skills:

- Balance
- Climb
- Escape Artist
- Hide
- Jump
- Move Silently
- Tumble

This encumbrance penalty stacks with any armor penalty that may also apply. Finally, a heavily encumbered character's maximum running speed is his or her speed x3 instead of speed x4.

The figure at the upper end of a character's heavy load range is his or her maximum load. No character can move or perform any other actions while carrying more than his or her maximum load.

Lifting and Dragging

A character can lift up to his or her maximum load over his or her head.

A character can lift up to double his or her maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to Defense and can only move 5 feet per round (as a full-round action).

A character can generally push or drag along the ground up to five times his or her maximum load. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

Bigger and Smaller Creatures

The figures on Table: Carrying Capacity are for Medium-size bipedal creatures. Larger bipedal creatures can carry more weight depending on size category:

- **Large:** x2
- **Huge:** x4
- **Gargantuan:** x8
- **Colossal:** x16

Smaller creatures can carry less weight depending on size category:

- **Small:** x3/4
- **Tiny:** x1/2
- **Diminutive:** x1/4
- **Fine:** x1/8

Quadrupeds, such as horses, can carry heavier loads than characters can. Use these multipliers instead of the ones given above:

- **Fine:** x1/4
- **Diminutive:** x1/2
- **Tiny:** x3/4
- **Small:** x1
- **Medium-size:** x1.5
- **Large:** x3
- **Huge:** x6
- **Gargantuan:** x12
- **Colossal:** x24

Tremendous Strength

For Strength scores not listed, find the Strength score between 20 and 29 that has the same ones digit as the creature's Strength score. Multiply the figures by 4 if the creature's Strength is in the 30s, 16 if it's in the 40s, 64 if it's in the 50s, and so on.

Weapons

The weapons covered here are grouped into three categories based on their general utility: ranged weapons, explosives and splash weapons, and melee weapons.

Ranged

Ranged weapons fall into three general groups: handguns, longarms, and other ranged weapons such as crossbows. When using a ranged weapon, the wielder applies his or her Dexterity modifier to the attack roll. Handguns and longarms are personal firearms. A personal firearm is any firearm designed to be carried and used by a single person.

Statistics

Ranged weapons are described by a number of statistics, as shown on Table: Ranged Weapons.

Damage

The damage the weapon deals on a successful hit.

Critical

The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Damage Type

Ranged weapon damage is classified according to type: ballistic (all firearms), energy (of a specific type), piercing (some simple ranged weapons), or slashing (a whip). Some creatures or characters may be resistant or immune to some forms of damage.

Range Increment

Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll. Ranged weapons have a maximum range of ten range increments, except for thrown weapons, which have a maximum range of five range increments.

Rate of Fire

Some ranged weapons have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for handguns, longarms, and heavy weapons are single shot, semiautomatic, and automatic.

Single Shot

A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapon) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other ability that normally allow more than one shot per attack.

Semiautomatic (S)

Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but some feats allow characters armed with semiautomatic weapons to fire shots in rapid successions, getting in more than one shot per attack.

Automatic (A)

Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on auto fire or be used with feats that take advantage of automatic fire.

Magazine

The weapon's magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number. Weapons with a dash in this column have no magazines; they are generally thrown weapons, or weapons (such as bows) that are loaded as part of the firing process.

Box

A box magazine is any type of magazine that can be removed and reloaded separately from the weapon.

Cylinder

A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. However, most revolvers can be used with a speed loader. Using a speed loader is much like inserting a box magazine into a weapon. Without a speed loader, a firearm with a cylinder magazine must be loaded by hand.

Internal

Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles.

Linked

Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed.

Size

Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Huge weapon requires two hands and a bi-pod or other mount.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in your off hand.

Weight

This column gives the weapon's weight when fully loaded.

Purchase DC

This is the purchase DC for a Wealth check to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

Restriction

The restriction rating for the weapon, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the weapon on the black market.

Reloading Firearms

Reloading a firearm with an already filled box magazine or speed loader is a move action. Refilling a box magazine or a speed loader, or reloading a revolver without a speed loader or any weapon with an internal magazine, is a full-round action.

Loading a belt of linked ammunition is a full-round action. Linking two belts together is a move action.

Handguns

A handgun is a personal firearm that can be used one-handed without penalty. This includes all pistols and some submachine guns and shotguns. All handguns require the Personal Firearms Proficiency feat. Using a handgun without this feat imposes a -4 penalty on attack rolls.

Handguns can be broken down into three smaller groups: auto-loaders, revolvers, and machine pistols. Ranged weapons that use box magazines come with one full magazine.

- Auto-loaders (sometimes called “automatics”) feature removable box magazines, and some models hold quite a lot of ammunition. They work by using the energy of a shot fired to throw back a slide, eject the shot’s shell casing, and scoop the next round into the chamber. They are more complex than revolvers, but nevertheless have become increasingly popular in the modern age.
- Revolvers are relatively simple firearms that store several rounds (usually six) in a revolving cylinder. As the trigger is pulled, the cylinder revolves to bring the next bullet in line with the barrel.
- Machine pistols are automatic weapons small enough to be fired with one hand. Some are autoloader pistols modified to fire a burst of bullets in a single pull of the trigger, while others are modified submachine guns, cut down in size and weight to allow one-handed use.

Beretta 92F

The standard service pistol of the United States military and many American law enforcement agencies.

Beretta 93R

This close relative of the Beretta 92F looks like a large autoloader but can fire on automatic. It sports a fold-down grip in front of the trigger guard, an extendable steel shoulder stock that is attached to the butt of the pistol, and an extended magazine. This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

Colt Double Eagle

Based on the M1911 mechanism, this pistol is an updated civilian version that fires a 10mm round.

Colt M1911

This .45 semiautomatic pistol was used by the United States military for decades until it was recently replaced by the Beretta 92F. Manufactured at three locations in the United States alone, the M1911 can be found all over the world, and is still in use in several other military forces.

Colt Python

The Python has a well-deserved reputation for accuracy. Due to its high quality of manufacture, the Colt Python is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Derringer

This pistol breaks open at the breech like a double-barreled shotgun. The two-shot weapon has one barrel atop the other and is barely 5 inches long, making it easy to conceal.

Desert Eagle

Manufactured by Israeli Military Industries, the Desert Eagle is the king of large-frame, heavy-caliber auto-loaders. The version on Table: Ranged Weapons fires the massive .50 Action Express round. The Desert Eagle also comes in .357 Magnum and .44 Magnum models.

Glock 17

The Glock is typical of 9mm self-loading pistols carried by many police officers and military personnel. Due to its high quality of manufacture, the Glock 17 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Glock 20

This slightly larger version of the Glock 17 is chambered for the slightly more powerful 10mm round. Due to its high quality of manufacture, the Glock 20 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

MAC Ingram M10

No longer in production, about 10,000 of these small submachine guns were made and supplied to United States police forces, the U.S. Army, Cuba, and Peru. Light pressure on the trigger produces single shots, while increased pressure brings automatic fire. The M10 accepts a suppressor without modification.

Pathfinder

The Pathfinder is a high-quality weapon used as a concealed backup weapon by police officers or for personal defense. The Pathfinder is typical of a number of short-barreled (3 inches) small-caliber revolvers.

Ruger Service-Six

This revolver, designed specifically for police use, fires the .38 Special round. It was very popular with United States police forces prior to the increasing use of auto-loaders in recent decades, and is still in service with many police forces today.

S&W M29

The Smith & Wesson Model 29 .44 Magnum revolver fires one of the most powerful pistol cartridges in the world. The M29 is known for its deafening sound, bright muzzle flash, and powerful recoil.

SITES M9 Resolver

The compact SITES weapon is very narrow, making it easy to conceal.

Skorpion

The CZ61 Skorpion is a Czech machine pistol seen increasingly in the West since the collapse of the Soviet Union. Originally intended for military vehicle crews who don't have space for an unwieldy longarm, it was widely distributed to Communist countries and in central Africa, and can now be found anywhere in the world.

TEC-9

The Intratec TEC-9 is an inexpensive machine pistol popular with criminals because it can be modified (Repair check DC 15) to fire on automatic. The pistol only works on semiautomatic fire or, if modified, only on automatic. Once modified to fire on automatic, the TEC-9 cannot be changed back to semiautomatic.

Walther PPK

The PPK is a small, simple, and reliable autoloader with a design that dates back to the 1930s. It remains in widespread service among European police, military, and government agencies.

Table: Handguns

Weapon	Damage	Crit.	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purch. DC	Restrict
Beretta 92F (9mm autoloader)	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lbs.	16	Lic (+1)
Beretta 93R (9mm machine pistol)	2d6	20	Ballistic	30 ft.	S,A	20 box	Med	3 lbs.	18	Res (+2)
Colt Double Eagle (10mm autoloader)	2d6	20	Ballistic	30 ft.	S	9 box	Small	3 lbs.	16	Lic (+1)
Colt M1911 (.45 autoloader)	2d6	20	Ballistic	30 ft.	S	7 box	Small	3 lbs.	15	Lic (+1)
Colt Python ¹ (.357 revolver)	2d6	20	Ballistic	40 ft.	S	6 cyl.	Med	3 lbs.	5	Lic (+1)
Derringer (.45)	2d6	20	Ballistic	10 ft.	Single	2 int.	Tiny	1 lb.	14	Lic (+1)
Desert Eagle (.50AE autoloader)	2d8	20	Ballistic	40 ft.	S	8 box	Med	4 lbs.	18	Lic (+1)
Glock 17 ¹ (9mm autoloader)	2d6	20	Ballistic	30 ft.	S	17 box	Small	2 lbs.	18	Lic (+1)
Glock 20 ¹ (10mm autoloader)	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lbs.	18	Lic (+1)
MAC Ingram M10 (.45 machine pistol)	2d6	20	Ballistic	40 ft.	S, A	30 box	Med	6 lbs.	15	Res (+2)
Pathfinder (.22 revolver)	2d4	20	Ballistic	20 ft.	S	6 cyl.	Tiny	1 lb.	14	Lic (+1)
Ruger Service-Six (.38S revolver)	2d6	20	Ballistic	30 ft.	S	6 cyl.	Small	2 lbs.	14	Lic (+1)
S&W M29 (.44 magnum revolver)	2d8	20	Ballistic	30 ft.	S	6 cyl.	Med	3 lbs.	15	Lic (+1)
SITES M9 (9mm autoloader)	2d6	20	Ballistic	30 ft.	S	8 box	Tiny	2 lbs.	15	Lic (+1)
Skorpion (.32 machine pistol)	2d4	20	Ballistic	40 ft.	S, A	20 box	Med	4 lbs.	17	Res (+2)
TEC-9 (9mm machine pistol)	2d6	20	Ballistic	40 ft.	S or A	32 box	Med	4 lbs.	14	Res (+2)
Walther PPK (.32 autoloader)	2d4	20	Ballistic	30 ft.	S	7 box	Small	1 lb.	15	Lic (+1)

¹ This mastercraft weapon grants a +1 bonus on attack rolls.

Longarms

Longarms are personal firearms that require two hands to be fired without penalty. This group includes hunting and sniping rifles, assault rifles, shotguns, and most submachine guns. All longarms are covered by the Personal Firearms Proficiency feat.

The basic longarm is the rifle, a group that includes both hunting rifles and sniper rifles. Most rifles are auto-loaders, and they function internally in a manner very similar to autoloader pistols. Some models are operated manually, however, with the user having to work a bolt or lever between each shot. Assault rifles are rifles designed for military use and feature automatic as well as semiautomatic fire.

Shotguns are large-bore weapons that primarily fire shells full of small projectiles. They tend to be powerful, but only at short range. Reduce shotgun damage by 1 point for every range increment of the attack.

Submachine guns are relatively compact longarms that generally fire pistol ammunition. They can fire on automatic.

Longarms are not well suited to close combat. A character takes a -4 penalty on the attack roll when firing at an adjacent target.

AKM/AK-47

This assault rifle of the old Soviet Union is one of the most popular firearms in the world, having found common use in scores of bush wars and insurrections on all sides of such conflicts. The AKM is a slightly more modern version of the AK-47, but functions essentially the same.

Barrett Light Fifty

The heavy but rugged Light Fifty is an incredibly powerful weapon for its size. Although it's a sniper rifle, it fires a .50-caliber machine gun bullet, a round much more powerful than any other rifle ammunition.

Benelli 121 M1

The Benelli 121 M1 semiautomatic shotgun is reliable, simple, and sturdy, with one of the fastest shotgun actions in the world. Many military and law enforcement agencies use this or similar weapons.

Beretta M3P

Designed for police and security work, the M3P can fire either single shots or on semiautomatic. The M3P comes equipped with a tubular steel stock that folds over the top of the weapon to form a carrying handle, and its ammunition feeds from a box magazine—an uncommon feature in a shotgun.

Browning BPS

This heavy longarm fires the largest shotgun round available, the 10-gauge shell.

HK G3

The G3 fires the powerful 7.62mm cartridge, a round used in many light machine guns but increasingly uncommon in assault rifles. At one time, over sixty of the world's armies used this rifle.

HK MP5

The Heckler & Koch MP5 family of weapons is among the most recognizable in the world. Many different designs exist; described here is the most basic model. Due to its high quality of manufacture, the MP5 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

HK MP5K

A radically shortened version of the MP5, this weapon is optimized to be concealable. The steps taken to reduce the weapon's size and weight negate the benefits of the parent weapon's extraordinary quality, and as a result the MP5K is not a mastercraft weapon.

Although it comes with a 15-round magazine, the MP5K can also accept the same 30-round magazine as the MP5 (use of the larger magazine increases the weapon's size to Large, though).

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

HK PSG1

This high-precision sniper rifle, based on the design of the HK G3, has a fully adjustable trigger and stock for individual users. The PSG1 comes with a standard scope. Due to its high quality of manufacture, the PSG1 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

M16A2

Typical of the assault rifles used by militaries around the world, the Colt M16A2 is the current service rifle of the United States military, and is common with other armies and in the civilian world.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

M4 Carbine

This is a cut-down version of the Colt M16A2, shortened by about a third by means of a telescoping stock and a shorter barrel.

M-60

Introduced in the Vietnam War era, this medium machine gun is still in widespread use with the U.S. military and that of several other armies.

Mossberg

The Mossberg Model 500 ATP6C is a pump-action shotgun designed for military and police work.

Remington 700

A bolt-action rifle with a reputation for accuracy, the Remington 700 has been popular with hunters and target shooters since its introduction in the 1940s.

Sawed-Off Shotgun

This is a 12-gauge, double-barreled shotgun with the stock and barrels sawed short. All that's left of the stock is a pistol grip, and the barrels are roughly 12 inches long. Sawed-off shotguns are generally illegal; most are homemade by cutting down a standard shotgun.

If this weapon is fully-loaded, a character can fire both barrels at once. The character receives a -2 penalty on the attack but deals +1 die of damage with a successful hit. Attacking this way uses both shotgun shells.

Steyr AUG

An unusual and exotic-looking weapon, the bullpup AUG is the standard rifle of the Austrian and Australian armies. Its completely ambidextrous components make it equally convenient for left- and right-handed users, and it features a built-in optical sight.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

Uzi

Designed in the 1950s for the Israeli army, the Uzi has become the most popular submachine gun in the world. It features a collapsible stock, making it extremely compact.

Winchester 94

The Winchester Model 94 Big Bore is a lever-action rifle typical of big-bore hunting rifles found around the world.

Table: Longarms

Weapon	Damage	Crit.	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purch. DC	Restrict
AKM/AK-47 (7.62mmR assault rifle)	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	10 lbs.	15	Res (+2)
Barrett Light Fifty (.50 sniper rifle)	2d12	20	Ballistic	120 ft.	S	11 box	Huge	35 lbs.	22	Lic (+1)
Benelli 121 M1 (12-gauge shotgun)	2d8	20	Ballistic	40 ft.	S	7 int	Large	8 lbs.	17	Lic (+1)
Beretta M3P (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S	5 box	Large	9 lbs.	16	Lic (+1)
Browning BPS (10-gauge shotgun)	2d10	20	Ballistic	30 ft.	Single	5 int.	Large	11 lbs.	16	Lic (+1)
HK G3 (7.62mm assault rifle)	2d10	20	Ballistic	90 ft.	S, A	20 box	Large	11 lbs.	19	Res (+2)
HK MP5 ¹ (9mm submachine gun)	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	7 lbs.	20	Res (+2)
HK MP5K (9mm submachine gun)	2d6	20	Ballistic	40 ft.	S, A	15 box	Med	5 lbs.	19	Res (+2)
HK PSG1 ¹ (7.62mm sniper rifle)	2d10	20	Ballistic	90 ft.	S	5 box	Large	16 lbs.	22	Lic (+1)
M16A2 (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	8 lbs.	16	Res (+2)
M4 Carbine (5.56mm assault rifle)	2d8	20	Ballistic	60 ft.	S, A	30 box	Large	7 lbs.	16	Res (+2)
M-60 (medium machine gun)	2d10	20	Ballistic	100 ft.	A	Linked	Huge	22 lbs.	21	Mil (+3)
Mossberg (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	Single	6 int.	Large	7 lbs.	15	Lic (+1)
Remington 700 (7.62mm hunting rifle)	2d10	20	Ballistic	80 ft.	Single	5 int.	Large	8 lbs.	17	Lic (+1)
Sawed-off shotgun (12-ga shotgun)	2d8	20	Ballistic	10 ft.	S	2 int.	Med	4 lbs.	15	Illegal (+4)
Steyr AUG (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	9 lbs.	19	Res (+2)
Uzi (9mm submachine gun)	2d6	20	Ballistic	40 ft.	S, A	20 box	Large	8 lbs.	18	Res (+2)
Winchester 94 (.444 hunting rifle)	2d10	20	Ballistic	90 ft.	S	6 int.	Large	7 lbs.	15	Lic (+1)
1 This mastercraft weapon grants a +1 bonus on attack rolls.										

Heavy Weapons

The weapons covered in this section fall under the Exotic Firearms Proficiency feat. Someone who wields a heavy weapon without the appropriate proficiency takes a -4 penalty on all attack rolls with the weapon.

M2HB

This heavy-duty .50-caliber machine gun has been in service since World War II, and remains a very common vehicle-mounted military weapon around the world. The Exotic Firearms Proficiency (heavy machine guns) feat applies to this weapon.

M72A3 LAW

The LAW (light antitank weapon) is a disposable, one-shot rocket launcher. It comes as a short, telescoped fiberglass and aluminum tube. Before using the weapon, the firer must first arm and extend the tube, which is a move action.

When the LAW hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the LAW ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

The M72 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode. The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

M79

This simple weapon is a single-shot grenade launcher. It fires 40mm grenades (see under Grenades and Explosives, below). These grenades look like huge bullets an inch and a half across; they can't be used as hand grenades, and the M79 can't shoot hand grenades.

Attacking with an M79 is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences between using the M79 and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the M79 requires a weapon proficiency to operate without penalty. The Exotic Firearms Proficiency (grenade launchers) feat applies to this weapon.

Table: Heavy Weapons

Weapon	Damage	Crit.	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purch. DC	Restrict
M2HB (heavy machine gun)	2d12	20	Ballistic	110 ft.	A	Linked	Huge	75 lbs.	22	Mil (+3)
M72A3 LAW (rocket launcher)	10d6 ¹	-	-	150 ft.	1	1 int.	Large	5 lbs.	15	Mil (+3)
M79 (grenade launcher)	Varies ¹	-	-	70 ft.	1	1 int.	Large	7 lbs.	14	Mil (+3)

¹ This weapon does special damage. See the weapon description.

Other Weapons

Ranged weapons that are not firearms include such diverse objects as crossbows, tasers, and pepper spray. The feat that provides proficiency with these weapons varies from weapon to weapon, as indicated on Table: Other Ranged Weapons.

Compound Bow

Bow hunting remains a popular sport in North America. A character's Strength modifier applies to damage rolls made when using this weapon.

Crossbow

A crossbow requires two hands to use. Pulling a lever draws the bow. Loading a crossbow is a move action that provokes attacks of opportunity.

Flamethrower

A flamethrower consists of a pressurized backpack containing fuel, connected to a tube with a nozzle. It shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save.

A flamethrower's backpack has hardness 5 and 5 hit points. When worn, the backpack has a Defense equal to 9 + the wearer's Dexterity modifier + the wearer's class bonus. A backpack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in adjacent 5-foot squares (Reflex save, DC 15, for half damage).

Any creature or flammable object that takes damage from a flamethrower catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot-by-10-foot area.

A flamethrower can shoot 10 times before the fuel supply is depleted. Refilling or replacing a fuel pack has a purchase DC of 13.

Javelin

This light, flexible spear built for throwing can be used in melee, but since it's not designed for it, characters using it in this manner are always considered non-proficient and take a -4 penalty on their melee attack rolls.

Pepper Spray

A chemical irritant that can temporarily blind a target, pepper spray comes in a single-shot container. To use it, make a ranged touch attack against the target. The target must make a Fortitude saving throw (DC 15) or be blinded for 1d4 rounds. Pepper spray is limited to 5 range increments.

Shuriken

A shuriken is a thrown, star-shaped projectile with four to eight razor-sharp points. A character may draw a shuriken as a free action.

Taser

A taser uses springs or compressed air to fire a pair of darts at a target. On impact, the darts release a powerful electrical current. On a successful hit, the darts deal 1d4 points of electricity damage and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds. Reloading a taser is a full-round action that provokes attacks of opportunity.

Whip

Whips deal a small amount of lethal damage. Although a character doesn't "fire" the weapon, treat a whip as a ranged weapon with a maximum range of 15 feet and no range penalties.

Because a whip can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a ranged touch attack. The character does not provoke an attack of opportunity when using a whip in this way. If the character is tripped during his or her own trip attempt, the character can drop the whip to avoid being tripped.

When using a whip, a character gets a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).

Table: Other Ranged Weapons

Weapon	Damage	Crit.	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purch. DC	Restrict
Compound bow (Archaic) ¹	1d8	20	Piercing	40 ft.	1	-	Large	3 lb.	10	-
Crossbow (Simple)	1d10	19-20	Piercing	40 ft.	1	1 int.	Med	7 lb.	9	-
Flamethrower (no feat needed) ²	3d6	-	Fire	-	1	10 int.	Large	50 lb.	17	Mil (+3)
Javelin (Simple)	1d6	20	Piercing	30 ft.	1	-	Med	2 lb.	4	-
Pepper spray (Simple)	Special ¹	-	Special ¹	5 ft.	1	1 int.	Tiny	0.5 lb.	5	-
Shuriken (Archaic)	1	20	Piercing	10 ft.	1	-	Tiny	0.5 lb.	3	-
Taser (Simple)	1d4 ¹	-	Electricity	5 ft.	1	1 int.	Small	2 lb.	7	-
Whip (Simple)	1d2	20	Slashing	15 ft. ²	1	-	Small	2 lb.	4	-

1 This weapon does special damage. See the weapon description.

2 See the description of this weapon for special rules.

Ammunition

5.56mm, 7.62mm, 7.62mmR, .444, .50

These calibers of ammunition are generally used in rifles, assault rifles, or machine guns, and are sold in boxes of 20 bullets each. The 7.62mmR is used in the AKM and other ex-Soviet weapon types, and is not compatible with the larger 7.62mm cartridge. The .50 caliber is a huge cartridge generally fired from heavy machine guns, but also adapted to a few models of powerful sniper rifles.

9mm, 10mm, .22, .32, .38 S, .357, .44, .45, .50AE

These calibers are generally used in pistols or submachine guns, and are sold in boxes of 50 bullets each. The .50AE pistol round is not compatible with the much larger .50 rifle-caliber cartridge (see above).

10-gauge Buckshot, 12-gauge Buckshot

Shotgun cartridges, also known as buckshot, are sold in boxes of ten.

Arrow

Arrows come in quivers of 12 and are used with the compound bow and other types of archery weapons. These missile weapons consist of a slender shaft and a pointed head.

Crossbow Bolt

A shaft or missile designed to be shot from a crossbow, bolts come in quivers of 12.

Ammunition Weight

To determine how much a loaded magazine weighs, look it up on the table, rounding the number of rounds in the magazine up. Shotgun shells are a little heavier; use the weight value for one damage step higher.

<u>Table: Ammunition Weights</u>						
Damage	Weight per Number of Rounds					
	10	20	30	40	50	100
2d4	0.5 lb.	0.5 lb.	0.5 lb.	0.5 lb.	1.0 lb.	1.5 lbs.
2d6	0.5 lb.	0.5 lb.	0.5 lb.	1.0 lb.	1.0 lb.	2.0 lbs.
2d8	0.5 lb.	0.5 lb.	0.5 lb.	1.0 lb.	1.0 lb.	2.0 lbs.
2d10	0.5 lb.	1.0 lb.	1.0 lb.	1.5 lbs.	1.5 lbs.	3.0 lbs.
2d12	1.0 lb.	2.0 lbs.	3.0 lbs.	4.0 lbs.	5.0 lbs.	10.0 lbs.

<u>Table: Ammunition Types</u>	
Ammunition Type (Quantity)	Purchase DC
5.56mm (20)	4
7.62mm (20)	4
7.62mmR (20)	4
.444 caliber (20)	6
.50 caliber (20)	6
9mm (50)	5
10mm (50)	5

<u>Table: Ammunition Types</u>	
Ammunition Type (Quantity)	Purchase DC
.22 caliber (50)	4
.32 caliber (50)	5
.38 special (50)	5
.357 caliber (50)	5
.44 caliber (50)	5
.45 caliber (50)	5
.50AE caliber (50)	6
10-gauge buckshot (10)	5
12-gauge buckshot (10)	4
Arrow (12)	8
Crossbow bolt (12)	7

Explosives and Splash Weapons

These weapons explode or burst, dealing damage to creatures or objects within an area.

Explosives can be thrown or set off in place, depending on the type of explosive device. Dynamite and hand grenades are examples of these weapons.

All explosives must be detonated. Some, such as grenades, include built-in detonators. (Pulling the pin on a grenade is a free action.) Others require timers or other devices to set them off. Detonators are covered in *Weapon Accessories*.

A splash weapon is a projectile that bursts on impact, spewing its contents over an area and damaging any creature or object within that area. Generally, creatures directly hit by splash weapons take the most damage, while those nearby take less damage. Splash weapons usually must be thrown to have effect.

Explosives and splash weapons require no feat to use with proficiency unless they are fired or propelled from some sort of launcher or other device, in which case the appropriate *Weapon Proficiency* feat for the launcher is necessary to avoid the -4 non-proficient penalty.

Statistics

Explosives and splash weapons are described by a number of statistics, as shown on the respective tables.

Damage/Direct Hit Damage

The primary damage dealt by the weapon. For explosives, the *Damage* column shows the damage dealt to all creatures within the explosive's burst radius. For splash weapons, the *Direct Hit Damage* column is used for a target directly struck by the weapon.

Burst Radius/Splash Damage

For explosives, the burst radius is the area affected by the explosive. All creatures or objects within the burst radius take damage from the explosive.

For splash weapons, all creatures within 5 feet of the weapon's impact point take splash damage equal to the amount shown in this column.

Damage Type

Damage from explosives and splash weapons is classified according to type: energy (of a specific type) or slashing. Some creatures or characters may be resistant or immune to some forms of damage.

Critical

The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Reflex DC

Any creature caught within the burst radius of an explosive may make a Reflex save against the DC given in this column for half damage.

Range Increment

If the weapon can be thrown, its range increment is shown in this column. Explosives with no range increment must be set in place before being detonated. (See the *Demolitions* skill)

Size

Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.

Weight

This column gives the weapon's weight.

Purchase DC

This is the purchase DC for a Wealth check to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

Restriction

The restriction rating for the weapon, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the weapon on the black market.

Grenades and Explosives

Many explosives require detonators, which are described in Weapon Accessories.

40mm Fragmentation Grenade

This small explosive device must be fired from a 40mm grenade launcher, such as the M79. It sprays shrapnel in all directions when it explodes. The 40mm fragmentation grenade has a minimum range of 40 feet. If fired against a target closer than 40 feet away, it does not arm and will not explode. The purchase DC given is for a box of 6 grenades.

C4/Semtex

So-called “plastic” explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be coaxed to take various shapes. The information on the table represents a 1-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by 2 feet, and requires a Demolitions check (DC 15) to link them.

Although the damage statistics on the table represent a 1-pound block, C4 is sold in 4-block packages. The purchase DC given represents a package of 4 blocks.

C4/Semtex requires a detonator to set off. It is considered to be a moderate explosive for the purpose of using a Craft (chemical) check to manufacture it.

Det Cord

Det cord is an explosive in a rope-like form. Technically, det cord doesn't explode-but it burns so fast (4,000 yards per second) that it might as well be exploding. Normally used to string multiple explosive charges together for simultaneous detonation (allowing a single detonator to set them all off), det cord can also be looped around a tree or post or other object to cut it neatly in half.

The information on the table represents a 50-foot length. A length of det cord can be spread out to pass through up to ten 5-foot squares. When this is the case, it deals the indicated damage to all creatures in each 5-foot square through which it passes.

It can also be doubled up; for each additional 5 feet of cord within a single 5-foot square, increase the damage by +1d6 to a maximum increase of +4d6.

Det cord requires a detonator to set it off. It is considered to be a simple explosive for the purpose of using a Craft (chemical) check to manufacture it.

Dynamite

Perhaps one of the most common and straightforward explosives, dynamite is very stable under normal conditions. A stick of dynamite requires a fuse or detonator to set it off. Additional sticks can be set off at the same time if they are within the burst radius of the first stick, increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet).

It's possible to wire together several sticks of dynamite for even greater explosive effect. Doing so requires a Demolitions check (DC 10 + 1 per stick). If the character succeeds on the check, the damage or the burst radius of the explosion increases by 50% (the character's choice).

Dynamite is sold in boxes of 12 sticks. It is considered to be a simple explosive for the purpose of using a Craft (chemical) check to manufacture it.

To set off dynamite using a fuse, the fuse must first be lit, requiring a move action (and a lighter or other source of flame). The amount of time until the dynamite explodes depends on the length of the fuse-a fuse can be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade), or long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action.

Fragmentation Grenade

The most common military grenade, this is a small explosive device that sprays shrapnel in all directions when it explodes. The purchase DC given is for a box of 6 grenades.

Smoke Grenade

Military and police forces use these weapons to create temporary concealment. On the round when it is thrown, a smoke grenade fills the four squares around it with smoke. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. The smoke obscures all sight, including the darkvision ability granted by night vision goggles. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Smoke grenades are available in several colors, including white, red, yellow, green, and purple. As such, they can be used as signal devices. The purchase DC given is for a box of 6 grenades.

Tear Gas Grenade

Military and police forces use these weapons to disperse crowds and smoke out hostage takers. On the round that it is thrown, a tear gas grenade fills a 5-foot radius with a cloud of irritant that causes eyes to fill with tears. On the following round, it fills a 10-foot radius, and on the third round it fills a 15-foot radius. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

A character caught in a cloud of tear gas must make a Fortitude save (DC 15) or be nauseated. This effect lasts as long as the character is in the cloud and for 1d6 rounds after he or she leaves the cloud. Those who succeed at their saves but remain in the cloud must continue to save each round. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus on the Fortitude save. The purchase DC given is for a box of 6 grenades.

Thermite Grenade

Thermite does not technically explode. Instead, it creates intense heat meant to burn or melt through an object upon which the grenade is set. Military forces use thermite grenades to quickly destroy key pieces of equipment. The purchase DC given is for a box of 6 grenades.

White Phosphorus Grenade

White phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a White Phosphorus grenade is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

In addition, a WP grenade creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade (see above), except that it only fills squares within 5 feet of the explosion point. The purchase DC given is for a box of 6 grenades.

Table: Grenades and Explosives

Weapon	Damage	Crit.	Damage Type	Burst Radius	Reflex DC	Range Increment	Size	Weight	Purch. DC	Restrict
40mm fragmentation grenade	3d6	-	Slashing	10 ft.	15	-	Tiny	1 lb.	16	Mil (+3)
C4/Semtex	4d6	-	Concussion	10 ft.	18	-	Small	1 lb.	12	Mil (+3)
Det cord	2d6	-	Fire	See text	12	-	Med	2 lbs.	8	Res (+2)
Dynamite	2d6	-	Concussion	5 ft.	15	10 ft.	Tiny	1 lb.	12	Lic (+1)
Fragmentation grenade	4d6	-	Slashing	20 ft.	15	10 ft.	Tiny	1 lb.	15	Mil (+3)
Smoke grenade	-	-	-	See text	-	10 ft.	Small	2 lbs.	10	-
Tear gas grenade	See text	-	-	See text	-	10 ft.	Small	2 lbs.	12	Res (+2)
Thermite grenade	6d6	-	Fire	5 ft.	12	10 ft.	Small	2 lbs.	17	Mil (+3)
White phosphorus grenade	2d6	-	Fire	20 ft.	12	10 ft.	Small	2 lbs.	15	Mil (+3)

Splash Weapons

Many splash weapons, such as Molotov cocktails, are essentially homemade devices (improvised explosives). The purchase DC given in Table: Splash Weapons reflects the typical cost of the necessary components. See the Craft (chemical) skill for details on making improvised explosives.

Acid, Mild

A character can throw a flask of acid as a grenade-like weapon. A flask is made of ceramic, metal, or glass (depending on the substance it has to hold), with a tight stopper, and holds about 1 pint of liquid. This entry represents any mild caustic substance. Acid may be purchased in many places, including hardware stores.

Molotov Cocktail

A Molotov cocktail is a flask containing a flammable liquid, plugged with a rag. A Molotov cocktail is easily made by hand (Craft [chemical] check DC 10 or Intelligence check DC 15). The purchase DC given is for the components. To use it, the rag must first be lit, requiring a move action (and a lighter or other source of flame). The cocktail detonates in 2 rounds or on impact with a solid object, whichever comes first. A target that takes a direct hit is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

Table: Splash Weapons										
Weapon	Direct Hit Damage	Splash Damage	Crit. ²	Damage Type	Reflex DC	Range Increment	Size	Weight	Purch. DC	Restrict
Acid, mild	1d6	1	20	Acid	-	10 ft.	Tiny	1 lb.	6	-
Molotov cocktail ¹	1d6	1	20	Fire	-	10 ft.	Small	1 lb.	3	-
1 This weapon cannot be purchased as an item; the purchase DC given is for the weapon's components.										
2 Threat range applies to direct hits only; splash damage does not threaten a critical hit.										

Melee

Melee weapons are used in close combat, and they are generally among the simplest types of weapons. The feat that provides proficiency with these weapons varies from weapon to weapon; some are considered simple weapons (covered by the Simple Weapons Proficiency feat); others are archaic (Archaic Weapons Proficiency) or exotic (Exotic Melee Weapon Proficiency). A character's Strength modifier is always added to a melee weapon's attack roll and damage roll.

Statistics

Melee weapons are described by a number of statistics, as shown on the respective tables.

Damage

The damage the weapon deals on a successful hit.

Critical

The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Damage Type

Melee weapon damage is classified according to type: bludgeoning (weapons with a blunt striking surface), energy (of a specific type), piercing (weapons with a sharp point), and slashing (weapons with an edged blade). Some creatures or characters may be resistant or immune to some forms of damage.

Range Increment

Melee weapons that are designed to be thrown can be used to make ranged attacks. As such, they have a range increment just as other ranged weapons do—but the maximum range for a thrown weapon is five range increments instead of ten. Any attack at less than the given range increment is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll.

Size

Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.

Weight

This column gives the weapon's weight.

Purchase DC

This is the purchase DC for a Wealth check to acquire the weapon.

Restriction

None of the following melee weapons have restrictions on their purchase.

Simple Melee Weapons

Generally inexpensive and light in weight, simple weapons get the job done nevertheless.

Brass Knuckles

These pieces of molded metal fit over the outside of a character's fingers and allow him or her to deal lethal damage with an unarmed strike instead of nonlethal damage. A strike with brass knuckles is otherwise considered an unarmed attack.

When used by a character with the Brawl feat, brass knuckles increase the base damage dealt by an unarmed strike by +1 and turn the damage into lethal damage. The cost and weight given are for a single item.

Cleaver

Heavy kitchen knives can be snatched up for use as weapons in homes and restaurants. These weapons are essentially similar to the twin butterfly swords used in some kung fu styles.

Club

Almost anything can be used as a club. This entry represents the wooden nightsticks sometimes carried by police forces.

Knife

This category of weapon includes hunting knives, butterfly or "balisong" knives, switchblades, and bayonets (when not attached to rifles). A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a knife.

Metal Baton

This weapon can be collapsed to reduce its size and increase its concealability. A collapsed baton is Small and can't be used as a weapon. Extending or collapsing the baton is a free action.

Pistol Whip

Using a pistol as a melee weapon can deal greater damage than attacking unarmed. No weight or purchase DC is given for this weapon, since both vary depending on the pistol used.

Rifle Butt

The butt of a rifle can be used as an impromptu club.

Sap

This weapon, essentially a smaller version of a club, deals nonlethal damage instead of lethal damage.

Stun Gun

Although the name suggests a ranged weapon, a stun gun requires physical contact to affect its target. (The taser is a ranged weapon with a similar effect.) On a successful hit, the stun gun deals 1d3 points of electricity damage, (do not add the character's Str bonus) and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds.

Tonfa

This is the melee weapon carried by most police forces, used to subdue and restrain criminals. A character can deal nonlethal damage with a tonfa without taking the usual -4 penalty.

Table: Simple Melee Weapons

Weapon	Damage	Crit.	Damage Type	Range Increment	Size	Weight	Purch. DC
Brass knuckles	1	20	Bludgeoning	-	Tiny	1 lb.	5
Cleaver	1d6	19-20	Slashing	-	Small	2 lbs.	5
Club	1d6	20	Bludgeoning	10 ft.	Med	3 lbs.	4
Knife	1d4	19-20	Piercing	10 ft.	Tiny	1 lb.	7
Metal baton	1d6	19-20	Bludgeoning	-	Med	2 lbs.	8
Pistol whip	1d4	20	Bludgeoning	-	Small	-	-
Rifle butt	1d6	20	Bludgeoning	-	Large	-	-
Sap	1d6 ¹	20	Bludgeoning	-	Small	3 lbs.	2
Stun gun ¹	1d3	20	Electricity	-	Tiny	1 lb.	5
Tonfa ¹	1d4	20	Bludgeoning	-	Med	2 lbs.	6
1 See the description of this weapon for special rules.							

Archaic Melee Weapons

Most of these weapons deal damage by means of a blade or a sharp point. Some of them are moderately expensive, reflecting their archaic nature in modern-day society.

Bayonet (Fixed)

The statistics given describe a bayonet fixed at the end of a longarm with an appropriate mount. With the bayonet fixed, the longarm becomes a double weapon-club-like at one end and spear-like at the other. A character can fight with it as if fighting with two weapons, but if the character does so, he or she incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.

Hatchet

This light axe is a chopping tool that deals slashing damage when employed as a weapon.

Longsword

This classic, straight blade is the weapon of knighthood and valor.

Machete

This long-bladed tool looks much like a short, lightweight sword.

Rapier

The rapier is a lightweight sword with a thin blade. A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a rapier.

Spear

This primitive device is a reach weapon. A character can strike opponents 10 feet away with it, but can't use it against an adjacent foe.

Straight Razor

Favored by old-school organized crime "mechanics," this item can still be found in some barbershops and shaving kits.

Sword Cane

This is a lightweight, concealed sword that hides its blade in the shaft of a walking stick or umbrella. Because of this special construction, a sword cane is always considered to be concealed; it is noticed only with a Spot check (DC 18). (The walking stick or umbrella is not concealed, only the blade within.)

Table: Archaic Melee Weapons

Weapon	Damage	Crit.	Damage Type	Range Increment	Size	Weight	Purch. DC
Bayonet (fixed) ¹	1d4/1d6	20	Piercing	-	Large	1 lb.	7
Hatchet	1d6	20	Slashing	10 ft.	Small	4 lbs.	4
Longsword	1d8	19-20	Slashing	-	Med	4 lbs.	11
Machete	1d6	19-20	Slashing	-	Small	2 lbs.	5
Rapier	1d6	18-20	Piercing	-	Med	3 lbs.	10
Spear	1d8	20	Piercing	-	Large	9 lbs.	6
Straight razor	1d4	19-20	Slashing	-	Tiny	0.5 lb.	4
Sword cane ¹	1d6	18-20	Piercing	-	Med	3 lbs.	9
1 See the description of this weapon for special rules.							

Exotic Melee Weapons

Most exotic weapons are either atypical in form or improved variations of other melee weapons. Because each exotic weapon is unique in how it is manipulated and employed, a separate Exotic Melee Weapon Proficiency feat is required for each one in order to avoid the -4 non-proficient penalty.

Chain

Also called the manriki-gusari, this is a simple chain with weighted ends. It can be whirled quickly, striking with hard blows from the weights. One end can also be swung to entangle an opponent.

The chain can be used either as a double weapon or as a reach weapon. A character can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon. In this case, the character can only strike at an adjacent opponent.

If a character uses the chain as a reach weapon, he or she can strike opponents up to 10 feet away. In addition, unlike other weapons with reach, the character can use it against an adjacent foe. In this case, the character can only use one end of the chain effectively; he or she can't use it as a double weapon.

Because a chain can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a melee touch attack. If the character is tripped during his or her own trip attempt, the character can drop the chain to avoid being tripped.

When using a chain, the character gets a +2 equipment bonus on his or her opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm the opponent).

A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a chain.

Chain Saw

Military and police units use powered saws to cut through fences and open doors rapidly. They are sometimes pressed into service as weapons, often by people who watch too many movies.

Kama

A kama is a wooden shaft with a scythe blade extending at a right angle out from the shaft. Kama are traditional weapons in various styles of karate.

Katana

The katana is the traditional Japanese samurai sword. When used with the Exotic Melee Weapon Proficiency feat, it can be used with one hand. For a wielder without the feat, the katana must be used with two hands, and the standard -4 non-proficiency penalty applies.

Kukri

This heavy, curved dagger has its sharp edge on the inside of the curve.

Nunchaku

A popular martial arts weapon, the nunchaku is made of two wooden shafts connected by a short length of rope or chain.

Three-Section Staff

Originally a farm implement for threshing grain, this weapon is composed of three sections of wood of equal lengths, joined at the ends by chain, leather, or rope. The three-section staff requires two hands to use.

The three-section staff is a double weapon. A character can fight with it as if fighting with two weapons, but if he or she does, the character incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.

Table: Exotic Melee Weapons

Weapon	Damage	Crit.	Damage Type	Range Increment	Size	Weight	Purch. DC
Chain ¹	1d6/1d6	20	Bludgeoning	-	Large	5 lb.	5
Chain saw	3d6	20	Slashing	-	Large	10 lb.	9
Kama	1d6	20	Slashing	-	Small	2 lb.	5
Katana	2d6	19-20	Slashing	-	Large	6 lb.	12
Kukri	1d4	18-20	Slashing	-	Small	1 lb.	5
Nunchaku	1d6	20	Bludgeoning	-	Small	2 lb.	3
Three-section staff ¹	1d10/1d10	20	Bludgeoning	-	Large	3 lb.	4
1 See the description of this weapon for special rules.							

Improvised

Any portable object can be used as a weapon in a pinch. In most cases, an object can be wielded either as a melee weapon or a ranged weapon.

A character takes a -4 penalty on his or her attack roll when wielding or throwing an improvised weapon. An improvised weapon is not considered simple, archaic, or exotic, so weapon proficiency feats cannot offset the -4 penalty.

A character can effectively wield or throw an object of his or her size category or smaller using one hand. A character can effectively wield or throw an object one size category larger than him or herself using two hands. An improvised thrown weapon has a range increment of 10 feet. Increase the range increment for creatures of Large size or larger as follows: Large 15 feet, Huge 30 feet, Gargantuan 60 feet, Colossal 120 feet.

Improvised weapons deal lethal damage based on their size, although the GM may adjust the damage of an object that is especially light or heavy for its size. The wielder's Strength modifier applies only to damage from Tiny or larger improvised weapons; do not apply the wielder's Strength modifier to damage from Diminutive objects. Table: Improvised Weapon Damage by Size gives the damage for improvised weapons of varying size. Improvised weapons threaten a critical hit on a natural roll of 20. Improvised weapons of Fine size deal no damage.

Unlike real weapons, improvised weapons are not designed to absorb damage. They tend to shatter, bend, crumple, or fall apart after a few blows. An improvised weapon has a 50% chance of breaking each time it deals damage or, in the case of thrown objects, strikes a surface (such as a wall) or an object larger than itself.

Table: Improvised Weapon Damage by Size

Object Size	Examples	Damage
Diminutive	Ashtray, CD disk case, crystal paperweight	1
Tiny	Fist-sized rock, mug, screwdriver, softball, flashlight, wrench	1d2
Small	Bottle, drill, fire extinguisher, flower pot, helmet, metal hubcap, vase	1d3
Medium-size	Bar stool, brick, briefcase, bowling ball, garbage can lid, hockey stick, nail gun	1d4
Large	Empty garbage can, guitar, computer monitor, office chair, tire iron	1d6
Huge	10-foot ladder, mailbox, oil barrel, park bench, sawhorse	1d8
Gargantuan	Desk, dumpster, file cabinet, large sofa, soda machine	2d6
Colossal	Junked vehicle, stoplight, telephone pole	2d8

Armor

Body armor comes in a variety of shapes and sizes, providing varying degrees of coverage and varying heaviness of materials.

Three feats cover proficiency in the use of armor: Armor Proficiency (light), Armor Proficiency (medium), and Armor Proficiency (heavy).

Statistics

Armor is described by a number of statistics, as shown on the respective tables.

Type

Armor comes in four types: archaic, impromptu, concealable, and tactical.

Archaic

Old-fashioned armor, such as medieval chainmail and plate mail.

Impromptu

Items that provide protection even though they weren't designed for that purpose, such as leather biker's jackets and football pads.

Concealable

Modern body armor designed to fit underneath regular clothing. It can be worn for extended periods of time without fatiguing the wearer.

Tactical

Modern body armor that fits over clothing and can't be easily concealed. Its weight and bulk make it impractical to wear all the time, and it's generally only donned when a specific dangerous confrontation is likely. Because it's worn over clothing in tactical situations, tactical armor often has pockets, clips, and velcro attachment points for carrying weapons, grenades, ammunition, flashlights, first aid kits, and other items.

Equipment Bonus

The protective value of the armor. This bonus adds to the wearer's Defense.

Non-Proficient Bonus

The maximum amount of the armor's equipment bonus that can be applied to the wearer's Defense if the wearer is using armor with which he or she isn't proficient (doesn't have the appropriate feat).

Maximum Dex Bonus

This number is the maximum Dexterity bonus to Defense that this type of armor allows. Heavier armor limits mobility, reducing a character's ability to avoid attacks. Even if a character's Dexterity bonus drops to +0 because of armor, the character is not considered to have lost his or her Dexterity bonus.

Armor Penalty

The heavier or bulkier the armor, the more it affects certain skills. This penalty applies to checks involving the following skills:

- Balance
- Climb
- Escape Artist
- Hide
- Jump
- Move Silently
- Tumble

Speed (30 ft.)

Medium and heavy armor slows a character down. The number in this column is the character's speed while in armor, assuming his or her base speed is 30 feet (the normal speed for most human beings).

Weight

This column gives the armor's weight.

Purchase DC

This is the purchase DC for a Wealth check to acquire the armor. This number reflects the base price and doesn't include any modifier for purchasing the armor on the black market.

Restriction

The restriction rating for the armor, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the armor on the black market.

Light

For the character who doesn't want to be bogged down by more cumbersome armor types, a leather garment or some sort of concealable armor is just the ticket.

Leather Jacket

This armor is represented by a heavy leather biker's jacket. A number of other impromptu armors, such as football pads and a baseball catcher's pads, offer similar protection and game statistics.

Leather Armor

This archaic armor consists of a breastplate made of thick, lacquered leather, along with softer leather coverings for other parts of the body.

Light Undercover Shirt

Designed for deep undercover work in which it's critical that the wearer not appear to be armed or armored, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso.

Pull-Up Pouch Vest

This garment, consisting of a torso apron of light protective material held up by a loop around the neck, can be stored in an innocuous fanny pack. Deploying the apron is a move action. This garment provides no equipment bonus (and has no armor penalty or maximum Dexterity bonus) when undeployed.

Undercover Vest

Covering a larger area of the torso, this vest provides better protection than the light undercover shirt-but it's also more easily noticed. It's best used when the armor should remain unseen but the wearer doesn't expect to face much scrutiny, granting a +2 bonus on Spot checks to notice the armor.

Table: Light Armor

Armor	Type	Equip. Bonus	Nonprof. Bonus	Max Dex Bonus	Armor Penalty	Speed (30 ft.)	Weight	Purch. DC	Restrict
Leather jacket	Impromptu	+1	+1	+8	-0	30	4 lbs.	10	-
Leather armor	Archaic	+2	+1	+6	-0	30	15 lbs.	12	-
Light undercover shirt	Concealable	+2	+1	+7	-0	30	2 lbs.	13	Lic (+1)
Pull-up pouch vest	Concealable	+2	+1	+6	-1	30	2 lbs.	13	Lic (+1)
Undercover vest	Concealable	+3	+1	+5	-2	30	3 lbs.	14	Lic (+1)

Medium

Most medium armor (except for the archaic chainmail shirt) is not terribly heavy, but nonetheless provides a significant amount of protection-at the expense of some speed.

Concealable Vest

Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing. While it may go unnoticed by a quick glance, it is usually visible to anyone looking closely for it, granting a +4 bonus on Spot checks to notice the armor.

Chainmail Shirt

This medieval-era armor is a long shirt made of interlocking metal rings, with a layer of padding underneath. It's heavy, making it uncomfortable to wear for long periods of time.

Light-Duty Vest

A lightweight tactical vest designed for extended use by riot police and forces on alert for potential attack, this armor sacrifices a degree of protection for a modicum of comfort-at least compared to other tactical body armors.

Tactical Vest

The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

Table: Medium Armor

Armor	Type	Equip. Bonus	Nonprof. Bonus	Max Dex Bonus	Armor Penalty	Speed (30 ft.)	Weight	Purch. DC	Restrict
Concealable vest	Concealable	+4	+2	+4	-3	25	4 lbs.	15	Lic (+1)
Chainmail shirt	Archaic	+5	+2	+2	-5	20	40 lbs.	18	-
Light-duty vest	Tactical	+5	+2	+3	-4	25	8 lbs.	16	Lic (+1)
Tactical vest	Tactical	+6	+2	+2	-5	25	10 lbs.	17	Lic (+1)

Heavy

For the best protection money can buy, go with heavy armor, but watch out for the armor penalty.

Plate Mail

This medieval-era armor consists of metal plates that cover the entire body. It's heavy and cumbersome compared to most modern armor, but it does provide a great deal of protection.

Special Response Vest

Built like the tactical vest, but incorporating groin and neck protection as well as a ceramic plate over the chest, this armor provides additional protection in battles against heavily armed opponents.

Forced Entry Unit

The most powerful protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet. Heavy and cumbersome, this armor is generally only donned by tactical officers heading into a dangerous assault.

Table: Heavy Armor

Armor	Type	Equip. Bonus	Nonprof. Bonus	Max Dex Bonus	Armor Penalty	Speed (30 ft.)	Weight	Purch. DC	Restrict
Special response vest	Tactical	+7	+3	+1	-6	20	15 lbs.	18	Lic (+1)
Plate mail	Archaic	+8	+3	+1	-6	20	50 lbs.	23	-
Forced entry unit	Tactical	+9	+3	+0	-8	20	20 lbs.	19	Lic (+1)

General

This section covers the wide variety of general gear available to adventurers of all sorts.

Many of the objects in this section are battery-operated. Any device that uses batteries comes with them. As a general rule, ignore battery life—assume that heroes (and their antagonists) are smart enough to recharge or replace their batteries between adventures, and that the batteries last as long as needed during adventures. If battery life is important in the game, roll 1d20 every time a battery-operated item is used. On a result of 1, the batteries are dead and the object is useless. New batteries have a purchase DC of 2 and can be changed as a move action.

Statistics

Equipment is described by a number of statistics, as shown on the respective tables.

Size

The size category of a piece of equipment helps to determine how easy that object is to conceal, and it also indicates whether using the object requires one hand or two. In general, a character needs only one hand to use any object that is of his or her size category or smaller.

Weight

This column gives the item's weight.

Purchase DC

This is the purchase DC for a Wealth check to acquire the item. This number reflects the base price and doesn't include any modifier for purchasing the item on the black market.

Restriction

The restriction rating for the object, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the item on the black market.

Bags and Boxes

With the wide variety of equipment available to modern adventurers, it's often critical to have something to store the equipment in or carry it around in.

Aluminum Travel Case

A travel case is a reinforced metal box with foam inserts. Wing-style clamps keep it from opening accidentally.

Briefcase

A briefcase can carry up to 5 pounds worth of gear. A briefcase can be locked, but its cheap lock is not very secure (Disable Device DC 20; break DC 10).

Contractor's Field Bag

A combination tool bag and notebook computer case, this has pockets for tools, pens, notepads, and cell phones. It even has a clear plastic flap for maps or plans. Made of durable fabric, it holds 10 pounds worth of equipment and comes with a shoulder strap.

Day Pack

This is a small backpack, the sort often used by students to carry their books around, or by outdoor enthusiasts on short hikes. It holds 8 pounds of gear and fits comfortably over one or both shoulders.

Handbag

Handbags provide another way to carry 2 pounds of equipment. The purchase DC shown is for a basic bag; high-fashion purses can increase the DC by as much as 5.

Patrol Box

Originally developed for use by police officers, this portable file cabinet has found favor with traveling salespeople. This hard-sided briefcase takes up the passenger seat of an automobile and provides easy access to files, storage for a laptop computer, and a writing surface. It holds 5 pounds worth of equipment and has an average lock (Disable Device DC 25; break DC 15).

Range Pack

This lightweight black bag has a spacious inner compartment capable of holding roughly 8 pounds of gear and can hold an additional 4 pounds in six zippered external compartments. The larger version holds 12 pounds of equipment in the internal compartment and another 6 pounds in the zippered external pouches. A range pack easily holds several pistols and a submachine gun, and the larger version can hold disassembled rifles.

<u>Table: Bags and Boxes</u>				
Object	Size	Weight	Purch. DC	Restrict.
Aluminum travel case (10 lb. Capacity)	Med	5 lbs.	10	-
Aluminum travel case (40 lb. Capacity)	Large	10 lbs.	11	-
Aluminum travel case (75 lb. Capacity)	Large	15 lbs.	12	-
Briefcase	Med	2 lbs.	7	-
Contractor's field bag	Med	2 lbs.	6	-
Day pack	Small	2 lbs.	5	-
Handbag	Small	1 lb.	4	-
Patrol box	Med	4 lbs.	9	-
Range pack (Standard)	Small	2 lbs.	7	-
Range pack (Over-sized)	Med	3 lbs.	9	-

Clothing

The items described here represent special clothing types, or unusual outfits that a character might need to purchase.

For the most part, clothing choice is based on character concept. It's generally assumed that a hero owns a reasonable wardrobe of the sorts of clothes that fit his or her lifestyle. Sometimes, however, a character might need something out of the ordinary. When that's the case, he or she will have to purchase it like any other piece of gear. Clothes have two effects on game mechanics: one on Disguise checks, and one on Sleight of Hand checks.

First, clothing is part of a disguise. See the Disguise skill description for more on how appropriate dress affects Disguise checks.

Clothes also help to hide firearms, body armor, and small objects. Tightly tailored clothing imposes a penalty on an attempt to conceal an object; clothing purposely tailored to conceal objects provides a bonus.

Outfits

An outfit of clothing represents everything a character needs to dress a part: pants or skirt, shirt, undergarments, appropriate shoes or boots, socks or stockings, and any necessary belt or suspenders. The clothes a character wears does not count against the weight limit for encumbrance.

Business

A business outfit generally includes a jacket or blazer, and it tends to look sharp and well groomed without being overly formal.

Casual

Casual clothes range from cut-off jeans and a T-shirt to neatly pressed khakis and a hand-knit sweater.

Formal

From a little black dress to a fully appointed tuxedo, formal clothes are appropriate for "black tie" occasions. Special designer creations can have purchase DCs much higher than shown on the table.

Fatigues

Called "battle dress uniforms" (or BDUs) in the United States Army, these are worn by hardened veterans and wannabes alike. They're rugged, comfortable, and provide lots of pockets. They are also printed in camouflage patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, fatigues grant a +2 bonus on Hide checks.

Ghillie Suit

The ultimate in camouflage, a ghillie suit is a loose mesh overgarment covered in strips of burlap in woodland colors, to which other camouflaging elements can easily be added. A figure under a ghillie suit is nearly impossible to discern.

A character wearing a ghillie suit with appropriate coloration gains a +10 bonus on Hide checks. (The suit's coloration can be changed with a move action. However, the bulky suit imposes a penalty of -4 on all Dexterity checks, Dexterity-based skill checks (except Hide), and melee attack rolls.

Uniform

From the cable guy to a senior Air Force officer, people on the job tend to wear uniforms-making such clothing an essential part of some disguises, since a uniform inclines people to trust the wearer.

Outerwear

In addition to keeping a character warm and dry, coats and jackets provide additional concealment for things a character is carrying (they often qualify as loose or bulky clothing; see Concealed Weapons and Objects).

Coat

An outer garment worn on the upper body. Its length and style vary according to fashion and use.

Fatigue Jacket

A lightweight outer garment fashioned after the fatigue uniforms worn by military personnel when performing their standard duties.

Overcoat

A warm coat worn over a suit jacket or indoor clothing.

Parka

This winter coat grants the wearer a +2 equipment bonus on Fortitude saves made to resist the effects of cold weather.

Photojournalist's Vest

Made of cotton with mesh panels to keep the wearer cool, the photojournalist's vest has numerous obvious-and hidden-pockets. It counts as loose and bulky clothing when used to conceal Small or smaller weapons, and also grants the "specially modified to conceal object" bonus when used to conceal Tiny or smaller objects. See Concealed Weapons and Objects.

Tool Belt

This sturdy leather belt has numerous pockets and loops for tools, nails, pencils, and other necessities for repair and construction work, making it easy to keep about 10 pounds of items on hand. The pockets are open, however, and items can easily fall out if the belt is tipped.

Windbreaker

This is a lightweight jacket made of wind-resistant material.

<u>Table: Clothing</u>				
Outfits				
Object	Size	Weight	Purch. DC	Restrict
Business	Med	3 lbs.	12	-
Casual	Med	2 lbs.	8	-
Formal	Med	3 lbs.	15	-
Fatigues	Med	3 lbs.	9	-
Ghillie suit	Med	5 lbs.	6	-
Uniform	Med	2 lbs.	9	-
Outerwear				
Object	Size	Weight	Purch. DC	Restrict
Coat	Med	2 lbs.	8	-
Fatigue jacket	Med	2 lbs.	7	-
Overcoat	Med	3 lbs.	9	-
Parka	Med	3 lbs.	9	-
Photojournalist's vest	Med	1 lb.	9	-
Tool belt	Small	2 lbs.	9	-
Windbreaker	Med	1 lb.	6	-

Computers and Consumer Electronics

Rules for operating computers appear under the Computer Use skill. Some of the items in this section have monthly subscription costs as well as initial purchase costs. The purchase DC accounts for both costs; once a character has obtained the item, he or she doesn't have to worry about ongoing subscription costs.

Camera

Still cameras let a character capture a record of what he or she has seen.

35mm

The best choice for the professional photographer, this camera can accept different lenses and takes the highest-quality picture. A camera is needed to use the photography aspect of the Craft (visual art) skill. The film used in a camera must be developed.

Digital

A digital camera uses no film; instead, its pictures are simply downloaded to a computer as image files. No film developing is necessary.

Disposable

A 35mm camera with film built in can be purchased from vending machines, tourist traps, drugstores, and hundreds of other places. Once the film is used, the entire camera is turned in to have the film developed.

Film

The medium upon which photographs are stored, film comes in a variety of sizes and speeds. The purchase DC represents the cost of a roll of 24 exposures of high-speed (ASA 400) film.

Film Developing

In most areas, drugstores and photo shops provide 1-hour service; in others, it takes 24 hours. In really remote areas, film may have to be sent away for developing, taking a week or longer. The purchase DC represents the cost of getting two prints of each shot on a roll of film, or one of each and any two also blown up to a larger size.

Cell Phone

A digital communications device that comes in a hand-held model or as a headset, a cell phone uses a battery that lasts for 24 hours before it must be recharged. It works in any area covered by cellular service.

Computer

Whether a desktop or notebook model, a computer includes a keyboard, a mouse, a monitor, speakers, a CD-ROM drive, a dial-up modem, and the latest processor. A character needs a computer to make Computer Use checks and to make Research checks involving the Internet.

Desktop

Bulky but powerful, these machines are common on desks everywhere.

Notebook

Slim, lightweight, and portable, notebook computers have most of the functions available on desktop computers.

Upgrade

A character can upgrade a desktop or notebook computer's processor to provide a +1 equipment bonus on Computer Use checks. Increase the purchase DC of a desktop by +1 or a notebook by +2 to purchase an upgrade.

Digital Audio Recorder

These tiny recorders (about the size of a deck of playing cards) can record up to eight hours of audio and can be connected to a computer to download the digital recording. Digital audio recorders don't have extremely sensitive microphones; they only pick up sounds within 10 feet.

Modem

A modem allows a character to connect a computer to the Internet. To use a modem, a character must have a computer and an appropriate data line (or a cell phone, in the case of a cellular modem).

All computers come with dial-up modems, which allow connection to the Internet but without the speed of broadband or the flexibility of cellular. A dial-up modem uses a standard telephone line; while it's connected, that telephone line can't be used for another purpose.

Broadband

Cable modems and DSL services bring high-speed Internet access into the homes of millions. A broadband modem gives a character on-demand, high-speed access to data, allowing Computer Use and Research checks involving the Internet to be made in half the normal time.

Cellular

A cellular modem allows a character to connect her notebook computer to the Internet anywhere he or she can use a cell phone. However, access speed is slow, and any Computer Use or Research check involving the Internet takes half again the normal time (multiply by 1.5).

PDA

Personal data assistants are handy tools for storing data. They can be linked to a notebook or desktop computer to move files back and forth, but can't be used for Computer Use or Research checks.

Portable Satellite Telephone

This object looks much like a bulky cell phone, and functions in much the same way as well. However, because it communicates directly via satellite, it can be used anywhere on earth, even in remote areas well beyond the extent of cell phone service.

Portable satellite phones are very expensive to use. When used in a place not served by regular cellular service, each call requires a Wealth check (DC 6).

Portable Video Camera

Portable video cameras use some format of videotape to record activity. The tape can be played back through a VCR or via the camera eyepiece.

Printer

The color inkjet printer described here is suited for creating hard copies of text and image files from computers.

Scanner

A color flatbed scanner allows the user to transfer images and documents from hard copy into a computer in digital form.

Walkie-Talkie

This hand-held radio transceiver communicates with any similar device operating on the same frequency and within range.

Basic

This dime-store variety has only a few channels. Anyone else using a similar walkie-talkie within range can listen in on the character's conversations. It has a range of 2 miles.

Professional

This high-end civilian model allows a character to program in twenty different frequencies from thousands of choices-making it likely that the character can find a frequency that's not being used by anyone else within range. The device can be used with or without a voice-activated headset (included). It has a range of 15 miles.

Table: Computers and Consumer Electronics

Object	Size	Weight	Purch. DC	Restrict
Camera (35mm)	Small	2 lbs.	17	-
Camera (Digital)	Tiny	0.5 lb.	14	-
Camera (Disposable)	Tiny	0.5 lb.	4	-
Camera (Film)	Dim	-	3	-
Camera - Film developing (roll)	-	-	3	-
Cell phone	Dim	-	9	-
Computer (Desktop)	Large	10 lbs.	22	-
Computer (Notebook)	Med	5 lbs.	23	-
Computer (Upgrade)	-	-	See text	-
Digital audio recorder	Tiny	1 lb.	10	-
Modem (Broadband)	Tiny	1 lb.	6	-
Modem (Cellular)	Tiny	1 lb.	6	-
PDA	Tiny	0.5 lb.	16	-
Portable satellite phone	Small	2 lbs.	17	-
Portable video camera	Small	2 lbs.	16	-
Printer	Med	3 lbs.	12	-
Scanner	Med	3 lbs.	12	-
Walkie-talkie (Basic)	Tiny	1 lb.	7	-
Walkie-talkie (Professional)	Tiny	1 lb.	15	-

Lifestyle

Lifestyle items include travel expenses, entertainment and meals beyond the ordinary, and housing, for those characters interested in buying a home rather than renting.

Entertainment

Purchase DCs are given for several entertainment options. They represent the purchase of a single ticket. A pair of tickets can be purchased together; doing so increases the purchase DC by 2.

<u>Table: Entertainment</u>	
Type	Purch. DC
Movie ticket	3
Theater ticket	7
Sporting event ticket	7

Housing

A number of types of homes are mentioned on Table: Housing. The purchase DC covers the down payment, not the total cost of the home. (A character buying a home does not have to worry about mortgage payments; they simply replace the hero's rent, which is already accounted for in the Wealth system)

The small house and condo are one- or two-bedroom homes, probably with curbside parking. The large condo and medium house are three-bedroom homes with garage or carport parking for one or two cars. The large house is a four-bedroom home with a two-car garage, while the mansion is a five- or six-bedroom home with an extra den, spacious rooms throughout, and a three-car garage. All of these homes are of typical construction; luxury appointments or avant garde design is available with a +2 increase to the purchase DC.

Location dramatically affects a home's value. The given purchase DC assumes a typical suburban location. An undesirable location, such as a bad neighborhood or a remote rural site, reduces the purchase DC by 2. A particularly good location in an upscale neighborhood or city center increases the purchase DC by 2.

<u>Table: Housing</u>	
Type	Purch. DC
Small condo	28
Large condo	30
Small house	30
Medium house	32
Large house	34
Mansion	36

Meals

Several typical meal costs are provided. The cost of picking up the tab for additional diners adds +2 per person to the purchase DC.

<u>Table: Meals</u>	
Type	Purch. DC
Fast food	2
Family restaurant	4
Upscale restaurant	7
Fancy restaurant	9

Transportation

Airfare tickets are for a single passenger round trip. One-way tickets are available, but only reduce the purchase DC by 2. Car rentals and lodging rates are per day.

<u>Table: Transportation</u>	
Type	Purch. DC
Airfare (Domestic, coach)	14
Airfare (Domestic, first class)	17
Airfare (International, coach)	18
Airfare (International, first class)	22
Car rental (Economy car)	6
Car rental (Mid-size or truck)	8
Car rental (Luxury)	10
Lodging (Budget motel)	7
Lodging (Average hotel)	9
Lodging (Upscale hotel)	11

Professional Equipment

This category covers a wide variety of specialized equipment used by professionals in adventure-related fields.

Some objects contain the tools necessary to use certain skills optimally. Without the use of these items, often referred to as kits, skill checks made with these skills are at a -4 penalty. Skills and the kits they are associated with are listed below. See the descriptions of the kits for additional details. Note that kits should be restocked periodically (purchase DC 5 less than the original purchase DC).

Note that some skills, by their nature, require a piece of equipment to utilize.

Table: Professional Equipment Skills	
Skill	Associated Item
Climb	Climbing gear
Craft (chemical)	Chemical kit
Craft (electronic)	Electrical tool kit
Craft (mechanical)	Mechanical tool kit
Craft (pharmaceutical)	Pharmacist kit
Craft (structural)	Mechanical tool kit
Demolitions	Demolitions kit
Disable Device	Car opening kit
Disable Device	Electrical tool kit
Disable Device	Lockpick set
Disable Device	Lock release gun
Disguise	Disguise kit
Forgery	Forgery kit
Investigate	Evidence kit
Perform (keyboards)	Instrument, keyboard
Perform (percussion)	Instrument, percussion
Perform (stringed)	Instrument, stringed
Perform (wind)	Instrument, wind
Repair	Electrical tool kit
Repair	Mechanical tool kit
Repair	Multipurpose tool
Treat Injury	First aid kit
Treat Injury	Medical kit
Treat Injury	Surgery kit

Bolt Cutter

An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks or chain-link fences. Using a bolt cutter requires a Strength check (DC 10).

Caltrops

Caltrops are four-pronged iron spikes designed so that one prong is pointing up when the caltrop rests on a surface. A character scatters caltrops on the ground to injure opponents, or at least slow them down. One bag of twenty-five caltrops covers a single 5-foot square. Each time a creature moves through a square containing caltrops at any rate greater than half speed, or each round a creature spends fighting in such an area, the caltrops make a touch attack roll (base attack bonus +0). A caltrop deals 1 point of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Treat Injury check, DC 15, or one day's rest removes this penalty). A charging or running creature must immediately stop if it steps on a caltrop. See the Avoid Hazard stunt for the effect of caltrops on vehicles.

Car Opening Kit

This set of odd-shaped flat metal bars can be slipped into the window seam of a car door to trip the lock. The DC of a Disable Device check to accomplish this varies with the quality of the lock; see the skill description.

Chemical Kit

A portable laboratory for use with the Craft (chemical) skill, a chemical kit includes the tools and components necessary for mixing and analyzing acids, bases, explosives, toxic gases, and other chemical compounds.

Demolitions Kit

This kit contains everything needed to use the Demolitions skill to set detonators, wire explosive devices, and disarm explosive devices. Detonators must be purchased separately.

Disguise Kit

This kit contains everything needed to use the Disguise skill, including makeup, brushes, mirrors, wigs, and other accoutrements. It doesn't contain clothing or uniforms, however.

Duct Tape

The usefulness of duct tape is limited only by a character's imagination. Duct tape can support up to 200 pounds indefinitely, or up to 300 pounds for 1d6 rounds. Characters bound with duct tape must make a Strength or Escape Artist check (DC 20) to free themselves. A roll provides 70 feet of tape, 2 inches wide.

Electrical Tool Kit

This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools, and leads and wires.

Basic

This small kit allows a character to make Repair checks to electrical or electronic devices without penalty.

Deluxe

This kit consists of a number of specialized diagnostic and repair tools as well as thousands of spare parts. It grants a +2 equipment bonus on Repair checks for electrical or electronic devices and allows a character to make Craft (electronic) checks without penalty.

Evidence Kits

Law enforcement agencies around the world use generally the same tools to gather evidence. Having an evidence kit does not grant access to a law enforcement agency's crime lab; it merely assists in the proper gathering and storing of evidence for use by such a lab. Without an evidence kit, a character receives a -4 penalty to use the Collect Evidence option of the Investigate skill.

Basic

A basic evidence kit includes clean containers, labels, gloves, tweezers, swabs, and other items to gather bits of physical evidence and prevent them from becoming contaminated.

Deluxe

A deluxe kit includes all the materials in a basic kit, plus supplies for analyzing narcotic substances at the scene and for gathering more esoteric forms of physical evidence such as casts and molds of footprints or vehicle tracks, as well as chemical residues and organic fluids. It also contains the necessary dusts, sprays, brushes, adhesives, and cards to gather fingerprints. It grants a +2 equipment bonus on Investigate checks under appropriate circumstances (whenever the GM rules that the equipment in the kit can be of use in the current situation).

Using a deluxe kit to analyze a possible narcotic substance or basic chemical requires a Craft (chemical) check (DC 15). In this case, the +2 equipment bonus does not apply.

Fake ID

Purchasing a falsified driver's license from a black market source can produce mixed results, depending on the skill of the forger. Typically, a forger has 1 to 4 ranks in the Forgery skill, with a +1 ability modifier. When a character purchases a fake ID, the GM secretly makes a Forgery check for the forger, which serves as the DC for the opposed check when someone inspects the fake ID. The purchase DC of a fake ID is 10 + the forger's ranks in the Forgery skill.

First Aid Kit

Available at most drugstores and camping supply stores, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit can be used to help a dazed, unconscious, or stunned character by making a Treat Injury check (DC 15). A first aid kit can be used only once. Skill checks made without a first aid kit incur a -4 penalty.

Forgery Kit

This kit contains everything needed to use the Forgery skill to prepare forged items. Depending on the item to be forged, a character might need legal documents or other items not included in the kit.

Handcuffs

Handcuffs are restraints designed to lock two limbs—normally the wrists—of a prisoner together. They fit any Medium-size or Small human or other creature that has an appropriate body structure.

Steel

These heavy-duty cuffs have hardness 10, 10 hit points, a break DC of 30, and require a Disable Device check (DC 25) or Escape Artist check (DC 35) to remove without the key.

Zip-Tie

These are single-use disposable handcuffs, much like heavy-duty cable ties. They have hardness 0, 4 hit points, and a break DC of 25. They can only be removed by cutting them off (Disable Device and Escape Artist checks automatically fail).

Instruments

Keyboard

A portable keyboard, necessary in order to use the Perform (keyboard instrument) skill.

Percussion

A set of drums, necessary in order to use the Perform (percussion instrument) skill.

Stringed

An electric guitar, necessary in order to use the Perform (stringed instrument) skill.

Wind

A flute, necessary in order to use the Perform (wind instrument) skill.

Lockpick Set

A lockpick set includes picks and tension bars for opening locks operated by standard keys. A lockpick set allows a character to make Disable Device checks to open mechanical locks (deadbolts, keyed entry locks, and so forth) without penalty.

Lock Release Gun

This small, pistol-like device automatically disables cheap and average mechanical locks operated by standard keys (no Disable Device check necessary).

Mechanical Tool Kit

This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, and even power tools.

Basic

This kit, which fits in a portable toolbox, allows a character to make Repair checks for mechanical devices without penalty.

Deluxe

This kit fills a good-sized shop cabinet. It includes a broad variety of specialized hand tools and a selection of high-quality power tools. It grants a +2 equipment bonus on Repair checks for mechanical devices and allows a character to make Craft (mechanical) or Craft (structural) checks without penalty.

Medical Kit

About the size of a large tackle box, this is the sort of kit commonly carried by military medics and civilian EMTs. It contains a wide variety of medical supplies and equipment. A medical kit can be used to treat a dazed, unconscious, or stunned character, to provide long-term care, to restore hit points, to treat a diseased or poisoned character, or to stabilize a dying character (see the Treat Injury skill). Skill checks made without a medical kit incur a -4 penalty.

Multipurpose Tool

This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. A multipurpose tool can lessen the penalty for making Repair, Craft (mechanical), Craft (electronic), or Craft (structural) checks without appropriate tools to -2 instead of the normal -4. The tool is useful for certain tasks, as determined by the GM, but may not be useful in all situations.

Pharmacist Kit

A portable pharmacy for use with the Craft (pharmaceutical) skill, a pharmacist kit includes everything needed to prepare, preserve, compound, analyze, and dispense medicinal drugs.

Search-and-Rescue Kit

This waist pack contains a first aid kit, a compass, waterproof matches, a lightweight “space” blanket, a standard flashlight, 50 feet of durable nylon rope, two smoke grenades, and one signal flare.

Spike Strip

This device is designed to help the police end car chases. The strip comes rolled in a spool about the size of a small suitcase. Deploy it by rolling it across a roadway, where it lies like a flat, segmented belt. (The user can roll it out onto the road without entering the lane of traffic.) Until the strip is activated, the spikes do not protrude, and cars can pass safely over it. When the user activates it (via a control device attached to the end of the strip by a 10-foot-long cord), the spikes extend.

Each time a creature moves through a square containing an activated spike strip at any rate greater than half speed, or each round a creature spends fighting in such an area, the spike strip makes a touch attack roll (base attack bonus +0). The strip deals 2 points of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Treat Injury check, DC 15, or one day’s rest removes this penalty). Wheeled vehicles passing over the strip are automatically hit—although vehicles equipped with puncture-resistant tires are not affected.

Surgery Kit

About the size of a small backpack, this kit contains the instruments needed for rudimentary emergency field surgery. A surgery kit is used when performing surgery (see the Treat Injury skill). A character performing surgery without a surgery kit takes a -4 penalty on the Treat Injury check. (This penalty is in addition to the -4 penalty that applies if the character does not have the Surgery feat.)

Table: Professional Equipment

Object	Size	Weight	Purch. DC	Restrict
Bolt cutter	Med	5 lbs.	6	-
Caltrops (25)	Small	2 lbs.	5	-
Chemical kit	Med	6 lbs.	16	-
Demolitions kit	Med	5 lbs.	13	Lic (+1)
Disguise kit	Med	5 lbs.	12	-
Duct tape	Tiny	1 lb.	3	-
Electrical tool kit (Basic)	Large	12 lbs.	14	-
Electrical tool kit (Deluxe)	Huge	33 lbs.	21	-
Evidence kit (Basic)	Med	6 lbs.	7	-
Evidence kit (Deluxe)	Med	8 lbs.	15	-
Fake ID	Fine	-	See text	Illegal (+4)
First aid kit	Small	3 lbs.	5	-
Forgery kit	Small	3 lbs.	12	-
Handcuffs (Steel)	Tiny	1 lb.	7	-
Handcuffs (Zip-tie) (25)	Dim	0.5 lb.	6	-
Instrument (Keyboard)	Large	12 lbs.	12	-
Instrument (Percussion)	Huge	50 lbs.	14	-
Instrument (Stringed)	Large	7 lbs.	13	-
Instrument (Wind)	Tiny	1 lb.	8	-
Lockpicks (Car opening kit)	Tiny	1 lb.	6	Lic (+1)
Lockpick set	Tiny	1 lb.	9	Lic (+1)
Lock release gun	Tiny	0.5 lb.	12	Res (+2)
Mechanical tool kit (Basic)	Large	22 lbs.	13	-
Mechanical tool kit (Deluxe)	Huge	45 lbs.	20	-
Medical kit	Med	5 lbs.	15	-
Multipurpose tool	Tiny	0.5 lb.	9	-
Pharmacist kit	Med	6 lbs.	17	Res (+2)
Search-and-rescue kit	Med	7 lbs.	12	-
Spike strip	Huge	22 lbs.	13	-
Surgery kit	Med	5 lbs.	16	Lic (+1)

Services

The broad spectrum of services available to characters is only represented in overview here. Services are identified on Table:Services.

Auto Repair

Having a car repaired can be expensive; how expensive depends on the amount of damage the vehicle has suffered. The purchase DCs for damage repair assume the vehicle has not actually been disabled; if it has, increase the purchase DC by +3. Repair generally takes 1 day for every 10 hit points of damage dealt, and results in the vehicle being returned to full hit points.

Bail Bonds

Characters jailed for crimes can seek bail. Bail is a monetary guarantee that the suspect will show up for his trial. The bail amount is set by a judge or magistrate, sometimes immediately following arrest (for minor crimes) and sometimes days later (for serious crimes). If bail is granted, a character can arrange for a bail bond—a loan that covers bail. The purchase DCs represent the fees associated with the loan; the bond itself is paid back to the bond agency when the hero shows up for trial. If the hero fails to show up, the agency loses the bail loan, and may send bounty hunters or other thugs after the character.

Bail amounts vary dramatically, depending on the seriousness of the crime, the suspect's criminal history, his or her role in society, his or her family life, and other factors the judge believes indicate that the character will or will not flee (or commit other crimes) before the trial. An upstanding citizen with a good job and a family who has never before been charged with a crime gets minimal bail; a career criminal with nothing to lose gets maximum bail or may not be granted bail at all. The purchase DCs shown assume the suspect is viewed positively by the court. If not, increase the purchase DC by as much as 5. Whatever the base purchase DC, a successful Diplomacy check (DC 15) by the suspect reduces the purchase DC by 2.

Property Crime

The crime involved only the destruction of property; no one was attacked or seriously hurt as part of the crime.

Assault Crime

The crime involved an attack intended to capture, kill, or seriously injure the victim.

Death Crime

Someone died as a result of the crime.

Medical Services

A character's medical insurance is built into his or her Wealth bonus; the purchase DCs represent the ancillary expenses not covered, or only partly covered, by insurance. Medical services must be paid for in full regardless of whether they are successful. See the Treat Injury skill for more information on the medical services described below.

In a hospital setting, the necessary Treat Injury checks are always successful. The purchase DC is per check.

Long-Term Care

The purchase DC represents treatment for regaining hit points or ability score points more quickly than normal on a given day.

Restore Hit Points

The purchase DC represents treatment for hit point damage from wounds or injuries on a given day.

Surgery

The purchase DC represents the cost of a single surgical procedure.

Poison/Disease

The purchase DC represents one application of treatment for a poison or disease.

Table: Services	
Type	Purch. DC
Auto repair (1 to 10 hp damage)	15
Auto repair (11 to 20 hp damage)	18
Auto repair (21 to 30 hp damage)	21
Auto repair (30+ hp damage)	24
Auto repair (Towing)	8
Bail bonds (Property crime)	13
Bail bonds (Assault crime)	16
Bail bonds (Death crime)	22
Bribery (Bouncer)	6
Bribery (Bureaucrat)	10
Bribery (Informant)	7
Bribery (Police officer)	10
Legal services	10 + lawyer's Knowledge (civics) ranks
Medical services (Long-term care)	10
Medical services (Restore hit points)	12
Medical services (Surgery)	15
Medical services (Treat poison/disease)	10

Surveillance Gear

Keeping an eye on suspects or tracking the moves of potential enemies is a crucial part of the modern adventurer's job.

Black Box

This device, easily concealed in the palm of one hand, emits digital tones that convince the phone system to make a long-distance connection free of charge. They also let a user "bounce" a call through multiple switches, making the call harder to trace (the DC of any Computer Use check to trace the call is increased by 5).

Caller ID Defeater

When a phone line contains a caller ID defeater, phones attempting to connect with that line show up as "anonymous" or "unavailable" on a caller ID unit. Such a call can still be traced as normal, however.

Cellular Interceptor

About the size of a small briefcase, a cellular interceptor can detect and monitor a cell phone conversation within a 5-mile area by listening in on the cellular service's own transmitters. Intercepting the calls of a particular cell phone requires a Computer Use check (DC 35); if the user knows the phone number of the phone in question, the DC drops by 10. Obviously, the phone must be in use for someone to intercept the call. A cellular interceptor cannot be used to intercept regular (ground line) phone connections.

Lineman's Buttset

This device resembles an over-sized telephone handset with a numeric keypad on the back and wire leads hanging from the bottom. It functions as a portable, reusable telephone line tap. With a Repair check (DC 10), a user can connect to a phone wire and hear any conversation that crosses it. A lineman's buttset is a common tool for telephone repair personnel.

Metal Detector

This handheld device provides a +10 equipment bonus on all Search checks involving metal objects.

Night Vision Goggles

Night vision goggles use passive light gathering to improve vision in near-dark conditions. They grant the user the ability to see in darkness, also called darkvision (range 120 ft.)-but because of the restricted field of view and lack of depth perception these goggles provide, they impose a -4 penalty on all Spot and Search checks made by someone wearing them.

Night vision goggles must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room doesn't. For situations of total darkness, the goggles come with an infrared illuminator that, when switched on, operates like a standard flashlight whose light is visible only to the wearer (or anyone else wearing night vision goggles).

Tap Detector

Plug this into a telephone line between the phone and the outlet, and it helps detect if the line is tapped. To detect a tap, make a Computer Use check (the DC varies according to the type of telephone tap used; see below). With a success, the tap detector indicates that a tap is present. It does not indicate the type or location of the tap however. Also, it can't be used to detect a lineman's buttset.

Telephone Tap

These devices allow a character to listen to conversations over a particular phone line.

Line Tap

This tap can be attached to a phone line at any point between a phone and the nearest junction box (usually on the street nearby). Installing it requires a Repair check (DC 15). It broadcasts all conversations on the line over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a line tap by using a tap detector requires a Computer Use check (DC 25).

Receiver Tap

This item can be easily slipped into a telephone handset as a Repair check (DC 5). It broadcasts all conversations over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a receiver tap by using a tap detector requires a Computer Use check (DC 15).

Telephone Line Tracer

Essentially a highly specialized computer, a line tracer hooked to a phone line can trace phone calls made to that line, even if there's a caller ID defeater hooked up at the other end. All it takes is time.

Operating a line tracer is a full-round action requiring a Computer Use check (DC 10). Success gains one digit of the target phone number, starting with the first number of the area code.

Table: Surveillance Gear

Object	Size	Weight	Purch. DC	Restrict
Black box	Tiny	0.5 lb.	4	Illegal (+4)
Caller ID defeater	Tiny	1 lb.	5	-
Cellular interceptor	Tiny	0.5 lb.	23	-
Lineman's buttset	Tiny	1 lb.	13	Lic (+1)
Metal detector	Small	2 lbs.	11	-
Night vision goggles	Small	3 lbs.	17	-
Tap detector	Tiny	1 lb.	7	-
Telephone tap (Line tap)	Tiny	0.5 lb.	13	Lic (+1)
Telephone tap (Receiver tap)	Tiny	0.5 lb.	3	Res (+2)
Telephone line tracer	Med	5 lbs.	23	-

Survival Gear

Survival gear helps characters keep themselves alive in the great outdoors.

Backpack

This is a good-sized backpack, made of tough water-resistant material. It has one or two central sections, as well as several exterior pockets and straps for attaching tents, bedrolls, or other gear. It can carry up to 60 pounds of gear.

A backpack gives a character a +1 equipment bonus to Strength for the purpose of determining carrying capacity.

Binoculars

Binoculars are useful for watching opponents, wild game, and sporting events from a long distance.

Standard

Standard binoculars reduce the range penalty for Spot checks to -1 for every 50 feet (instead of -1 for every 10 feet). Using binoculars for Spot checks takes five times as long as making the check unaided.

Rangefinding

In addition to the benefit of standard binoculars, rangefinding binoculars include a digital readout that indicates the exact distance to the object on which they are focused.

Electro-Optical

Electro-optical binoculars function the same as standard binoculars in normal light. In darkness, however, users looking through them see as if they had the darkvision ability granted by night vision goggles.

Chemical Light Stick

This disposable plastic stick, when activated, uses a chemical reaction to create light for 6 hours. It illuminates an area only 5 feet in radius. Once activated, it can't be turned off or reused. The listed purchase DC is for a pack of 5 sticks.

Climbing Gear

All of the tools and equipment that climbing enthusiasts use to make climbing easier and, in some cases, possible, including ropes, pulleys, helmet and pads, gloves, spikes, chocks, ascenders, pitons, a handaxe, and a harness. It takes 10 minutes to remove the gear from its pack and outfit it for use. Use this gear with the Climb skill.

Compass

A compass relies on the Earth's magnetic field to determine the direction of magnetic north. A compass grants its user a +2 equipment bonus on Navigate checks.

Fire Extinguisher

This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area as a move action. It contains enough material for two such uses.

Flash Goggles

These eye coverings provide total protection against blinding light.

Flashlight

Flashlights come in a wide variety of sizes and quality levels. Those covered here are professional, heavy-duty models, rugged enough to withstand the rigors of modern adventuring. Flashlights negate penalties for darkness within their illuminated areas.

Penlight

This small flashlight can be carried on a key ring. It projects a beam of light 10 feet long and 5 feet wide at its end.

Standard

This heavy metal flashlight projects a beam 30 feet long and 15 feet across at its end.

Battery Flood

Practically a handheld spotlight, this item projects a bright beam 100 feet long and 50 feet across at its end.

Gas Mask

This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides total protection from eye and lung irritants. The filter canister lasts for 12 hours of use. Changing a filter is a move action. The purchase DC for one extra filter canister is 6.

GPS Receiver

Global positioning system receivers use signals from GPS satellites to determine the receiver's location to within a few dozen feet. A GPS receiver grants its user a +4 equipment bonus on Navigate checks, but because the receiver must be able to pick up satellite signals, it only works outdoors.

Map

While a compass or GPS receiver can help characters find their way through the wilderness, a map can tell a character where he or she is going and what to expect when he or she gets there.

Road Atlas

Road atlases are available for the entire United States, showing all major roads in each state. They can also be purchased for most major metropolitan areas, detailing every street in the entire region.

Tactical Map

A tactical map covers a small area-usually a few miles on a side-in exacting detail. Generally, every building is represented, along with all roads, trails, and areas of vegetation. Tactical maps are not available for all areas, and, though inexpensive, they generally have to be ordered from federal mapping agencies (taking a week or longer to obtain).

Mesh Vest

This is a lightweight vest with a series of pockets for items such as a compass, spare ammunition magazines, pressure bandages, and a radio, along with loops for attaching grenades, knives, or tools. It can hold up to 40 pounds of equipment. A mesh vest provides a +2 equipment bonus to Strength for the purpose of determining carrying capacity.

Portable Stove

This small stove works on kerosene or white gasoline, and can easily be broken down and carried for backpacking.

Rope

Climbing rope can support up to 1,000 pounds.

Sleeping Bag

This lightweight sleeping bag rolls up compactly. It can keep a character warm even in severe weather and can also double as a stretcher in an emergency.

Tent

A tent keeps a character warm and dry in severe weather, providing a +2 equipment bonus on Fortitude saves against the effects of cold weather.

Trail Rations

Trail rations come in a number of commercial options. They all provide the necessary energy and nutrition for survival. The purchase DC given is for a case of 12 meals.

Table: Survival Gear

Object	Size	Weight	Purch. DC	Restrict
Backpack	Med	3 lbs.	10	-
Binoculars (Standard)	Small	2 lbs.	7	-
Binoculars (Rangefinding)	Small	3 lbs.	15	-
Binoculars (Electro-optical)	Small	4 lbs.	16	-
Chemical light sticks (5)	Tiny	1 lb.	2	-
Climbing gear	Large	10 lbs.	11	-
Compass	Dim	0.5 lb.	5	-
Fire extinguisher	Med	3 lbs.	8	-
Flash goggles	Tiny	2 lbs.	15	-
Flashlight (Penlight)	Dim	0.5 lb.	3	-
Flashlight (Standard)	Tiny	1 lb.	4	-
Flashlight (Battery flood)	Small	2 lbs.	6	-
Gas mask	Small	5 lbs.	13	-
GPS receiver	Tiny	1 lb.	15	-
Map (Road atlas)	Tiny	1 lb.	4	-
Map (Tactical)	Tiny	0.5 lb.	3	-
Mesh vest	Med	7 lbs.	8	-
Portable stove	Tiny	1 lb.	9	-
Rope (150 ft.)	Large	12 lbs.	5	-
Sleeping bag	Med	4 lbs.	9	-
Tent (2-person dome)	Med	4 lbs.	11	-
Tent (4-person dome)	Med	7 lbs.	12	-
Tent (8-person dome)	Large	10 lbs.	13	-
Trail rations (12)	Tiny	1 lb.	5	-

Weapon Accessories

As if modern weapons weren't dangerous enough, a number of accessories can increase their utility or efficiency.

Box Magazine

For weapons that use box magazines, a character can purchase extras. Loading these extra magazines ahead of time and keeping them in a handy place makes it easy to reload a weapon in combat.

Detonator

A detonator activates an explosive, causing it to explode. The device consists of an electrically activated blasting cap and some sort of device that delivers the electrical charge to set off the blasting cap. Connecting a detonator to an explosive requires a Demolitions check (DC 15). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

Blasting Cap

This is a detonator without a built-in controller. It can be wired into any electrical device, such as a light switch or a car's ignition switch, with a Demolitions check (DC 10). When the electrical device is activated, the detonator goes off.

Radio Control

This device consists of two parts: the detonator itself and the activation device. The activation device is an electronic item about the size of a deck of cards, with an antenna, a safety, and an activation switch. When the switch is toggled, the activation device sends a signal to the detonator by radio, setting it off. It has a range of 500 feet.

Timed

This is an electronic timer connected to the detonator. Like an alarm clock, it can be set to go off at a particular time.

Wired

This is the simplest form of detonator. The blasting cap connects by a wire to an activation device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100 feet of wire, but longer lengths can be spliced in with a Demolitions check (DC 10).

Holster

Holsters are generally available for all Medium-size or smaller firearms.

Hip

This holster holds the weapon in an easily accessed-and easily seen-location.

Concealed Carry

A concealed carry holster is designed to help keep a weapon out of sight (see Concealed Weapons and Objects). In most cases, this is a shoulder holster (the weapon fits under the wearer's armpit, presumably beneath a jacket). Small or Tiny weapons can be carried in waistband holsters (often placed inside the wearer's waistband against his or her back). Tiny weapons can also be carried in ankle or boot holsters.

Illuminator

An illuminator is a small flashlight that mounts to a firearm, freeing up one of the user's hands. It functions as a standard flashlight.

Laser Sight

This small laser mounts on a firearm, and projects a tiny red dot on the weapon's target. A laser sight grants a +1 equipment bonus on all attack rolls made against targets no farther than 30 feet away. However, a laser sight can't be used outdoors during the daytime.

Scope

A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use.

Standard

A standard scope increases the range increment for a ranged weapon by one-half (multiply by 1.5). However, to use a scope a character must spend an attack action acquiring his or her target. If the character changes targets or otherwise loses sight of the target, he or she must reacquire the target to gain the benefit of the scope.

Electro-Optical

An electro-optical scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if he or she had the darkvision ability granted by night vision goggles.

Speed Loader

A speed loader holds a number of bullets in a ring, in a position that mirrors the chambers in a revolver cylinder. Using a speed loader saves time in reloading a revolver, since a character can insert all the bullets at once.

Suppressor

A suppressor fits on the end of a firearm, capturing the gases traveling at supersonic speed that propel a bullet as it is fired. This eliminates the noise from the bullet's firing, dramatically reducing the sound the weapon makes when it is used. For handguns, the only sound is the mechanical action of the weapon (Listen check, DC 15, to notice). For longarms, the supersonic speed of the bullet itself still makes noise. However, it's difficult to tell where the sound is coming from, requiring a Listen check (DC 15) to locate the source of the gunfire.

Modifying a weapon to accept a suppressor requires a Repair check (DC 15). Once a weapon has been modified in this manner, a suppressor can be attached or removed as a move action.

Suppressors cannot be used on revolvers or shotguns. A suppressor purchased for one weapon can be used for any other weapon that fires the same caliber of ammunition.

Table: Weapon Accessories

Object	Size	Weight	Purch. DC	Restrict
Box magazine	Tiny	0.5 lb.	4	-
Detonator (Blasting cap)	Tiny	0.5 lb.	4	Lic (+1)
Detonator (Radio controlled)	Tiny	0.5 lb.	10	Lic (+1)
Detonator (Timed)	Tiny	0.5 lb.	7	Lic (+1)
Detonator (Wired)	Tiny	1 lb.	6	Lic (+1)
Holster (Hip)	Tiny	1 lb.	5	-
Holster (Concealed carry)	Tiny	0.5 lb.	5	-
Illuminator	Tiny	0.5 lb.	7	-
Laser sight	Tiny	0.5 lb.	15	-
Scope (Standard)	Tiny	0.5 lb.	11	-
Scope (Electro-optical)	Small	3 lbs.	18	-
Speed loader	Tiny	0.5 lb.	3	-
Suppressor (Pistol)	Tiny	1 lb.	12	Mil (+3)
Suppressor (Rifle)	Small	4 lbs.	14	Mil (+3)

Vehicles

Statistics

Vehicles are described by a number of statistics, as shown on the respective tables.

Crew

The standard number of crew. In most cases, only one person is needed to drive the vehicle; other crew members serve as gunners or copilots.

Passengers

The number of passengers (in addition to the crew) the vehicle is designed to carry. Vehicles that carry passengers can use that space to carry additional cargo when passengers aren't present. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo.

Cargo Capacity

The amount of cargo the vehicle is designed to carry. Many vehicles can carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity.

Initiative

The modifier added to the driver's or pilot's Initiative check when operating the vehicle.

Maneuver

The modifier added to any Drive or Pilot checks attempted with the vehicle.

Top Speed

The maximum number of squares the vehicle can cover in 1 round at Character Scale (with the number of squares at Chase Scale in parentheses). This is the fastest the vehicle can move.

Defense

The vehicle's Defense.

Hardness

The vehicle's hardness. Subtract this number from any damage dealt to the vehicle.

Hit Points

The vehicle's full normal hit points.

Size

Vehicle size categories are defined differently from the size categories for weapons and other objects.

Purchase DC

This is the purchase DC for a Wealth check to acquire the vehicle. This number reflects the base price and doesn't include any modifier for purchasing the vehicle on the black market.

Restriction

The restriction rating for the vehicle, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the vehicle on the black market.

Civilian Aircraft

All aircraft, from one-seaters to jumbo jets, are controlled by the use of the Pilot skill. A few examples are provided here from the variety of airgoing vehicles that might be available to characters.

Bell Jet Ranger

This is perhaps the most common civilian helicopter worldwide; it has also been adopted by many military forces as a light utility helicopter. The Jet Ranger is two squares wide and seven squares long. It provides three-quarters cover for crew and passengers.

Bell Model 212

This is the twin-engine, civilian version of the ubiquitous Huey helicopter. As a civilian aircraft, it is a sturdy, reliable helicopter used for passenger and cargo work all over the world. Military versions are still in use in many countries. The Bell 212 is three squares wide and seven squares long. It provides three-quarters cover for crew and passengers (one-quarter cover for passengers if the cargo doors are open).

Cessna 172 Skyhawk

This common single-engine propeller plane is relatively inexpensive. A Cessna 172 is seven squares wide (including wings; fuselage is one square wide) and six squares long. It provides three-quarters cover for crew and passengers.

Learjet Model 45

This is a sleek business jet introduced in the late 90s. Two turbofans, set on the fuselage above and behind the wings, provide the power. The interior includes luxury accommodations and a lavatory. A Learjet is ten squares wide (including wings; fuselage is two squares wide) and twelve squares long. It provides three-quarters cover for crew and nine-tenths cover for passengers.

<u>Table: Civilian Aircraft</u>												
Name	Crew	Pass	Cargo	Init	Maneu.	Top Speed	Def.	Hard.	HP	Size	Purch. DC	Restrict
Bell Jet Ranger (helicopter)	1	4	250 lbs.	-4	-4	245 (25)	6	5	28	G	39	Lic (+1)
Bell Model 212 (helicopter)	2	13	5,000 lbs.	-4	-4	200(20)	6	5	36	G	45	Res (+2)
Cessna 172 Skyhawk (prop plane)	1	3	120 lbs.	-4	-4	210 (21)	6	5	30	G	36	Lic (+1)
Learjet Model 45 (corporate jet)	2	10	500 lbs.	-4	-4	1,100 (110)	6	5	44	G	40	Lic (+1)

Civilian Cars

Most new civilian cars include such standard features as air conditioning, air bags, anti-lock brakes, cruise control, keyless entry, and an AM/FM radio with CD player. Luxury vehicles often also include extras such as heated side mirrors, power seats, leather upholstery, and sunroofs. In general, these luxury amenities can be added to a non-luxury car with an increase of 1 to the vehicle's purchase DC.

Unless otherwise noted, civilian cars provide three-quarters cover for their occupants (although passengers who lean out of windows or sunroofs, perhaps to fire weapons, may be reduced to one-half or even one-quarter cover).

Acura 3.2 TL

The 3.2 TL is a four-door luxury sedan. It is two squares wide and four squares long.

Aston-Martin Vanquish

The Vanquish is a two-door luxury sports car powered by a 5.9-liter, 460-horsepower V12 engine. A six-speed manual transmission with overdrive is standard. The Vanquish is two squares wide and four squares long.

BMW M3

The M3 is a two-door luxury sports car equipped with a standard 3.2-liter, 333-horsepower engine. The M3 is two squares wide and three squares long.

Chevrolet Cavalier

A two-door family coupe, the Cavalier is two squares wide and four squares long.

Chevrolet Corvette

The Corvette is a two-door sports car equipped with a 5.7-liter, 350-horsepower V8 engine. The Corvette is two squares wide and three squares long.

Dodge Neon

The Neon is an inexpensive four-door family sedan. It is two squares wide and three squares long.

Ford Crown Victoria

The Crown Victoria is a large four-door family sedan equipped with a 4.6-liter, 220-horsepower V8 engine. Large and durable, it is a favorite of police forces (police cruisers are commonly Crown Victorias). The Crown Victoria is two squares wide and four squares long.

Jaguar XJ Sedan

The XJ is a four-door luxury sedan. It is two squares wide and four squares long.

Lamborghini Diablo

The Diablo is a top-of-the-line exotic sports car—a two-door coupe equipped with a standard 6.0-liter, 550-horsepower V12 engine. The Diablo is two squares wide and three squares long.

Mercedes E55 AMG

The E-Class is a four-door luxury sedan equipped with a powerful 5.5-liter, 349-horsepower V8 engine. It is two squares wide and four squares long.

Volkswagen Jetta

The Jetta is a four-door station wagon. It is two squares wide and three squares long.

Table: Civilian Cars

Name	Crew	Pass	Cargo	Init	Maneu.	Top Speed	Def.	Hard.	HP	Size	Purch. DC	Restrict
Acura 3.2 TL (mid-size sedan)	1	4	300 lbs.	-2	-1	265 (26)	8	5	34	H	29	Lic (+1)
Aston-Martin Vanquish (sports coupe)	1	1	175 lbs.	-2	+0	335 (33)	8	5	34	H	36	Lic (+1)
BMW M3 (sports coupe)	1	4	200 lbs.	-2	+1	275 (27)	8	5	32	H	30	Lic (+1)
Chevrolet Cavalier (economy coupe)	1	4	275 lbs.	-1	-1	185 (18)	9	5	30	L	26	Lic (+1)
Chevrolet Corvette (sports coupe)	1	1	250 lbs.	-2	+0	310 (31)	8	5	32	H	30	Lic (+1)
Dodge Neon (economy sedan)	1	4	275 lbs.	-1	-1	220 (22)	9	5	30	L	26	Lic (+1)
Ford Crown Victoria (mid-size sedan)	1	5	425 lbs.	-2	-1	185 (18)	8	5	34	H	28	Lic (+1)
Jaguar XJS (luxury sedan)	1	4	275 lbs.	-2	-1	230 (23)	8	5	34	H	32	Lic (+1)
Lamborghini Diablo (sports coupe)	1	1	100 lbs.	-2	+1	360 (36)	8	5	34	H	37	Lic (+1)
Mercedes E55 AMG (luxury sedan)	1	4	325 lbs.	-2	+0	280 (28)	8	5	34	H	32	Lic (+1)
Volkswagen Jetta (mid-size wagon)	1	4	275 lbs.	-2	+0	230 (23)	8	5	32	H	28	Lic (+1)

Civilian Motorcycles

Unlike getting into a car, mounting a motorcycle is a free action. Motorcycles tend to perform better than automobiles, but they provide no cover to their occupants.

Ducati 998R

This is a top-of-the-line street bike with a strong heritage of winning races. The 998R is one square wide and two squares long.

Harley-Davidson FLSTF Fat Boy

This huge motorcycle sports a 1,450cc engine. It's designed to look cool and compete for space on the roads with automobiles. It is one square wide and two squares long.

Yamaha YZ250F

A classic dirt bike, this is very similar to the motorcycle used by United States Army cavalry scouts. The YZ250F is one square wide and two squares long.

<u>Table: Civilian Motorcycles</u>												
Name	Crew	Pass	Cargo	Init	Maneu.	Top Speed	Def.	Hard.	HP	Size	Purch. DC	Restrict
Ducati 998R (racing bike)	1	0	0 lb.	+0	+3	370 (37)	10	5	18	M	27	Lic (+1)
Harley Davidson FLSTF (street bike)	1	1	0 lb.	-1	+1	275 (27)	9	5	22	L	26	Lic (+1)
Yamaha YZ250F (dirt bike)	1	1	0 lb.	+0	+2	165 (16)	10	5	18	M	23	Lic (+1)

Civilian Trucks

Trucks include pickups, sport utility vehicles, vans, and minivans. They generally have the same features as civilian cars. Like cars, trucks generally provide three-quarters cover to their occupants. The rear bed of a pickup truck, however, provides only one-half cover.

AM General Hummer

The four-door Hummer is a civilian version of the military's all-terrain "humvee" utility vehicle. It comes equipped with a powerful 6.5-liter, 195-horsepower V8 turbo diesel engine. The hummer is decked out like a luxury vehicle inside, but this vehicle is every bit as rugged as the military version.

The military version can be configured in a variety of ways, including a two-door pickup, a four-door pickup with a short bed, and a completely enclosed, SUVlike body with a hatchback and four doors. It lacks the luxury accessories of the civilian version, but it is equipped with puncture-resistant tires. A Hummer is two squares wide and four squares long.

Chevrolet Suburban

One of the largest sport utility vans on the market, the Suburban is a four-door truck equipped with a standard 6.0-liter, 320-horsepower V8 engine. It is two squares wide and four squares long.

Dodge Caravan

The Caravan is a minivan with two conventional doors up front, sliding doors on the side, and a rear hatch-style door. It is two squares wide and four squares long.

Ford Escape XLT

The Escape is a four-door SUV with a 3.0-liter, 201-horsepower V6 engine. It is two squares wide and three squares long.

Ford F-150 XL

This two-door pickup truck has a 4.2-liter, 202-horsepower V6 engine. The F-150 is two squares wide and four squares long.

Toyota Tacoma Xtracab

The Tacoma is a two-door pickup with a back seat in its extended cab. It is two squares wide and four squares long.

<u>Table: Civilian Trucks</u>												
Name	Crew	Pass	Cargo	Init	Maneu.	Top Speed	Def.	Hard.	HP	Size	Purch. DC	Restrict
AM General Hummer (SUV)	1	3	1,000 lbs.	-2	-2	140 (14)	8	5	38	H	34	Lic (+1)
Chevrolet Suburban (SUV)	1	8	500 lbs.	-2	-2	175 (17)	8	5	38	H	30	Lic (+1)
Dodge Caravan (minivan)	1	4	325 lbs.	-2	-2	195 (19)	8	5	34	H	28	Lic (+1)
Ford Escape XLT (SUV)	1	4	300 lbs.	-2	-2	200 (20)	8	5	32	H	29	Lic (+1)
Ford F-150 XL (pickup)	1	2	1,700 lbs.	-2	-2	175 (17)	8	5	36	H	28	Lic (+1)
Toyota Tacoma Xtracab (pickup)	1	3	1,600 lbs.	-2	-2	185 (18)	8	5	34	H	27	Lic (+1)

Civilian Water Vehicles

Piloting a water vehicle is covered by the Drive skill.

Bayliner 1802 Capri

This is a large runabout-a powerboat with an outboard engine and an open cockpit with a tiny cabin (about the size of the interior of an economy car) forward. It comes with a trailer; loading or unloading it requires a paved boat ramp and 10 minutes of work. The Capri provides one-half cover to occupants in the cockpit or stern, full cover to occupants in the cabin, and no cover to those forward of the cockpit. The Capri is two squares wide and four squares long.

Fairline Targa 30

This cabin cruiser is a motor yacht with two internal diesel engines. It comes equipped with four berths and a fully equipped galley. It provides one-half cover to occupants in the cockpit or stern, full cover to occupants below deck, and no cover to those forward of the cockpit. The Targa is three squares wide and six squares long.

Sea-Doo XP

This is a two-seat jet ski that propels itself with a powerful jet of water. The Sea-Doo XP is one square wide and two squares long, and provides no cover for its riders.

<u>Table: Civilian Water Vehicles</u>												
Name	Crew	Pass	Cargo	Init	Maneu.	Top Speed	Def.	Hard.	HP	Size	Purch. DC	Restrict
Bayliner 1802 Capri (runabout)	1	5	2,100 lbs.	-2	-2	55 (5)	8	5	28	H	28	Lic (+1)
Fairline Targa 30 (cabin cruiser)	1	3	2,100 lbs.	-4	-4	80 (8)	6	5	40	G	32	Lic (+1)
Sea-Doo XP (personal watercraft)	1	1	60 lbs.	-1	+1	105 (10)	9	5	22	L	24	Lic (+1)

Other Civilian Vehicles

A few types of vehicles don't fit neatly into the categories covered above. Many of these (such as the armored truck and the limousine) are usually custom built, so the model name isn't specified as it is with most other vehicles in this section. The description and stats reflect a typical model.

Armored Truck

Used to transport money between businesses and financial institutions, armored trucks are designed to deter would-be thieves. The truck has three doors and firing ports that allow the crew to use their firearms without leaving the vehicle. The armored truck is two squares wide and four squares long. It provides nine-tenths cover for its occupants. It is equipped with puncture-resistant tires.

Honda TRX400FW

This all-terrain vehicle is something like a four-wheeled motorcycle. It is one square wide and two squares long. It provides no cover for its riders.

Limousine

A limousine is a big, comfortable car. The statistics given are for a moderate-sized vehicle, rather than a stretch limo or a conventional car with a professional driver. Limousines feature virtually every available luxury feature, often including televisions and small refrigerators. A partition divides the front seat from the rest of the vehicle. A limousine is two squares wide and five squares long. It provides three-quarters cover for its occupants.

Moving Truck

This is a large cargo truck used to move furniture or deliver freight. Trucks of this sort are often available as rentals. A moving truck is two squares wide and five squares long. It provides three-quarters cover for occupants in the cab and full cover for any in the back.

NABI Model 40LFW

This is a typical city bus. It has a door at the front and a second door about halfway down the right-hand side. This vehicle is two squares wide and eight squares long. It provides three-quarters cover for crew and passengers.

<u>Table: Other Civilian Vehicles</u>												
Name	Crew	Pass	Cargo	Init	Maneu.	Top Speed	Def.	Hard.	HP	Size	Purch. DC	Restrict
Armored truck	2	0	3,600 lbs.	-2	-2	175 (17)	8	10	36	H	34	Res (+2)
Honda TRX400FW (4-wheel ATV)	1	0	675 lbs.	-1	+1	95 (9)	9	5	22	L	23	Lic (+1)
Limousine	1	7	425 lbs.	-4	-4	195 (19)	6	5	38	G	36	Lic (+1)
Moving truck	1	2	33,000 lbs.	-4	-4	165 (16)	6	5	44	G	34	Lic (+1)
NABI Model 40LFW (city bus)	1	39	0 lb.	-4	-4	120 (12)	6	5	48	G	38	Lic (+1)

Military Vehicles

Several military vehicles are covered here. In addition, a number of the civilian vehicles covered above, such as the AM General Hummer and the Bell Model 212 helicopter, are commonly seen in military service.

BMP-2

A Soviet-era armored personnel carrier, the BMP is used by the Russian army and more than twenty ex-Soviet states or clients. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch and another full-round action to start it moving. The BMP-2 is three squares wide and four squares long. It provides full cover to its occupants. This vehicle comes equipped with a 30mm cannon (see Table: Vehicle Weapons) mounted in a full turret.

M1A2 Abrams

This is the U.S. Army's main battle tank, probably the most advanced and powerful tank in the world. It is crewed by a driver, a gunner, a gun loader, and a commander. It has three top hatches, one for the driver and two on the turret. (The driver's position cannot be reached from the other positions, which are all in the turret.) It takes a full-round action to enter a tank and another full-round action to start it moving. The Abrams is three squares wide and six squares long. It provides full cover to its occupants. This vehicle comes equipped with a tank cannon (see Table: Vehicle Weapons) and an M2HB heavy machine gun (see Table: Ranged Weapons), both mounted in full turrets.

M2A2 Bradley

This is the U.S. Army's principal armored personnel carrier. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch, and another full-round action to start it moving. In addition to its own armament, the Bradley's passenger compartment has ports that allow passengers to fire their personal weapons from within the vehicle. The Bradley is three squares wide and four squares long. It provides full cover to its occupants. This vehicle comes equipped with a 25mm cannon (see Table: Vehicle Weapons) mounted in a full turret.

M113A1 Gavin

Introduced in 1960s and for many years a mainstay of the U.S. Army, this tracked armored personnel carrier is now in use by more than fifty countries. It is crewed by a driver and a commander, and features a top hatch above each position as well as a rear door. It takes a full-round action to enter the vehicle through a top hatch and another full-round action to start it moving. The Gavin is three squares wide and four squares long. It provides full cover to its occupants.

UH-60 Black Hawk

Introduced in the 1980s to replace the aging UH-1, the Black Hawk is the U.S. Army's primary utility helicopter. The UH-60 is three squares wide and twelve squares long. It provides three-quarters cover to crew and passengers (one-quarter cover to passengers if the cargo doors are open).

Vehicle Weapons

Cannons require the Exotic Firearms Proficiency [cannons] feat to use.

Table: Military Vehicles

Name	Crew	Pass	Cargo	Init	Maneu.	Top Speed	Def.	Hard.	HP	Size	Purch. DC	Restrict
BMP-2 (tracked APC)	3	7	250 lbs.	-2	-2	70 (7)	8	10	52	H	40	Mil (+3)
M1A2 Abrams (tracked tank)	4	0	425 lbs.	-4	-4	80 (8)	6	20	64	G	47	Mil (+3)
M2A2 Bradley (tracked APC)	3	7	425 lbs.	-4	-4	70 (7)	6	15	58	G	45	Mil (+3)
M113A1 Gavin (tracked APC)	2	11	200 lbs.	-2	-2	62 (6)	8	10	48	H	39	Mil (+3)
UH-60 Black Hawk (helicopter)	2	14	9,000 lbs.	-4	-4	325 (32)	6	5	46	G	47	Mil (+3)

Table: Vehicle Weapons

Weapon	Damage	Crit.	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purch. DC	Restrict
BMP-2 30mm cannon	4d12	20	Ballistic	300 ft.	A	Linked	Huge	*	*	*
M1A2 Abrams tank cannon	10d12	20	Ballistic	400 ft.	Single	1	Huge	*	*	*
M2A2 Bradley 25mm cannon	4d12	20	Ballistic	350 ft.	A	Linked	Huge	*	*	*

* Weight, purchase DC, and restriction rating do not apply. These weapons are part of the vehicles on which they are mounted.

FX Items

Magic items and psionic items are divided into categories: armor, weapons, potions, rings, scrolls, staffs, tattoos, wands, and wondrous items.

Using

To use a magic item or psionic item, it must be activated. The three ways to activate FX items are described below.

Command Word

If no activation method is suggested either in the item description or by the nature of the item, assume that a command word is needed to activate it. Command word activation means that a character speaks the word and the item activates. No other special knowledge is needed.

The Knowledge (arcane lore) skill might be useful in identifying secret command words or deciphering clues regarding them. A successful check (DC 30) is needed to come up with the word itself. If that check is failed, succeeding at a second check (DC 25) might provide some insight or clue to discovering the command word or phrase.

Activating a command word FX item is an attack action and does not provoke attacks of opportunity.

FX Completion

This is the activation method for scrolls. To use an FX completion item safely, a character must be high enough level in the right class to cast the spell already.

Activating an FX completion item is an attack action and provokes attacks of opportunity.

Use Activated

This type of item is activated simply by use. Use activation is generally straightforward and self-explanatory.

Many use-activated items are objects that a character wears. Continually functioning items are practically always items that one wears. A few must simply be in the character's possession. However, some items made for wearing must still be activated. Although this activation sometimes requires a command word (see above), usually it means mentally willing the activation to happen. The description of an item states whether a command word is needed.

Unless stated otherwise, activating a use-activated FX item is either an attack action or a free action and does not provoke attacks of opportunity, unless the use involves committing an action that provokes an attack of opportunity in itself. If the use of the item takes time before an effect occurs, then use activation is an attack action. If the item's activation is subsumed in use and takes no extra time, use activation is a free action.

Use activation doesn't mean that if a character uses an item, he or she automatically knows what it can do. A character must know (or at least guess) what the item can do and then use the item to activate it, unless the benefit of the item comes automatically.

Size

When an article of magic clothing, jewelry, or armor is discovered, most of the time size shouldn't be an issue. Many magic garments are made to be easily adjustable, or they adjust themselves magically to the wearer.

Limit on FX Items Worn

Characters are limited in their ability to use certain magic items, based on the item's type. Only so many magic items of a certain kind can be worn and be effective at the same time. The limits are:

- 1 headband, headset, hat, or helmet
- 1 pair of eyeglasses, contact lenses, sunglasses, or goggles
- 1 amulet, brooch, medallion, necklace, necktie, or scarab
- 1 suit of armor (archaic or modern)
- 1 robe, jacket, windbreaker, or coat
- 1 cloak, cape, poncho, sweater, or mantle
- 1 vest or shirt
- 1 pair of bracers or bracelets, or 1 watch
- 1 pair of gloves or gauntlets
- 1 pair of earrings
- 2 rings
- 1 belt
- 1 pair of boots, shoes, or sandals
- 6 tattoos

Of course, a character may carry or possess as many items of the same type as he or she wishes.

Saving Throws Against

Magic and psionic items either duplicate spells or psionic powers, or they have spell-like effects. The saving throw against an effect from a magic item has a DC equal to $10 + (1.5 \times \text{the level of the spell, power, or effect})$.

Most item descriptions give saving throw DCs for various effects, particularly when an effect has no exact spell equivalent.

FX Item Saving Throws

A magic item's saving throw bonuses are each equal to $2 + \text{one-half its caster level or manifester level}$.

Descriptions

Each entry includes a description of the item and its game effects. Following the description is a line indicating the caster level or manifester level of the effect, the item's type, a typical purchase DC, and the item's weight (in pounds).

The GM may increase the purchase DC of an item to account for its rarity in the campaign or lower the purchase DC of items that are readily available and easy to mass-produce.

Armor

Magic and psionic armor protects the wearer better than armor without any enhancement. Magic and psionic armor provide enhancement bonuses that stack with the equipment bonuses provided by the armor. Further, all armor penalties for magic and psionic armor are reduced by 1.

In addition to an enhancement bonus, armor may have special qualities. Armor with special qualities must have at least a +1 enhancement bonus.

Magic and psionic armor resizes itself to fit the wearer.

Magic or psionic armor confers its enhancement bonus to Defense for as long as it's worn. If armor has a special quality that the wearer needs to activate, then the wearer needs to utter a command word (an attack action).

Purchase DC

To calculate the purchase DC for armor with an enhancement bonus but no special qualities, use the following table. Armor with special qualities has an additional purchase DC modifier, as noted under each item entry.

<u>Table: Armor Enhancement Purchase Modifiers</u>	
Enhancement Bonus	Purchase DC Modifier
+1	+8
+2	+13
+3	+18

Examples of armor with special qualities include the following.

Illusory Concealable Vest

The wearer of this concealable vest gains a +1 to +3 enchantment bonus to Defense. Upon command, the protective garment changes shape and form to assume the appearance of a sweater or other normal piece of clothing. The vest retains all its properties (including weight) when its illusion ability is in effect. Only a true seeing spell reveals the true nature of the armor.

Type

Armor (magic)

Caster Level

10th

Purchase DC

31 (+1), 36 (+2), 41 (+3)

Weight

4 lbs.

Undercover Vest of Landing

The wearer of this undercover vest gains a +1 to +3 enhancement bonus to Defense. The wearer also ignores the first 20 feet of damage from any fall. Regardless of the height of the fall, the wearer always lands on his or her feet.

Type

Armor (psionic)

Manifester Level

4th (+1), 7th (+2), 10th (+3)

Purchase DC

30 (+1), 35 (+2), 40 (+3)

Weight

3 lbs.

Weapons

As with armor, magic and psionic weapons have enhancement bonuses. The enhancement bonus applies both to attack rolls and damage rolls when the weapon is used in combat. All magic weapons and psionic weapons are considered mastercraft items, but a weapon's mastercraft bonus does not stack with its enhancement bonus.

In addition to an enhancement bonus, weapons may have special qualities. A weapon with a special quality must have a +1 or better enhancement bonus.

Fully 30% of magic or psionic weapons shed light in a 20-foot radius. These glowing weapons cannot be concealed when drawn, nor can their light be shut off.

If a weapon has a special quality that the user needs to activate, then the user must speak a command word (an attack action).

Purchase DC

To calculate the purchase DC for a weapon with an enchantment bonus but no special qualities, use the following table. Weapons with special qualities have an additional purchase DC modifier, as noted under each item entry.

<u>Table: Weapon Enhancement Purchase Modifiers</u>	
Enhancement Bonus	Purchase DC Modifier
+1	+10
+2	+15
+3	+20

Examples of weapons with special qualities include the following.

Charged Nunchaku

This weapon pulses with psionic energy and deals +1d4 points of damage with each successful strike.

Type

Weapon (psionic)

Manifester Level

10th

Purchase DC

23 (+1), 28 (+2), 33 (+3)

Weight

2 lbs.

Flaming Machete

In addition to its enhancement bonus, this machete becomes sheathed in flames when the wielder utters a command word. The fire does not harm the hand that holds the weapon, and the machete deals +1d6 points of fire damage on a successful hit.

Type

Weapon (magic)

Caster Level

10th

Purchase DC

25 (+1), 30 (+2), 35 (+3)

Weight

3 lbs.

Fragmentation Grenade of Distance

The range increment of this fragmentation grenade is double normal (20 feet instead of 10 feet). The purchase DC given below is for a box of six grenades.

Type

Weapon (magic)

Caster Level

7th (+1 or +2), 10th (+3)

Purchase DC

35 (+1), 40 (+2), 45 (+3)

Weight

3 lbs.

Holy Crossbow

Any bolt fired from this magic crossbow is blessed with holy power. It deals +2d6 points of bonus holy damage against any creature with the evil allegiance and bestows one negative level on any such creature that attempts to wield it. The negative level remains for as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Type

Weapon (magic)

Caster Level

7th (+1 or +2), 10th (+3)

Purchase DC

34 (+1), 39 (+2), 44 (+3)

Weight

7 lbs.

Keen Chain Saw

In addition to its enhancement bonus, this chain saw threatens a critical hit on a natural roll of 19 or 20 (a normal chain saw has a threat range of 20).

Type

Weapon (magic)

Caster Level

10th

Purchase DC

29 (+1), 34 (+2), 39 (+3)

Weight

10 lbs.

Wounding Handgun

Any bullet fired from this magic Glock 17 deals such a terrible wound that, in addition to taking normal damage, the victim bleeds for 1 point of damage each round thereafter. Multiple wounds from the handgun result in cumulative bleeding loss. The bleeding can only be stopped with a successful Treat Injury check (DC 15) or the application of a healing spell.

Type

Weapon (magic)

Caster Level

10th

Purchase DC

38 (+1), 43 (+2), 48 (+3)

Weight

2 lbs.

Potions

A potion is an elixir concocted with a spell-like or psionic effect that affects only the drinker. A potion is a single-use item that can only duplicate spells or psionic powers of 3rd level or lower. A potion vial has a Defense of 12, hardness 1, 1 hit point, and a break DC of 12. A vial holds 1 ounce of liquid. Drinking a potion takes an attack action and provokes attacks of opportunity.

Purchase DC

A potion's purchase DC is 17 + the potion's caster level + spell level unless noted otherwise.

Examples of potions include the following.

Potion of Charisma

This potion adds a +5 enhancement bonus to the drinker's Charisma score for 5 minutes.

Caster Level

5th

Purchase DC

23

Potion of Constitution

This potion provides a +5 enhancement bonus to the drinker's Constitution score for 5 minutes.

Caster Level

5th

Purchase DC

23

Potion of Cure Light Wounds

A character who drinks this potion heals 1d8+1 points of damage. More potent versions of this potion (with effects similar to the Cure Moderate Wounds and Cure Serious Wounds spells) are rumored to exist.

Caster Level

1st

Purchase DC

19

Potion of Darkvision

The imbibing character can see in the dark for 3 hours, although everything he or she sees appears in shades of black and white.

Caster Level

3rd

Purchase DC

22

Potion of Dexterity

The imbiber gets a +5 enhancement bonus to his or her Dexterity score for 5 minutes.

Caster Level

5th

Purchase DC

23

Potion of Intelligence

This potion provides a +5 enhancement bonus to the drinker's Intelligence score for 5 minutes.

Caster Level

5th

Purchase DC

23

Potion of Invisibility

The drinker and any gear he or she is carrying vanish from sight. Even creatures with darkvision cannot see the invisible creature. Any object picked up by the invisible creature remains visible unless tucked into clothing or a carrying item. Objects dropped or put down by the drinker become visible.

The potion does not silence the drinker, and certain conditions can render the affected creature visible. The drinker becomes visible if he or she attacks any creature; otherwise, the effect lasts for 3 minutes.

Caster Level

3rd

Purchase DC

22

Potion of See Invisibility

This potion allows its drinker to see objects and beings that are invisible as if they were normally visible. It does not reveal illusions or allow the imbiber to see through opaque objects, nor does it reveal creatures that are simply hiding, concealed, or otherwise hard to see. The effect lasts 30 minutes.

Caster Level

3rd

Purchase DC

22

Potion of Stealth

This potion grants a +5 circumstance bonus on his or her Hide and Move Silently checks for 1 hour.

Caster Level

6th

Purchase DC

24

Potion of Strength

This potion improves the imbiber's strength, resulting in a +5 enhancement bonus to the drinker's Strength score for 5 minutes.

Caster Level

5th

Purchase DC

23

Potion of Truth

This potion forces the individual drinking it to say nothing but the truth for 10 minutes; a successful Will save (DC 12) negates the effect. Further, he or she is compelled to answer any questions put to him or her in that time, but with each question he or she is free to make a separate Will save (DC 12). If one of these secondary saves is successful, he or she doesn't break free of the truth-compelling enchantment but also doesn't have to answer that particular question. No more than one question can be asked each round. This effect is a mind-affecting enchantment.

Caster Level

4th

Purchase DC

25

Potion of Wisdom

This potion adds a +5 enhancement bonus to the drinker's Wisdom score for 5 minutes.

Caster Level

5th

Purchase DC

23

Rings

A ring is a circular metal band worn on the finger that contains a spell-like ability or a psionic power (often an effect that persists as long as the ring is worn). A ring has a Defense of 13, hardness 10, 2 hit points, and a break DC of 25. Activating a ring is an attack action and does not provoke attacks of opportunity.

Purchase DC

A ring's purchase DC is 25 + the ring's caster level unless noted otherwise.

Examples of rings include the following.

Ring of Energy Resistance 15

This ring absorbs one type of energy damage: acid, cold, electricity, fire, or sonic/concussion. Each time the wearer takes damage of the specified energy type, subtract 15 points of damage from the total. If the total damage is 15 points or less, the wearer takes no damage from the attack.

Type

Ring (magic)

Caster Level

5th

Purchase DC

30

Ring of Jumping

This ring continually provides a +30 bonus to the wearer's Jump checks and eliminates the wearer's usual maximum distance limit.

Type

Ring (magic)

Caster Level

1st

Purchase DC

26

Ring of the Ram

The wearer can command the ring to issue forth a ram-like force. This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. Treat this as a ranged attack with a 50-foot maximum range and no penalties for distance.

The force of the blow is considerable, and those struck by the ring are subject to a bull rush if within 30 feet of the ring wearer. (The force has Strength 25 and is considered Large.) The force gains a +1 bonus on the bull rush attempt if 2 charges are expended, or +2 if 3 charges are expended.

In addition to its attack mode, the ring of the ram also has the power to open doors as if it were a character with Strength 25. If 2 charges are expended, the effect is equivalent to a character with Strength 27. If 3 charges are expended, the effect is that of a character with Strength 29.

A newly created ring has 50 charges. When all the charges are expended, the ring becomes a nonmagical item.

Type

Ring (magic)

Caster Level

9th

Purchase DC

34

Scrolls

A scroll is a spell magically inscribed onto paper or parchment so that it can be used later. Once the spell is cast, the scroll becomes blank or turns to dust. Scrolls are single-use items. A scroll has a Defense of 9, hardness 0, 1 hit point, and a break DC of 8.

No preparation time is needed to cast a spell written on a scroll. The reader must perform the short, simple, finishing parts of the spell. To use a scroll safely, a character must be high enough level in the right class to cast the spell already.

Activating a scroll has four prerequisites. First, the reader must be able to read the writing. This can be done with a successful Spellcraft check (DC 15 + the spell's level) or a Read Magic spell. Second, the user must be able to cast arcane spells (for arcane spell scrolls) or divine spells (for divine spell scrolls). Third, the user must have an Intelligence score high enough to cast the spell. Finally, the user must be able to see and read the text of the scroll.

If the user isn't high enough level to cast the spell normally, he or she must succeed at a caster level check (DC = the caster level of the scroll +1). If this check fails, the spell fails and disappears from the paper; the scroll is wasted.

Using a scroll is an attack action that provokes attacks of opportunity.

Purchase DC

A scroll's purchase DC is 15 + the scroll's caster level + spell level unless noted otherwise.

Examples of scrolls include the following.

Scroll of Fireball

Reading the scroll activates a Fireball spell. The spell functions exactly like a spell prepared and cast the normal way, except that no components are required.

Caster Level

5th

Purchase DC

23

Scroll of Neutralize Poison

Reading the scroll activates a Neutralize Poison spell. The spell functions exactly like a spell prepared and cast the normal way, except that no components are required.

Caster Level

7th

Purchase DC

26

Scroll of Raise Dead

Reading the scroll activates a Raise Dead spell. The spell functions exactly like a spell prepared and cast the normal way, except that no components are required.

Caster Level

9th (divine)

Purchase DC

29

Staffs

A staff is a 4- to 7-foot-long, ornately wrought shaft of wood enhanced to cast a number of different (though often related) spells or psionic powers. Most staffs easily double as walking sticks or cudgels. A staff has a Defense of 7, hardness 5, 10 hit points, and a break DC of 24.

A staff of divine spells can be used only by a divine spellcaster, and a staff of arcane spells can be used only by an arcane spellcaster. Only creatures with psionic abilities can use a staff of psionic powers.

Using a staff is an attack action and does not provoke attacks of opportunity. A staff has 50 charges when new.

Purchase DC

Unless noted otherwise, a staff's purchase DC is 24 + the staff's caster level or manifester level + the total levels of the spells stored in the staff. For a used staff with 25 charges, reduce the purchase DC by 2.

Examples of staffs include the following.

Staff of Fire

The staff has three uses, each identical to the corresponding arcane spell. Each time the staff is used, it depletes a certain number of charges.

- Burning Hands (5d4 points of fire damage; DC 13); uses 1 charge.
- Fireball (9d6 points of fire damage; DC 15); uses 1 charge.
- Wall of Fire (DC 17); uses 2 charges.

Type

Staff (magic)

Caster Level

9th (arcane)

Purchase DC

43

Weight

5 lbs.

Staff of Illumination

The staff has three uses, each identical to the corresponding divine spell. Each time the staff is used, it depletes a certain number of charges.

- Light; uses no charges.
- Searing Light (4d8 points of damage, or 9d6 points of damage to undead; Reflex save DC 15); uses 1 charge.
- True Seeing (lasts 9 minutes; Will save DC 17); uses 2 charges.

Type

Staff (magic)

Caster Level

9th (divine)

Purchase DC

41

Weight

5 lbs.

Staff of the Mind's Eye

This staff has three uses, each identical to the corresponding psionic power. Each time the staff is used, it depletes a certain number of charges.

- Brain Lock (lasts 5 rounds; Will save DC 13); uses 1 charge.
- Inflict Pain (3d6 points of psychic damage; DC 15); uses 1 charge.
- Whitefire (5d4 points of fire damage; Reflex save DC 17); uses 1 charge.

Type

Staff (psionic)

Manifester Level

9th

Purchase DC

40

Weight

5 lbs.

Tattoos

Tattoos are single-use “items” containing a spell-like or psionic effect that affects only the bearer. They can be drawn or imprinted just about anywhere on the body; however, the bearer of a magic or psionic tattoo must touch it (and speak a command word) to activate its power, so tattoos are normally placed in easy-to-reach places.

Magic and psionic tattoos are permanent until activated or dispelled.

Activating a tattoo is an attack action, requires the utterance of a command word, and does not provoke attacks of opportunity.

Purchase DC

A tattoo's purchase DC is 15 + the tattoo's caster level or manifester level + spell level or power level unless noted otherwise. The purchase DC includes the cost of drawing or imprinting the tattoo on the body.

Examples of tattoos include the following.

Tattoo of Body Adjustment

This tattoo has one of three effects, which the bearer chooses at the time of activation:

- Instantly heal 3d6 points of damage.
- Gain a +7 bonus on the bearer's next Fortitude save to negate further damage from any one disease or poison currently afflicting the bearer.
- Instantly heal 2 points of temporary ability damage.

Type

Tattoo (psionic)

Manifester Level

3rd

Purchase DC

20

Tattoo of Natural Armor

This tattoo, when activated, covers the bearer's skin in hard ridges that provide a +4 natural armor bonus to Defense. The effect lasts 7 minutes.

Type

Tattoo (psionic)

Manifester Level

7th

Purchase DC

26

Tattoo of Spider Climb

The bearer can climb and travel on vertical surfaces and ceilings for 30 minutes. The bearer gains a climb speed of 20 feet and need not make Climb checks to scale a surface. The bearer cannot take run actions for the duration of the effect.

Type

Tattoo (magic)

Caster Level

3rd

Purchase DC

19

Wands

A wand is a short stick imbued with the power to cast a specific spell 50 times. The spell must be 4th level or lower, and the wand cannot be recharged. A typical wand has a Defense of 7, hardness 5, 5 hit points, and a break DC of 16.

A divine spell wand can be used only by divine spellcasters, while an arcane spell wand can be used only by arcane spellcasters.

Using a wand is an attack action and does not provoke attacks of opportunity. A wand has 50 charges when new.

Purchase DC

Unless noted otherwise, a wand's purchase DC is 24 + the wand's caster level + the level of the spell stored in the wand. The purchase DC is for a fully charged wand. For a used wand with 25 charges, reduce the purchase DC by 2.

Sample wands include the following:

Wand of Animate Dead

This wand allows its user to cast Animate Dead.

Type

Wand (magic)

Caster Level

5th (divine)

Purchase DC

32

Weight

1 lb.

Wand of Knock

A single charge from the wand opens as many as two locked, barred, stuck, or magically held mechanisms within 30 feet of each other (including locked doors and containers).

Type

Wand (magic)

Caster Level

3rd (arcane)

Purchase DC

28

Weight

1 lb.

Wand of Web

This wand allows its user to cast Web.

Type

Wand (magic)

Caster Level

3rd (arcane)

Purchase DC

28

Weight

1 lb.

Wondrous Items

Wondrous items include anything that doesn't fall into the other groups, including jewelry, tools, books, clothing, and gadgets.

Unless noted otherwise, activating a wondrous item takes an attack action and does not provoke attacks of opportunity. Wondrous items are activated by command word or use-activated.

Purchase DC

A wondrous item's purchase DC is 25 + the item's caster level + its FX modifier. The FX modifier depends on the item's nature, as shown on the table below:

<u>Table: Wondrous Item Purchase Modifiers</u>	
Item's Nature	FX Modifier
Single-use item	-
Continuous effect or bonus ¹	+3
Limited number of uses per day	+2
Limited number of charges	+1
1 See Limit on FX Items Worn. A continuous effect item that does not take up one of these limited spaces has a +4 FX modifier (instead of +3).	

Examples of wondrous items include the following.

Chemical Light Stick of Revealing

This FX item reveals invisible creatures and objects within its 5-foot light radius. This magic item usually comes in packs of five, and each light stick lasts 6 hours. The purchase DC and weight given below are for a pack of five.

Type

Wondrous Item (magic)

Caster Level

3rd

Purchase DC

29

Weight

1 lb.

Crystal Pistol

This item is the same size as a Small handgun. Pulling the trigger activates the psionic energy stored inside the crystal. The energy strikes a single target designated by the user and deals 3d6 points of bludgeoning damage. The user may choose to have the device deal nonlethal damage instead.

The target must be within 130 feet. A crystal pistol can be fired 50 times before the crystal shard is completely drained of psionic energy. This item cannot be recharged.

Firing a crystal pistol is an attack action and does not provoke attacks of opportunity.

Type

Wondrous Item (psionic)

Manifester Level

3rd

Purchase DC

29

Weight

2 lbs.

Duct Tape of Repair

This magic brand of duct tape can repair damaged objects and vehicles. When a 5-foot strip of the duct tape is applied to the damaged area, the duct tape disappears and the object regains 1d8+5 hit points instantly.

Duct tape of repair comes in a standard-size roll and can be used 14 times before the roll is exhausted. Applying duct tape of repair is a full-round action that provokes attacks of opportunity.

Type

Wondrous Item (magic)

Caster Level

5th

Purchase DC

31

Weight

1 lb.

Gauntlet of Lightning

This gauntlet allows its wearer to cast Lightning Bolt 3 times per day. Each bolt deals 5d6 points of electricity damage, or half if a Reflex save (DC 14) succeeds. Using the gauntlet is an attack action and does not provoke attacks of opportunity.

Type

Wondrous Item (magic)

Caster Level

5th

Purchase DC

32

Weight

1 lb.

Icethrower

This backpack and spray nozzle looks similar to a flamethrower but shoots a 45-foot-long cone of cold that deals 9d6 points of cold damage to creatures and objects in the area. A successful Reflex save (DC 17) halves the damage. Using the icethrower is an attack action and provokes attacks of opportunity.

The cold fuel stored in the icethrower's backpack is drained after 10 shots but can be replenished (at the cost of the item's purchase DC).

Type

Wondrous Item (magic)

Caster Level

9th

Purchase DC

35

Weight

50 lbs.

Jade Crocodile

When the owner sets down this figurine and speaks the proper command word, the figurine instantly transforms into a crocodile that obeys its owner's simple commands. The crocodile remains for 10 minutes, reverting to figurine form at the end of this duration or when reduced to 0 hit points.

A jade crocodile can be used once per day. Activating the item is an attack action and does not provoke attacks of opportunity. The figurine has a Defense of 8, hardness 5, 6 hit points, and a break DC of 22.

Type

Wondrous Item (magic)

Caster Level

6th

Purchase DC

33

Leather Jacket of Damage Reduction

In addition to providing the usual +1 equipment bonus to Defense, this well-worn leather jacket reduces the damage to its wearer from any melee and ranged weapon attack by 1 point (1/-). This damage reduction stacks with any other damage reduction.

Type

Wondrous Item (magic)

Caster Level

3rd

Purchase DC

31

Weight

4 lbs.

Running Shoes of Striding and Springing

The wearer of these shoes moves at double his or her normal speed. In addition, these shoes grant a +10 equipment bonus on Jump checks.

Type

Wondrous Item (magic)

Caster Level

5th

Purchase DC

33

Weight

1 lb.

Screaming Amulet

As an attack action, the wearer can cause the amulet to emit a horrid psionic shriek that disrupts the brain waves of every living creature in a 15-foot-radius burst centered on the wearer (the wearer is unaffected). The shriek deals 7d6 points of damage, or half with a successful Will save (DC 17). Power resistance applies. Using a screaming amulet does not provoke an attack of opportunity. Activating the amulet costs 10 power points

if the wearer does not have 10 power points to spend, he or she cannot activate the item.

Type

Wondrous Item (psionic)

Manifester Level

7th

Purchase DC

34

Six-Demon Bag

So long as the bag remains bound, the possessor gains a +1 luck bonus on all saves. Opening or sealing the bag is a move action that provokes attacks of opportunity.

Inside the bag are six small stones. Each stone can be hurled up to 60 feet, exploding at any point within range as designated by the possessor. Each stone releases a 15-foot-radius burst of energy or shrapnel that deals 5d6 points of damage, or half damage if a Reflex save (DC 15) succeeds.

- **Stone of Acid Rain:** This stone releases a burst of acid.
- **Stone of Earth:** This stone releases a burst of stony shards that deals slashing damage.
- **Stone of Fire:** This stone releases a burst of fire.
- **Stone of Hail:** This stone releases a burst of cold.
- **Stone of Lightning:** This stone releases a burst of electricity.
- **Stone of Thunder:** This stone releases a burst of sonic/concussion energy.

Once all six stones are thrown, the six-demon bag loses all of its magic properties.

Type

Wondrous Item (magic)

Caster Level

5th

Purchase DC

34

Windbreaker of Resistance

This garment offers magic protection in the form of a +1 to +3 resistance bonus on all saving throws.

Type

Wondrous Item (magic)

Caster Level

4th (+1), 7th (+2), 10th (+3)

Purchase DC

22 (+1), 25 (+2), 28 (+3)

Weight

1 lb.

COMBAT

Combat is played out in rounds, and in each round everybody acts in turn in a regular cycle. Combat usually runs in the following way.

1. Each combatant starts the battle flat-footed. Once a combatant acts, he or she is no longer flat-footed.
2. The GM determines which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of their opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one move or attack action. Combatants who were unaware don't get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round.
4. Combatants act in initiative order.
5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

Statistics

This section summarizes the fundamental combat statistics.

Attack Roll

An attack roll represents a character's attempts to strike an opponent on the character's turn in a round. When a character makes an attack roll, he or she rolls 1d20 and adds his or her attack bonus. If the result equals or beats the target's Defense, the character hits and deals damage. Many modifiers can affect the attack roll.

A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also always a threat-a possible critical hit.

If the character is not proficient in the weapon he or she is attacking with (the character doesn't have the appropriate Weapon Proficiency feat), that character takes a -4 penalty on the attack roll.

Attack Bonus

A character's attack bonus with a melee weapon is:

Base attack bonus + Strength modifier + size modifier

With a ranged weapon, a character's attack bonus is:

Base attack bonus + Dexterity modifier + range penalty + size modifier

Strength Modifier

Strength helps a character swing a weapon harder and faster, so a character's Strength modifier applies to melee attack rolls.

Dexterity Modifier

Dexterity measures coordination and steadiness, so a character's Dexterity modifier applies when the character attacks with a ranged weapon.

Size Modifier

Creature size categories are defined differently from the size categories for weapons and other objects. Since this size modifier applies to Defense against a melee weapon attack or a ranged weapon attack, two creatures of the same size strike each other normally, regardless of what size they actually are. Creature sizes are compatible with vehicle sizes.

<u>Table: Attack Roll Size Modifiers</u>	
Size (Example)	Size Modifier
Colossal (blue whale [90 ft. long])	-8
Gargantuan (gray whale [40 ft. long])	-4
Huge (elephant)	-2
Large (lion)	-1
Medium-size (human)	+0
Small (German shepherd)	+1
Tiny (housecat)	+2
Diminutive (rat)	+4
Fine (horsefly)	+8

Range Penalty

The range penalty for a ranged weapon depends on what weapon the character is using and how far away the target is. All ranged weapons and thrown weapons have a range increment (see Ranged Weapons and Melee Weapons). Any attack from a distance of less than one range increment is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. Ranged weapons that fire projectiles can shoot up to ten increments.

Damage

When a character hits with a weapon, he or she deals damage according to the type of weapon. Effects that modify weapon damage also apply to unarmed strikes and the natural physical attack forms of creatures.

Damage is deducted from the target's current hit points.

Minimum Weapon Damage

If penalties to damage bring the damage result below 1, a hit still deals 1 point of damage.

Strength Bonus

When a character hits with a melee weapon or thrown weapon, add his or her Strength modifier to the damage.

Off-Hand Weapon

When a character deals damage with a weapon in his or her off hand, add only half of the character's Strength bonus.

Wielding a Weapon Two-Handed

When a character deals damage with a weapon that he or she is wielding two-handed, add 1.5 times the character's Strength bonus. However, the character doesn't get this higher Strength bonus when using a light weapon two-handed; in such a case, only the character's normal Strength bonus applies to the damage roll.

Multiplying Damage

Sometimes damage is multiplied by some factor. Roll the damage (with all modifiers) multiple times and total the results.

Bonus damage represented as extra dice is an exception. Do not multiply bonus damage dice when a character scores a critical hit.

Critical Hits

When a character makes an attack roll and gets a natural 20 (the d20 shows 20), the character hits regardless of the target's Defense, and the character has scored a threat of a critical hit. To find out if it is actually a critical hit, the character immediately makes another attack roll with all the same modifiers as the attack roll that scored the threat. If the second roll also results in a hit against the target's Defense, the attack is a critical hit. (The second roll just needs to hit to confirm a critical hit; the character doesn't need to roll a second 20.) If the second roll is a miss, then the attack just deals the damage of a regular hit.

A critical hit multiplies the character's damage. Unless otherwise specified, the multiplier is x2. (It is possible for some weapons to have higher multipliers, doing more damage on a critical hit.) Some weapons have expanded threat ranges, making a critical hit more likely. However, even with these weapons, only a 20 is an automatic hit. The Critical column on the Ranged Weapon and Melee Weapon tables indicates the threat range for each weapon on the tables.

Bonus damage represented as extra dice is not multiplied when a character scores a critical hit.

Objects (including vehicles) and some types of creatures are immune to critical hits. A 20 is always a successful hit, but deals no extra damage against these targets.

Defense

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

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

Dexterity Modifier

If a character's Dexterity is high, he or she is particularly adept at dodging blows or gunfire. If a character's Dexterity is low, he or she is particularly inept at it. Characters apply their Dexterity modifier to Defense.

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

Class Bonus

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

Equipment Bonus

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

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

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

Size Modifier

The bigger an opponent is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Since this same modifier applies to attack rolls a creature doesn't have a hard time attacking another creature of the same size. Size modifiers are shown on Table: Defense Size Modifiers.

<u>Table: Defense Size Modifiers</u>	
Size	Size Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium-size	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Other Modifiers

Other factors can add to a character's Defense.

Feats

Some feats give a bonus to a character's Defense.

Natural Armor

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

Dodge Bonuses

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

Magical Effects

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

Touch Attacks

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

Hit Points

A character's hit points tell how much punishment he or she can take before dropping. Hit points are based on the character's class and level, and the character's Constitution modifier applies.

When a character's hit point total drops to 0, he or she is disabled. When it drops to -1, he or she is dying. When it drops to -10, the character is dead.

Speed

A character's speed tells how far he or she can move in a move action. Humans normally move 30 feet, but some creatures move faster or slower. Wearing armor can slow a character down.

A character normally moves as a move action, leaving an attack action to attack. The character can, however, use his or her attack action as a second move action. This could let the character move again, for a total movement of up to double his or her normal speed. Another option is to run all out (a full-round action). This lets the character move up to four times his or her normal speed, but a character can only run all out in a straight line, and doing so affects the character's Defense (see Run).

Saving Throws

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

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

A character's saving throw bonus is:

Base save bonus + ability modifier

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

Fortitude

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

Reflex

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

Will

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

Initiative

Every round, each combatant gets to do something. The combatants' initiative checks, from highest to lowest, determine the order in which they act, from first to last.

Initiative Checks

At the start of a battle, each combatant makes a single initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll, and anyone with the Improved Initiative feat gets an additional +4 bonus on the check. The GM finds out what order characters are acting in, counting down from highest result to lowest, and each character acts in turn. On all following rounds, the characters act in the same order (unless a character takes an action that results in his or her initiative changing; see Special Initiative Actions). If two or more combatants have the same initiative check result, the combatants who are tied go in order of total initiative modifier (including Dexterity modifier and Improved Initiative bonus, if applicable). If there is still a tie, roll a die.

Flat-Footed

At the start of a battle, before the character has had a chance to act (specifically, before the character's first turn in the initiative order), the character is flat-footed. A character can't use his or her Dexterity bonus to Defense or make attacks of opportunity while flat-footed.

Joining a Battle

If characters enter a battle after it has begun, they roll initiative at that time and act whenever their turn comes up in the existing order.

Surprise

When a combat starts, if a character was not aware of his or her enemies and they were aware of the character, that character is surprised. Likewise, a character can surprise his or her enemies if the character knows about them before they're aware of the character.

The Surprise Round

If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take an attack action or move action during the surprise round (see Action Types, below). If no one or everyone is surprised, a surprise round does not occur.

Unaware Combatants

Combatants who are unaware at the start of battle do not get to act in the surprise round. Unaware combatants are still flat-footed because they have not acted yet. Because of this, they lose any Dexterity bonus to Defense.

Actions

The fundamental actions of moving and attacking cover most of what a character wants to do in a battle. They're described here. Other, more specialized options are touched on in the Actions tables, and covered in Special Initiative Actions and Special Attacks.

Combat Round

Each round represents about 6 seconds in the game world. A round is an opportunity for each character involved in a combat to take an action. Anything a person could reasonably do in 6 seconds, a character can do in 1 round.

Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his or her entire round's worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative Actions.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from a certain round to the same initiative number in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

The four types of actions are attack actions, move actions, full-round actions, and free actions. In a normal round, a character can perform an attack action and a move action (or two move actions; a character can always take a move action in place of an attack action), or a character can perform a full-round action. A character can also perform as many free actions as the GM allows.

In some situations (such as in the surprise round) a character may be limited to taking only a single attack or move action.

Attack

An attack action allows a character to do something. A character can make an attack, use a skill or a feat (unless the skill or feat requires a full-round action to perform; see below), or perform other similar actions. During a combat round, a character can take an attack action and a move action. A character can take a move action before or after performing an attack action.

Most common attack actions are described below. More specialized attack actions are mentioned in Table: Attack Actions, and covered in Special Attacks.

Melee Attacks

With a normal melee weapon, a character can strike any enemy within 5 feet. (Enemies within 5 feet are considered adjacent to the character.)

A character capable of making more than one melee attack per round must use the full attack action (see Full-Round Actions, below) in order to make more than one attack.

Fighting Defensively

A character can choose to fight defensively while making a melee attack. If the character does so, he or she takes a -4 penalty on his or her attack in a round to gain a +2 dodge bonus to Defense in the same round.

Unarmed Attacks

Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon, except that an unarmed attack deals nonlethal damage. Unarmed strikes count as light melee weapons (for purposes of two-weapon attack penalties and so on). The following exceptions to normal melee rules apply to unarmed attacks.

Attacks of Opportunity

Making an unarmed attack against an armed opponent provokes an attack of opportunity from the character attacked. The attack of opportunity comes before the character's attack. An unarmed attack does not provoke attacks of opportunity from other foes, nor does it provoke an attack of opportunity from an unarmed foe.

"Armed" Unarmed Attacks

Sometimes a character or creature attacks unarmed but the attack still counts as armed. A creature with claws, fangs, and similar natural physical weapons, for example, counts as armed. Being armed counts for both offense and defense—not only does a creature not provoke an attack of opportunity when attacking an armed foe, but a character provokes an attack of opportunity from that creature if the character makes an unarmed attack against it. The Combat Martial Arts feat makes a character's unarmed attacks count as armed.

Unarmed Strike Damage

An unarmed strike from a Medium-size character deals 1d3 points (plus the character's Strength modifier, as normal) of nonlethal damage.

A character can specify that his or her unarmed strike will deal lethal damage before the character makes his or her attack roll, but the character takes a -4 penalty on the attack roll because he or she has to strike a particularly vulnerable spot to deal lethal damage.

Ranged Attacks

With a ranged weapon, a character can shoot or throw at any target that is within the ranged weapon's maximum range and in line of sight. A target is in line of sight if there are no solid obstructions between the character and the target. The maximum range for a thrown weapon is five range increments. For weapons that fire projectiles, it is ten range increments.

A character capable of making more than one ranged attack per round must use the full attack action (see Full-Round Actions, below) in order to make more than one attack.

Shooting or Throwing into a Melee

If a character shoots or throws a ranged weapon at a target that is engaged in melee with an ally, the character takes a -4 penalty on his or her attack roll because the character has to aim carefully to avoid hitting the ally. Two characters are engaged in melee if they are enemies and they are adjacent to one another. (An unconscious or otherwise immobilized character is not considered engaged unless he or she is actually being attacked.)

If the target is so big that part of it is 10 feet or farther from the nearest ally, the character can avoid the -4 penalty, even if it's engaged in melee with an ally.

Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a -4 penalty on attacks against adjacent opponents.

Fighting Defensively

A character can choose to fight defensively while making a ranged attack. If the character does so, he or she takes a -4 penalty on his or her attack in a round to gain a +2 dodge bonus to Defense in the same round.

Total Defense

Instead of attacking, a character can use his or her attack action simply to defend. This is called a Total Defense action. The character doesn't get to attack or perform any other activity, but does get a +4 dodge bonus to his or her Defense for 1 round. The character's Defense improves at the start of this action, so it helps against any attacks of opportunity the character is subject to while performing his or her move action.

Start/Complete Full-Round Action

The "Start/Complete Full-Round Action" attack action lets a character start undertaking a full-round action (such as those listed on Table: Full-Round Actions) at the end of his or her turn, or complete a full-round action by using an attack action at the beginning of his or her turn in the round following the round when the character started the full-round action.

If the character starts a full-round action at the end of his or her turn, the next action that character takes must be to complete the full-round action.

Start/Complete Full-Round Action cannot be used with a full attack, charge, run, or withdraw action.

Table: Attack Actions

Action	Attack of Opportunity¹
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Attack (aid another)	No
Bull rush (attack)	No
Escape a grapple	No
Feint (see the Bluff skill)	No
Ready (triggers an attack action)	No
Make a dying character stable	Yes
Attack a weapon	Yes
Attack an object	Maybe ²
Total defense	No
Use a skill that takes an attack action	Usually
Start/complete full-round action	Varies
1 Regardless of the action, if a character moves out of a threatened square, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.	
2 If the object is being held, carried, or worn by a creature, yes. If not, no.	

Move

A move action allows a character to move his or her speed or perform an action that takes a similar amount of time. A character can move his or her speed, climb one-quarter of his or her speed, draw or stow a weapon or other object, stand up, pick up an object, or perform some equivalent action (see Table: Move Actions).

A character can take a move action in the place of an attack action.

If a character moves no actual distance in a round, that character can take one 5-foot step before, during, or after the action.

With the exception of specific movement-related skills, most move actions don't require a check. In some cases, ability checks might be required.

Movement

The simplest move action is moving the character's speed. If a character takes this kind of move action during his or her turn, the character cannot also take a 5-foot step.

Many nonstandard modes of movement are also covered under this category, including climbing and swimming (up to one-quarter the character's speed), crawling (up to 5 feet), and entering a vehicle.

Manipulating Objects

In most cases, moving or manipulating an object is a move action. This includes drawing or holstering a weapon, retrieving or putting away a stored object, picking up an object, moving a heavy object, and opening a door.

If the character has a base attack bonus of +1 or higher, he or she can draw a weapon as part of his or her normal movement.

Standing Up

Standing up from a prone position requires a move action. It provokes an attack of opportunity from opponents who threaten the character.

Table: Move Actions	
Action	Attack of Opportunity¹
Move your speed	Yes
Use a piece of equipment	No
Climb (one-quarter speed)	No
Climb, accelerated (one-half speed)	No
Crawl	No
Draw a weapon ²	No
Holster a weapon	Yes
Move a heavy object	Yes
Open a door	No
Pick up an object	Yes
Reload a firearm with a box magazine or speed loader	Yes
Retrieve a stored object	Yes
Stand up from prone, sitting, or kneeling	Yes
Swim	No
Use a skill that takes a move action	Usually
<p>¹ Regardless of the action, if a character moves out of a threatened square, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.</p>	
<p>² If the character has a base attack bonus of +1 or higher, he or she can combine this action with a regular move. If the character has the Two-Weapon Fighting feat, he or she can draw two light or one-handed weapons in the time it would normally take to draw one.</p>	

Full-Round

A full-round action consumes all a character's effort during a round. The only movement the character can take during a full-round action is a 5-foot step before, during, or after the action. Some full-round actions do not allow a character to take a 5-foot step. A character can also perform free actions (see below) as the GM allows.

A full-round action requires an entire round to complete. If it doesn't involve moving any distance, a character can combine it with a 5-foot step.

Charge

Charging is a special full-round action that allows a character to move more than his or her speed and attack during the action. However, there are tight restrictions on how and when a character can charge.

Movement during a Charge

The character must move before his or her attack, not after. The character must move at least 10 feet and may move up to twice his or her speed. All movement must be in a straight line, with no backing up allowed. The character must stop as soon as he or she is within striking range of his or her target (the character can't run past the target and attack from another direction). A character can't take a 5-foot step during the same round as a full charge.

During the surprise round (or any other time a character is limited to taking no more than a single attack action on his or her turn) the character can still use the charge action, but he or she is only allowed to move up to his or her speed (instead of up to twice his or her speed).

Attacking after a Charge

After moving, the character may make a single melee attack. The character gets a +2 bonus on the attack roll. The character also takes a -2 penalty to his or her Defense for 1 round (until the beginning of the character's turn in the following round).

Even if the character has extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, a character only gets to make one attack after a charge.

Instead of attacking the target, a character can attempt to push the target back. See Bull Rush.

Full Attack

If a character gets more than one attack per action because his or her base attack bonus is high enough, because he or she fights with two weapons, because he or she is using a double weapon, or for some special reason, the character must use the full attack action to get his or her additional attacks. The character does not need to specify the targets of his or her attacks ahead of time. The character can see how the earlier attacks turn out before assigning the later ones.

Full Attack is a full-round action. Because of this, the only movement a character can take during a full attack is a 5-foot step. The character may take the step before, after, or between the attacks.

If a character gets multiple attacks based on his or her base attack bonus, the character must make the attacks in order from highest bonus to lowest. If the character is using two weapons, the character can strike with either weapon first. If the character is using a double weapon, the character can strike with either part of the weapon first.

Committing to a Full Attack Action

A character doesn't have to commit to a full attack until after the first attack. The character can then decide whether to make his or her remaining attacks or to take a move action. Of course, if the character has already taken a 5-foot step, he or she can't use his or her move action to move any distance, but the character could still draw or put away a weapon, for instance (see Move Actions, above).

Fighting Defensively

A character can choose to fight defensively when taking a full attack action. If the character does so, he or she takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to Defense in the same round.

Attacking with Two Weapons

If the character wields a second weapon in his or her off hand, the character can get one extra attack per round with that weapon. Fighting in this way is very difficult, however-the character takes a -6 penalty on the regular attack or attacks with his or her primary hand and a -10 penalty on the attack with his or her off hand. A character can reduce these penalties in two ways.

1. If the off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)
2. The Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6.

Table: Two-Weapon Fighting Penalties summarizes the interaction of all these factors.

Double Weapons

A character can use a double weapon to make an extra attack as if he or she were fighting with two weapons. The penalties apply as if the off-hand weapon were light.

<u>Table: Two-Weapon Fighting Penalties</u>		
Circumstances	Primary Hand	Off Hand
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
Two-Weapon Fighting feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-2

Run

A character can run all out as a full-round action. When a character runs, he or she can move up to four times his or her speed in a straight line. (The character does not get a 5-foot step.) The character loses any Dexterity bonus to Defense since he or she can't avoid attacks. However, the character gets a +2 bonus to Defense against ranged attacks while running.

A character can run for a number of rounds equal to his or her Constitution score, but after that the character must succeed at a Constitution check (DC 10) to continue running. The character must check again each round in which he or she continues to run, and the DC of this check increases by 1 for each check the character makes. When the character fails this check, he or she must stop running. A character who has run to his or her limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move normally, but can't run.

A run represents a speed of about 14 miles per hour for an unencumbered human.

Withdraw

Withdrawing from melee combat is a full-round action. When a character withdraws, he or she can move up to twice his or her speed. (The character doesn't also get a 5-foot step.) The square the character starts from is not considered threatened for purposes of withdrawing, and therefore enemies do not get attacks of opportunity against the character when he or she move from that square.

If while withdrawing, the character moves through another threatened square (other than the one started in) without stopping, enemies get attacks of opportunity as normal.

Some forms of movement (such as climbing and swimming) require skill checks from most creatures. A character may not withdraw using a form of movement for which that character must make a skill check.

Table: Full-Round Actions

Action	Attack of Opportunity ¹
Bull rush (charge)	No
Charge	No
Coup de grace	Yes
Full attack	No
Overrun (charge)	No
Run	Yes
Withdraw	No
Extinguish flames	No
Use a skill that takes a full round	Usually
Reload a firearm with an internal magazine	Yes
1 Regardless of the action, if a character moves out of a threatened square, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.	

Free

Free actions consume a very small amount of time and effort, and, over the span of the round, their impact is so minor that they are considered free. A character can perform one or more free actions while taking another action normally. However, the GM puts reasonable limits on what a character can really do for free. For instance, dropping an object, dropping to a prone position, speaking a sentence or two, and ceasing to concentrate on a magic spell (if magic is available in the campaign) are all free actions.

Table: Free Actions

Action	Attack of Opportunity ¹
Drop an object	No
Drop to prone, sitting, or kneeling	No
Speak	No
1 Regardless of the action, if a character moves out of a threatened square, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.	

Miscellaneous

Some actions don't fit neatly into the above categories. Some of the options described below are actions that take the place of or are variations on the actions described earlier. For actions not covered in any of this material, the GM determines how long such an action takes to perform and whether doing so provokes attacks of opportunity from threatening enemies.

Use Feat, Skill, or Talent

Certain feats let a character take special actions in combat. Other feats are not actions in themselves, but they give a character a bonus when attempting something he or she can already do. Some feats aren't meant to be used within the framework of combat. The individual feat descriptions tell a character what he or she needs to know about them.

Most uses of skills or talents in a combat situation are attack actions, but some might be move actions or full-round actions. When appropriate, the description of a talent or a skill provides the time required to use it.

Table: Miscellaneous Actions	
Action	Attack of Opportunity¹
Disarm ²	Yes
Grapple ²	Yes
Load a weapon	Yes
Trip an opponent ²	No (Yes if unarmed)
Use a feat ³	Varies
Delay	No
5-foot step	No
1 Regardless of the action, if a character moves out of a threatened square, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.	
2 These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.	
3 The description of a feat defines its effect.	

Attacks Of Opportunity

The melee combat rules assume that combatants are actively avoiding attacks. A player doesn't have to declare anything special for his or her character to be on the defensive. Sometimes, however, a combatant in a melee lets his or her guard down, and doesn't maintain a defensive posture as usual. In this case, combatants near him or her can take advantage of this lapse in defense to attack for free. These attacks are called attacks of opportunity.

Weapon Type

A character can use a melee weapon to make attacks of opportunity whenever the conditions for such an attack are met (see Provoking an Attack of Opportunity, below). In addition, a character can make attacks of opportunity with unarmed attacks if the character's unarmed attacks count as armed (see "Armed" Unarmed Attacks).

Threatened Squares

A character threatens the squares into which he or she can make a melee attack, even when it is not the character's action. Generally, that's all squares adjacent to the character's position. An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from the character. A character can only make attacks of opportunity with melee weapons, never with ranged weapons.

Provoking an Attack of Opportunity

Two actions can provoke attacks of opportunity: moving out of a threatened square, and performing an action within a threatened square that distracts from defending and lets the character's guard down.

Moving out of a Threatened Square

When a character moves out of a threatened square, that character generally provokes an attack of opportunity. There are two important exceptions, however. A character doesn't provoke an attack of opportunity if all he or she moves is a 5-foot step, or if the character withdraws.

If the character doesn't start in a threatened square, but moves into one, the character has to stop there, or else he or she provokes an attack of opportunity as he or she leaves that square.

Performing an Action that Distracts the Character

Some actions, when performed in a threatened square, provoke attacks of opportunity because they make a character divert his or her attention from the fight at hand. Using a ranged weapon, in particular, provokes attacks of opportunity. The Actions tables note many additional actions that provoke attacks of opportunity.

Making an Attack of Opportunity

An attack of opportunity is a single melee attack, and a character can only make one per round. A character does not have to make an attack of opportunity if he or she doesn't want to.

An experienced character gets additional regular melee attacks (by using the full attack action), but at a lower attack bonus. A character makes his or her attack of opportunity, however, at his or her normal attack bonus-even if the character has already attacked in this round.

Movement and Position

When using a grid to represent character movement, the standard scale equates 1 inch (or a 1 inch square) to 5 feet in the game world.

Standard Scale

- One inch (or one square) = 5 feet
- “Next to” or “adjacent” = 1 inch (5 feet) away (or in adjacent square)
- 30mm figure = A human-size creature
- A human-size creature occupies an area 1 inch (5 feet) across (or one square)
- One round = 6 seconds

Tactical

Where can a character move, how long it takes to get there, and whether he or she is vulnerable to attacks of opportunity while moving are key questions in combat.

How Far Can a Character Move?

Humans normally move 30 feet, although armor can slow a character down. Some creatures move faster or slower. A character's speed when unarmored is sometimes called base speed.

Encumbrance

A character encumbered by carrying a large amount of gear or a fallen comrade may move slower than normal.

Movement in Combat

Generally, a character can move his or her speed as a move action. If a character uses his or her attack action as a move action, the character can move again (for a total movement of up to twice the character's normal speed). If the character spends the entire round to run all out, he or she can move up to four times his or her normal speed. If a character does something that requires a full round, he or she can only take a 5-foot step.

Movement in Darkness

If a character moves when he or she can't see, such as in total darkness, his or her speed is limited to one-half normal. The Blind-Fight feat reduces this penalty.

Passing Through

Sometimes a character can pass through an area occupied by another character or creature.

Friendly Character

A character can move through a square occupied by a friendly character.

Unfriendly Character

There are two ways to move through a square occupied by a resisting enemy. The character can attempt an overrun. Or the character can attempt to tumble through a square occupied by an enemy (if the character has ranks in the Tumble skill; see the skill description).

A character can move through a square occupied by an unfriendly character who doesn't resist as if the character was friendly.

Square Occupied by Creature Three Sizes Larger or Smaller

Any creature can move through a square occupied by a creature three size categories larger or three categories smaller than it is.

Flanking

If a character is making a melee attack against an opponent, and an ally directly opposite the character is threatening the opponent, the character and his or her ally flank the opponent. The character gains a +2 bonus on his or her attack roll. The ally must be on the other side of the opponent so that the opponent is directly between the character and the ally.

A character doesn't gain a bonus for flanking when making a ranged attack.

Combat Modifiers

This section covers offensive and defensive modifiers provided by position.

Favorable and Unfavorable Conditions

Generally speaking, any situational modifier created by the attacker's position or tactics applies to the attack roll, while any situational modifier created by the defender's position, state, or tactics applies to the defender's Defense. The GM judges what bonuses and penalties apply, using Table: Defense Modifiers and Table: Attack Roll Modifiers as guides.

<u>Table: Defense Modifiers</u>		
Circumstance	Melee	Ranged
Defender sitting or kneeling	-2	+2 ¹
Defender prone	-4	+4 ¹
Defender stunned or cowering	-2 ²	-2 ²
Defender climbing	-2 ²	-2 ²
Defender flat-footed	+0 ²	+0 ²
Defender running	+0 ²	+2 ²
Defender grappling (attacker not)	+0 ²	+0 ³
Defender pinned	-4 ⁴	+0 ⁴
Defender helpless (such as paralyzed, sleeping, or bound)	+0 ²	+0 ²
Defender has cover	--- See Cover ---	
Defender concealed or invisible	- See Concealment -	
1 Does not apply if target is adjacent to attacker. This circumstance may instead improve bonus to Defense granted by cover. See Cover, below.		
2 The defender loses any Dexterity bonus to Defense.		
3 Roll randomly to see which grappling combatant the character strikes. That defender loses any Dexterity bonus to Defense.		
4 Treat the defender's Dexterity as 0 (-5 modifier).		

Table: Attack Roll Modifiers

Circumstance	Melee	Ranged
Attacker flanking defender ¹	+2	-
Attacker on higher ground	+1	+0
Attacker prone	-4	-2
Attacker invisible	+2 ³	+2 ³
1 A character flanks a defender when he or she has an ally on the opposite side of the defender threatening the defender.		
2 Some ranged weapons can't be used while the attacker is prone.		
3 The defender loses any Dexterity bonus to Defense.		

Cover and Concealment

Cover provides a bonus to Defense. The more cover a character has, the bigger the bonus. In a melee, if a character has cover against an opponent, that opponent probably has cover against the character, too. With ranged weapons, however, it's easy to have better cover than the opponent.

The GM may impose other penalties or restrictions on attacks depending on the details of the cover.

Concealment includes all circumstances in which nothing physically blocks a blow or shot, but something interferes with an attacker's accuracy.

Degree of Cover

Cover is assessed in subjective measurements of how much protection it offers. The GM determines the value of cover. This measure is not a strict mathematical calculation, because a character gains more value from covering the parts of his or her body that are more likely to be struck. If the bottom half of a character's body is covered, that only gives one-quarter cover, because most vital areas are still fully exposed. If one side or the other of a character's body is covered, the character gets one-half cover.

Cover Defense Bonus

Table: Cover gives the Defense bonuses for different degrees of cover. Add the relevant number to the character's Defense. This cover bonus overlaps (does not stack) with certain other bonuses.

Cover Reflex Save Bonus

Table: Cover gives the Reflex save bonuses for different degrees of cover. Add this bonus to Reflex saves against attacks that affect an area. This bonus only applies to attacks that originate or burst out from a point on the other side of the cover.

Striking the Cover Instead of a Missed Target

If it ever becomes important to know whether the cover was actually struck by an incoming attack that misses the intended target, the GM should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck. This can be particularly important to know in cases when a character uses another character as cover. In such a case, if the cover is struck and the attack roll exceeds the Defense of the covering character, the covering character takes the damage intended for the target.

If the covering character has a Dexterity bonus to Defense or a dodge bonus, and this bonus keeps the covering character from being hit, then the original target is hit instead. The covering character has dodged out of the way and didn't provide cover after all. A covering character can choose not to apply his or her Dexterity bonus to Defense and/or his or her dodge bonus, if the character so desires.

<u>Table: Cover</u>		
Degree of Cover (Example)	Cover Bonus to Defense	Reflex Saves
One-quarter (standing behind a 3-ft. high wall)	+2	+1
One-half (fighting from around a corner or a tree; standing at an open window; behind a creature of same size)	+4	+2
Three-quarters (peering around a corner or a big tree)	+7	+3
Nine-tenths (standing at an arrow slit; behind a door that's slightly ajar)	+10	+4 ¹
Total (on the other side of a solid wall)	-	-
1 Half damage if save is failed; no damage if successful.		

Degree of Concealment

Concealment is subjectively measured as to how well concealed the defender is. Examples of what might qualify as concealment of various degrees are given in Table: Concealment. Concealment always depends on the point of view of the attacker.

Concealment Miss Chance

Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. (Actually, it doesn't matter who makes the roll or whether it's rolled before or after the attack roll. When multiple concealment conditions apply to a defender, use the one that would produce the highest miss chance. Do not add the miss chances together).

<u>Table: Concealment</u>	
Concealment (Example)	Miss Chance
One-quarter (light fog; light foliage)	10%
One-half (shadows; dense fog at 5 ft.)	20%
Three-quarters (dense foliage)	30%
Nine-tenths (near total darkness)	40%
Total (attacker blind; total darkness; smoke grenade; dense fog at 10 ft.)	50% and must guess target's location

Helpless Defenders

A helpless foe—one who is bound, sleeping, unconscious, or otherwise at the attacker's mercy—is an easy target. A character can sometimes approach a target who is unaware of his or her presence, get adjacent to the target, and treat him or her as helpless. If the target is in combat or some other tense situation, and therefore in a state of acute awareness and readiness, or if the target can use his or her Dexterity bonus to Defense, then that target can't be considered unaware. Further, any reasonable precaution taken by a target, including stationing bodyguards, placing his or her back to a wall, or being able to make Spot checks, also precludes catching that target unaware and helpless.

Regular Attack

A helpless defender has an effective Defense of 5 + his or her size modifier. If a character is attacking with a ranged weapon and is not adjacent to the target, the character can use a full-round action to make the attack, and gain a +5 bonus on the attack roll. If the character is attacking with a melee weapon, or with a ranged weapon from an adjacent square, the character can use a full-round action to deliver a coup de grace.

Coup De Grace

As a full-round action, a character can use a melee weapon to deliver a coup de grace to a helpless foe. A character can also use a ranged weapon, provided the character is adjacent to the target. The character automatically hits and scores a critical hit. If the defender survives the damage, he or she still must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action.

A character can't deliver a coup de grace against a creature that is immune to critical hits.

Knockout Blow

As a full-round action, a character can make an unarmed attack or use a melee weapon that deals nonlethal damage to deliver a knockout blow to a helpless foe. A character can also use a melee weapon that deals lethal damage, but the character takes a -4 penalty on any attempt to deal nonlethal damage with the weapon. The target has an effective Defense of 5 + his or her size modifier. If the character hits, he or she automatically scores a critical hit (see Nonlethal Damage).

Delivering a knockout blow provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action.

A character can't deliver a knockout blow against a creature that is immune to critical hits.

Special Initiative Actions

Usually a character acts as soon as he or she can in combat, but sometimes a character wants to act later, at a better time, or in response to the actions of someone else.

Delay

By choosing to delay, the character takes no action and then acts normally at whatever point in the initiative count the character decides to act. When a character delays, he or she voluntarily reduces his or her own initiative result for the rest of the combat. When the character's new, lower initiative count comes up later in the same round, the character can act normally. The character can specify this new initiative result or just wait until some time later in the round and act then, thus fixing the character's new initiative count at that point.

A character cannot interrupt anyone's action with a delayed action (as a character can with a readied action; see below).

Delaying Limits

The longest a character can delay before taking an action is until after everyone else has acted in the round. At that point, the delaying character must act or else forfeit any action in that round.

If multiple characters are delaying, the one with the highest initiative modifier (or highest Dexterity, in case of a tie) has the advantage. If two or more delaying characters both want to act on the same initiative count, the one with the highest initiative modifier gets to go first. If two or more delaying characters are trying to go after one another, the one with the highest initiative modifier gets to go last; the others must go first or lose their action for the round.

If a character loses an action due to delaying, he or she may act on any count on the next turn. Again, the character cannot interrupt an action.

Ready

The ready action lets a character prepare to take an action later, to interrupt another character. Essentially, the character splits his or her action, taking the move action on the character's initiative count and the attack action at a later point. On the character's turn, he or she prepares to take an action later, if a specific trigger is met. Then, later in the round, if the readied action is triggered, the character takes it, acting before the triggering action.

Readying does not provoke an attack of opportunity. (The character's move action, and the attack action he or she readies, may both provoke attacks of opportunity normally.)

Readying an Action

A character can ready an attack action or a move action. To do so, the character specifies the action he or she will take and the conditions under which the character will take it. Then, any time before the character's next action, the character may take the readied attack action in response to those conditions. The readied action occurs just before the event that triggers it. If the trigger is part of another character's actions, the readied action interrupts the other character. The other character continues his or her actions once the readied action is completed.

The character's initiative count changes. For the rest of the encounter, it is the count on which the character took the readied action, and the character acts immediately ahead of the character whose action triggered the readied action.

A character can take a 5-foot step as part of his or her readied action, but only if the character didn't otherwise move any distance during the round.

If the character comes to his or her next action and has not yet performed the readied action, the character doesn't get to take the readied action (though the character can ready the same action again). If the character takes his or her readied action in the next round, before his or her regular turn comes up, the character's initiative count rises to that new point in the order of battle, and he or she does not get your regular action that round.

Special Attacks

This section covers firearms, grappling, explosives, attacking objects, and an assortment of other special attacks.

Aid Another

In combat, a character can help a friend attack or defend by distracting or interfering with an opponent. If the character is in position to attack an opponent with which a friend of the character is engaged in melee combat, the character can attempt to aid the friend as an attack action. The character makes an attack roll against Defense 10. If the character succeeds, he or she doesn't actually damage the opponent-but the character's friend gains either a +2 circumstance bonus against that opponent or a +2 circumstance bonus to Defense against that opponent (aiding character's choice) on the friend's next turn.

Attack An Object

Sometimes a character needs to attack or break an object

Strike An Object

Objects are easier to hit than characters because they usually don't move, but many are tough enough to shrug off some damage from each blow.

Object Defense and Bonuses to Attack

Objects are harder or easier to hit depending on their size and whether they are immobile or being held, carried, or worn by opponents. The base Defense of objects is shown on Table: Size and Defense of Objects.

If a character uses a full-round action to make an attack against an inanimate, immobile object, the character gets an automatic hit with a melee weapon, or a +5 bonus on his or her attack roll with a ranged weapon.

An object being held, carried, or worn has a Defense equal to the below figure + 5 + the opponent's Dexterity modifier + the opponent's class bonus to Defense. Striking a held, carried, or worn object provokes an attack of opportunity from the character who holds it. (If a character has the Sunder feat, he or she doesn't incur an attack of opportunity for making the attempt.)

<u>Table: Size and Defense of Objects</u>	
Size (Example)	Defense
Colossal (jetliner)	-3
Gargantuan (army tank)	1
Huge (typical car)	3
Large (big door)	4
Medium-size (dirt bike)	5
Small (chair)	6
Tiny (laptop computer)	7
Diminutive (paperback book)	9
Fine (pencil)	13

Hardness

Each object has hardness-a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see Table: Substance Hardness and Hit Points and Table: Object Hardness and Hit Points).

Hit Points

An object's hit point total depends on what it is made of or how big it is (see Table: Substance Hardness and Hit Points and Table: Object Hardness and Hit Points).

<u>Table: Substance Hardness and Hit Points</u>		
Substance	Hardness	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Plastic, soft	0	3/inch of thickness
Glass	1	1/inch of thickness
Ceramic	1	2/inch of thickness
Ice	0	3/inch of thickness
Plastic, hard	2	5/inch of thickness
Wood	5	10/inch of thickness
Aluminum	6	10/inch of thickness
Concrete	8	15/inch of thickness
Steel	10	30/inch of thickness

<u>Table: Object Hardness and Hit Points</u>			
Object	Hardness	Hit Points	Break DC
Cinderblock wall	8	90	35
Chain	10	5	26
Firearm, Medium-size	5	7	17
Handcuffs	10	10	30
Lock (Cheap)	0	1	10
Lock (Average)	3	5	15
Lock (High quality)	5	10	20
Lock (High security)	10	120	35
Lock (Ultrahigh security)	20	150	40
Metal bars	10	15	30
Manufactured objects(Fine) ¹	0	1	10
Manufactured objects(Diminutive) ¹	0	1	10
Manufactured object (Tiny) ¹	1	2	10
Manufactured object (Small) ¹	3	3	12
Manufactured object (Medium-size) ¹	5	5	15
Manufactured object Large) ¹	5	10	15
Manufactured object (Huge) ¹	8	10	20
Manufactured object (Gargantuan) ¹	8	20	30

Table: Object Hardness and Hit Points

Object	Hardness	Hit Points	Break DC
Manufactured object (Colossal) ¹	10	30	50
Rope	0	2	23
Simple wooden door	5	10	13
Strong wooden door	5	20	23
Steel door	10	120	35
¹ Figures for manufactured objects are minimum values. The GM may adjust these upward to account for objects with more strength and durability.			

Energy Attacks

Acid and sonic/concussive attacks deal normal damage to most objects. Electricity and fire attacks deal half damage to most objects; divide the damage by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage by 4 before applying the hardness.

Ineffective Weapons

The GM may determine that certain weapons just can't deal damage effectively to certain objects.

Immunities

Objects are immune to nonlethal damage and to critical hits.

Saving Throws

Unattended objects never make saving throws. They are considered to have failed their saving throws. An object attended by a character (being grasped, touched, or worn) receives a saving throw just as if the character him or herself were making the saving throw.

Breaking Objects

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check to see whether he or she succeeds. The DC depends more on the construction of the object than on the material.

If an object has lost half or more of its hit points, the DC to break it decreases by 2.

Repairing Objects

Repairing damage to an object takes a full hour of work and appropriate tools. (Without the tools, a character takes a -4 penalty on his or her Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all the object's hit points.

Bull Rush

A character can attempt a bull rush as an attack action made during his or her move action, or as part of a charge. (In general, a character can't make an attack action during a move action; this is an exception.) In either case, the character doesn't get a 5-foot step before, during, or after the bull rush attempt. When the character bull rushes, he or she attempts to push an opponent straight back instead of attacking the opponent. A character can only bull rush an opponent who is one size category larger than the character, the same size, or smaller.

Initiating a Bull Rush

First, the character moves into the target's square. Moving in this way provokes an attack of opportunity from each foe that threatens the character, probably including the target.

Second, the character and the target make opposed Strength checks. If the character and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The character gets a +2 bonus if he or she was charging. The target gets a +4 stability bonus if he or she has more than two legs or is otherwise exceptionally stable.

Bull Rush Results

If the character beats the target's Strength check, the character pushes the opponent back 5 feet. The character can push the target back an additional 5 feet for every 5 points by which the character exceeded the target's check result, provided the character moves with the target. A character can't, however, exceed his or her normal movement for that action. (The target provokes attacks of opportunity if moved. So does the character, if he or she moves with the target. The target and the character do not provoke attacks of opportunity from each other as a result of this movement.)

If the character fails to beat the target's Strength check, the character moves 5 feet straight back to where the character was before the character moved into the opponent's square. If that square is occupied, the character falls prone in the square.

Disarm

As a melee attack, a character may attempt to disarm his or her opponent. If the character does so with a weapon, he or she knocks the opponent's weapon out of his or her hands and to the ground. If the character attempts the disarm while unarmed, the character ends up with the weapon in his or her hand.

If a character is attempting to disarm the wielder of a melee weapon, follow the steps outlined here. Disarming the wielder of a ranged weapon is slightly different; see below.

Melee Weapons

Step One

The character provokes an attack of opportunity from the target he or she is trying to disarm.

Step Two

The character and the target make opposed attack rolls with their respective weapons. If the weapons are different sizes, the combatant with the larger weapon gets a bonus on the attack roll of +4 per difference in size category. If the target is using a weapon in two hands, he or she gets an additional +4 bonus. Also, if the combatants are different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

Step Three

If the character beats the target's attack roll, the target is disarmed. If the character attempted the disarm action unarmed, he or she now has the weapon. If the character was armed, the target's weapon is on the ground at the target's feet.

If the character fails the disarm attempt, the target may immediately react and attempt to disarm the character with the same sort of opposed melee attack roll. The opponent's attempt does not provoke an attack of opportunity from the character. If the opponent fails to disarm, the character does not get a free disarm attempt against the opponent.

Ranged Weapons

To disarm an opponent wielding a ranged weapon, the character makes a melee attack or unarmed attack to strike the weapon in the opponent's hand (see Attack an Object). If the weapon is held in two hands, it gets a +2 bonus to its Defense. If the character's attack succeeds, the ranged weapon falls to the ground or winds up in the character's hands (if the character made the attack unarmed). This kind of disarm attempt provokes an attack of opportunity, but if the character fails, the target does not get to make a disarm attempt against him or her.

Grabbing Objects

A character can also use Disarm to snatch away an object worn by a target. Doing this works the same as a disarm attempt (see above), except for the following.

Attack of Opportunity

If the target's attack of opportunity inflicts any damage, the attempt to grab the object automatically fails.

Modifiers

If the object is well secured or otherwise difficult to grab from the target, the target gets a +4 bonus. On the other hand, if the object is poorly secured or otherwise easy to snatch or cut away, the attacker gets a +4 bonus.

Failed Attempts

Failing an attempt to grab an object doesn't allow the target to attempt to disarm the character.

Firearms

The most basic form of attack with a firearm is a single shot. One attack is one pull of the trigger and fires one bullet at one target.

The Personal Firearms Proficiency feat allows a character to make this sort of attack without penalty. If a character isn't proficient in personal firearms, he or she takes a -4 penalty on attacks with that type of weapon.

A number of other feats allow a character to deal extra damage when he or she fires more than one bullet as part of a single attack at a single target. (If a character doesn't have those feats, he or she can still fire more than one bullet-but the extra bullets don't have any effect, and are just wasted ammunition.)

As with all forms of ranged weapons, attacking with a firearm while within a threatened square provokes an attack of opportunity.

Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a -4 penalty on attacks against adjacent opponents.

Auto-fire

If a ranged weapon has an automatic rate of fire, a character may set it on auto-fire. Auto-fire affects an area and everyone in it, not a specific creature. The character targets a 10-foot-by-10-foot area and makes an attack roll; the targeted area has an effective Defense of 10. (If the character does not have the Advanced Firearms Proficiency feat, he or she takes a -4 penalty on the attack roll.) If the attack succeeds, every creature within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Auto-fire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

Auto-fire is not the same thing as burst fire, which involves firing a short burst at a specific target. Firing a burst requires the Burst Fire feat. If a character fires a blast of automatic fire at a specific target without the Burst Fire feat, it's treated as a standard attack. The attack, if successful, only deals normal damage-all the extra ammunition the character fired is wasted.

Some firearms-particularly machine guns-only have auto-fire settings and can't normally fire single shots.

Grapple

Grappling means wrestling and struggling hand-to-hand.

There are three stages to grappling: grabbing, holding, and pinning.

Grabbing

Normally, a grab is just the first step to starting a grapple. If the character grabs an opponent, but fails to go on to hold him or her, the character doesn't actually start a grapple. However, sometimes all a character wants to do is grab the target.

Holding

Once a character has established a hold, he or she is involved in a grapple. From a hold, a character can attempt a number of actions, including damaging the opponent or pinning the opponent. A character can't get a hold on any creature more than two size categories larger than the character. (However, such a creature can get a hold on the character-so while a character can't initiate a grapple with a creature more than two size categories larger, a character can still end up in one.)

Pinning

Getting the opponent in a pin is often the goal of a grapple. A pinned character is held immobile.

Checks

When a character is involved in a grapple, he or she will need to make opposed grapple checks against an opponent-often repeatedly. A grapple check is something like a melee attack roll. A character's attack bonus on a grapple check is:

Base attack bonus + Strength modifier + grapple modifier

Grapple Modifier

A creature's size works in its favor when grappling, if that creature is Large or larger in size. Conversely, a creature of Small or smaller size is at a disadvantage because of its size when grappling. Instead of using a creature's size modifier on a grapple check (as would be done for a melee or ranged attack roll), use the appropriate grapple modifier from Table: Grapple Modifiers.

<u>Table: Grapple Modifiers</u>	
Size (Example)	Grapple Modifier
Colossal (blue whale [90 ft. long])	+16
Gargantuan (gray whale [40 ft. long])	+12
Huge (elephant)	+8
Large (lion)	+4
Medium-size (human)	+0
Small (German shepherd)	-4
Tiny (housecat)	-8
Diminutive (rat)	-12
Fine (horsefly)	-16

Starting

To start a grapple, a character first needs to grab and hold his or her target. Attempting to start a grapple is the equivalent of making a melee attack. If the character gets multiple attacks in a round, he or she can attempt to start a grapple multiple times (at successively lower base attack bonuses). Follow these steps.

Attack of Opportunity

A character provokes an attack of opportunity from the target he or she is trying to grapple. If the attack of opportunity deals the character damage, the character fails to start the grapple. If the attack of opportunity misses or otherwise fails to deal damage, proceed to step 2.

Grab

The character makes a melee touch attack to grab the target. If the character fails to hit the target, the character fails to start the grapple. If the character succeeds, proceed to step 3.

Hold

Make an opposed grapple check. (This is a free action.) If the character succeeds, the character has started the grapple, and deals damage to the target as if with an unarmed strike.

If the character loses, he or she fails to start the grapple. The character automatically loses an attempt to hold if the target is two or more size categories larger than the character is (but the character can still make an attempt to grab such a target, if that's all he or she wants to do).

Maintain the Grapple

To maintain the grapple for later rounds, the character must move into the target's square. (This movement is free and doesn't count as part of the character's movement for the round movement.) Moving, as normal, provokes attacks of opportunity from threatening enemies, but not from the target. The character and the target are now grappling.

If the character can't move into the target's square, the character can't maintain the grapple and must immediately let go of the target. To grapple again, the character must begin at step 1.

Consequences

While a character is grappling, his or her ability to attack others and defend him or herself is limited.

No Threatened Squares

A character doesn't threaten any squares while grappling.

No Dexterity Bonus

A character loses his or her Dexterity bonus to Defense (if the character has one) against opponents the character isn't grappling. (The character can still use it against opponents he or she is grappling.)

No Movement

A character cannot move while held in a grapple.

If the Character is Grappling

When a character is grappling (regardless of who started the grapple), he or she can attempt any of several actions on his or her turn. Unless otherwise noted, each of these options is equivalent to an attack. (If the character normally gets more than one attack per attack action, he or she can attempt as many of these options as he or she has attacks available, using his or her successively lower attack bonus for each roll.) The character is limited to these options only; he or she cannot take any other actions.

Damage the Opponent

Make an opposed grapple check; if the character succeeds, he or she deals damage as with an unarmed strike.

Pin

Make an opposed grapple check; if the character succeeds, he or she holds the opponent immobile for 1 round. The opponent takes a -4 penalty to Defense against all attacks from other people (but not from the character); however, the opponent is not considered helpless.

A character can't use a weapon on a pinned character or attempt to damage or pin a second opponent while holding a pin on the first. A pinned character can't take any action except to attempt to escape from the pin.

Escape from Grapple

Make an opposed grapple check. If the character succeeds, he or she can escape the grapple. If more than one opponent is grappling the character, the grapple check result has to beat all their check results to escape. (Opponents don't have to try to hold a character if they don't want to.)

Alternatively, the character can make an Escape Artist check opposed by the opponent's grapple check to escape from the grapple. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks.

If the character has not used his or her move action for the round, the character may do so after escaping the grapple.

Escape from Pin

Make an opposed grapple check. If the character succeeds, he or she can escape from being pinned. (Opponents don't have to try to keep the character pinned if they don't want to.) The character is still being grappled, however.

Alternatively, a character can make an Escape Artist check opposed by the opponent's grapple check to escape from the pin. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks.

Break Another's Pin

Make an opposed grapple check; if the character succeeds, he or she can break the hold that an opponent has over an ally.

Draw a Light Weapon

A character can draw a light weapon as a move action.

Attack with a Light Weapon

A character can attack with a light weapon while grappling (but not while pinned or pinning). A character can't attack with two weapons while grappling.

If the Character is Pinned

When an opponent has pinned the character, he or she is held immobile (but not helpless) for 1 round. (The character can't attempt any other action.) On the character's turn, he or she can attempt to escape from the pin. If the character succeeds, he or she is still grappling.

Joining

If the target is already grappling someone else, a character can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against the character, and the character's grab automatically succeeds. The character still has to make a successful opposed grapple check and move in to be part of the grapple.

If multiple enemies are already involved in the grapple, the character picks one against whom to make the opposed grapple check.

Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one size category smaller than the character count as one-half creature each; creatures that are one size category larger than the character count as two creatures; and creatures two or more size categories larger than the character count as four creatures.

When involved in a grapple with multiple opponents, the character chooses one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to escape, a character's grapple check must beat the check results of all opponents.

Grenades and Explosives

An explosive is a weapon that, when detonated, affects all creatures and objects within its burst radius by means of shrapnel, heat, or massive concussion. Its effect is broad enough that it can hurt characters just by going off close to them.

Some explosives, such as grenades, can be thrown, and they explode when they land. Others are planted, with fuses or timers, and go off after a preset amount of time elapses.

Thrown Explosives

An attack with a thrown explosive is a ranged attack made against a specific 5-foot square. (A character can target a square occupied by a creature.) Throwing the explosive is an attack action. If the square is within one range increment, you do not need to make an attack roll. Roll 1d4 and consult the table to see which corner of the square the explosive bounces to.

Table: Thrown Explosives (Hit)	
Roll on d4	Corner of targeted square
1	Upper Left
2	Upper Right
3	Lower Right
4	Lower Left

If the target square is more than one range increment away, make an attack roll. The square has an effective Defense of 10. Thrown weapons require no weapon proficiency, so a character doesn't take the -4 non-proficient penalty. If the attack succeeds, the grenade or explosive lands in the targeted square. Roll 1d4 and consult the table above to see which corner of the square the explosive bounces to.

If the character misses the target, the explosive lands at a corner of a square nearby in a random direction. Consult the tables below to determine where the explosive lands. If the weapon was thrown two to three range increments (11 to 30 feet), roll 1d8. For ranges of up to five range increments (31 to 50 feet), roll 1d12.

After determining where the explosive landed, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

Table: Thrown Explosive (Miss 2 to 3 Range Increments)	
Roll on d8	Location Struck
1	upper right corner, one square beyond target
2	upper right corner, one square right of target
3	lower right corner, one square right of target
4	lower right corner, one square short of target
5	lower left corner, one square short of target
6	lower left corner, one square left of target
7	upper left corner, one square left of target
8	upper left corner, one square beyond target

Table: Thrown Explosive (Miss 4 to 5 Range Increments)

Roll on d12	Location Struck
1	upper right corner, two squares beyond target
2	upper right corner, one square beyond and right of target
3	upper right corner, two squares right of target
4	lower right corner, two squares right of target
5	lower right corner, one square short and right of target
6	lower right corner, two squares short of target
7	lower left corner, two squares short of target
8	lower left corner, one square short and left of target
9	lower left corner, two squares left of target
10	upper left corner, two squares left of target
11	upper left corner, one square beyond and left of target
12	upper left corner, two squares beyond target

Planted Explosives

A planted explosive is set in place, with a timer or fuse determining when it goes off. No attack roll is necessary to plant an explosive; the explosive sits where it is placed until it is moved or goes off.

When a planted explosive detonates, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

Overrun

A character can attempt an overrun as an attack action made during his or her move action, or as part of a charge. (In general, a character cannot make an attack action during a move action; this is an exception.) In either case, the character doesn't get a 5-foot step before, during, or after the overrun attempt. With an overrun, the character attempts to move through an opponents area, going past or over the opponent. A character can only overrun an opponent who is one size category larger than the character, the same size, or smaller. A character can make only one overrun attempt per action.

First, the character must move at least 10 feet in a straight line into the target's square (provoking attacks of opportunity normally).

Then the target chooses either to avoid the character or to block the character. If the opponent avoids the character, the character keeps moving. (A character can always move through a square occupied by someone who lets the character by.) If the opponent blocks the character, make a trip attack against the opponent (see Trip). If the character succeeds in tripping his or her opponent, the character can continue his or her movement as normal.

If the character fails and is tripped in turn, the character falls prone in the target's square. If the character fails but is not tripped, the character has to move 5 feet back the way he or she came, ending his or her movement there. If that square is occupied, the character falls prone in the square.

Splash Weapons

A splash weapon is a ranged weapon that breaks apart on impact, splashing or scattering its contents over its target and nearby creatures or objects. Most splash weapons consist of liquids in breakable containers.

To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so characters don't take the -4 non-proficient penalty. A hit deals direct hit damage to the target and splash damage to all other creatures within 5 feet of the target.

A character can instead target a specific 5-foot square, including a square occupied by a creature. Use the rules for thrown explosives. However, if a character targets a square, creatures within 5 feet are dealt the splash damage, and the direct hit damage is not dealt to any creature.

If the character misses the target (whether aiming at a creature or a square), check to see where the weapon lands, using the rules for thrown explosives. After determining where the object landed, it deals splash damage to all creatures within 5 feet.

Trip

A character can try to trip an opponent, or otherwise knock him or her down, as an unarmed melee attack. A character can only trip an opponent who is one size category larger than the character, the same size, or smaller.

Making a Trip Attack

Make an unarmed melee touch attack against the target. Doing this provokes an attack of opportunity from the target as normal for unarmed attacks.

If the attack succeeds, make a Strength check opposed by the target's Dexterity check or Strength check (using whichever ability score has the higher modifier). If the character and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The target gets a +4 stability bonus on his or her check if he or she has more than two legs or is otherwise exceptionally stable. If the character wins, he or she trips the target. If the character loses, the target may immediately react and make a Strength check opposed by the character's Dexterity check or Strength check to try to trip the character.

Being Tripped (Prone)

A tripped character is prone (see Table: Defense Modifiers). Standing up from a prone position is a move action.

Tripping with a Weapon

Some weapons, such as the chain and the whip, can be used to make trip attacks. A character doesn't incur an attack of opportunity when doing so. If the character is tripped during his or her own trip attempt, the character can drop the weapon to avoid being tripped.

Vehicle Movement

For simply traveling from point to point, the vehicle used is largely a matter of personal style and finances. Skill checks are only required in extraordinary circumstances. These rules are primarily focused on ground vehicles-cars, trucks, and light military vehicles. The rules can be modified for boats, heavier armored vehicles, and aircraft.

Characters in Vehicles

A character in a vehicle fills one of several possible roles, which determines what the character can do.

Driver

The driver of the vehicle controls its movement. Most vehicles have only one position from where the vehicle can be driven, so the person seated there is the driver. Driving a vehicle is, at a minimum, a move action, which means that the driver may be able to do something else with his or her attack action. There can be only one driver in a vehicle at one time.

Copilot

A copilot can help the driver by taking an aid another action. The copilot must be seated in a location where he or she can see the road and advise the driver (in a car, this generally means the front passenger seat). Aiding the driver is a move action, leaving the copilot with an attack action each round to do something else. A vehicle can have only one copilot at a time. A copilot can also drive the vehicle if the driver cannot or chooses not to, provided there is a second set of controls at the copilot's seat (usually true in aircraft, but not ground vehicles).

Gunner

Some vehicles have built-in weapons. If such a weapon is controlled from a location other than the driver's position, a character can man that position and become the gunner. A vehicle can have as many gunners as it has gunner positions.

Passenger

All other personnel aboard the vehicle are considered passengers. Passengers have no specific role in the vehicle's operation, but may be able to fire weapons from the vehicle or take other actions.

Scale

These rules use two scales. If the encounter involves both vehicles and characters on foot, use Character Scale. If the scene involves only vehicles, and they're likely to move at much higher speeds than characters or creatures on foot, use Chase Scale.

Character Scale

Character scale is identical to the standard movement scale: It's carried out on a grid in which each square equals 5 feet. In character scale, most vehicles are large enough to occupy multiple squares on the map grid. How many squares a vehicle occupies is specified in the vehicle's description. In character scale, more than one ground vehicle cannot occupy the same square.

When moving a vehicle, count the squares from the vehicle's rear. When turning, pivot the vehicle on the rear square toward which it is turning. When firing weapons, count squares from the location of the weapon.

Chase Scale

In chase scale, each square of the grid represents 50 feet. In chase scale, most commonly encountered vehicles occupy only one square. (Some especially large vehicles, such as ships or jumbo jets, might occupy more than one square.) More than one vehicle can occupy the same square. Vehicles in the same square are considered to be 20 feet apart for the purposes of determining range for attacks.

Vehicle Sizes

Vehicles use the same size categories as characters and creatures, as shown on Table: Vehicle Sizes. The vehicle's size modifier applies to its initiative modifier, maneuver modifier, and Defense. (The size modifier is already included in the vehicle statistics on the Vehicle tables)

<u>Table: Vehicle Sizes</u>		
Vehicle Size	Size Modifier	Examples
Colossal	-8	Yacht, semi with trailer
Gargantuan	-4	Tank, limousine
Huge	-2	Luxury car, SUV, armored car
Large	-1	Economy car, Harley
Medium-size	+0	Racing bike, dirt bike

Facing and Firing Arcs

Unlike with characters, when dealing with vehicles, the vehicle's facing (the direction it's pointing) is important. Facing indicates the direction in which the vehicle is traveling (assuming it's not moving in reverse). It can also determine which weapons aboard the vehicle can be brought to bear on a target.

A weapon built into a vehicle can be mounted to fire in one of four directions-forward, aft (rear), right, or left-or be built into a partial or full turret. A partial turret lets a weapon fire into three adjacent fire arcs (such as forward, left, and right), while a full turret lets it fire in any direction. For vehicles with weapons, a weapon's arc of fire is given in the vehicle's description.

Getting Started

Most vehicles can be entered with a move action and started with a second move action. An exception is noted in a vehicle's description when it applies.

Initiative

There are two options for determining initiative in vehicle combat. First is individual initiative just as in normal combat, where each character rolls separately. This is probably the best method if most or all characters are aboard the same vehicle, but it can result in a lot of delayed or readied actions as passengers wait for drivers to perform maneuvers. An alternative is to roll initiative for each vehicle, using the vehicle's initiative modifier. This is particularly appropriate when characters are in separate vehicles, since it allows everyone aboard the same vehicle to act more or less simultaneously.

Moving

On his or her action, the driver moves the vehicle a number of squares that falls within the vehicle's speed category.

Unlike characters, a vehicle cannot double move, run, or otherwise extend its movement (except by changing to a higher speed category).

Every vehicle has a top speed, included in its statistics on the Vehicle tables. A vehicle cannot move more squares than its top speed. This means that some vehicles cannot move at all-out speed, or even highway speed.

Count squares for vehicles just as for characters. Vehicles can move diagonally; remember that when moving diagonally, every second square costs two squares' worth of movement. Unlike with moving characters, a vehicle's facing is important; unless it changes direction, a vehicle always moves in the direction of its facing (or in the opposite direction, if it's moving in reverse).

Vehicle Speed

Vehicle speed is expressed in five categories: stationary, alley speed, street speed, highway speed, and all-out. Each of these speed categories represents a range of possible movement (see Table: Vehicle Speeds and Modifiers). Each round, a vehicle moves according to its current speed category.

Stationary

The vehicle is motionless.

Alley Speed

This speed is used for safely maneuvering a vehicle in tight spaces, such as alleys and parking garages. It tops out at about the speed a typical person can run.

Street Speed

The vehicle is traveling at a moderate speed, up to about 35 miles per hour.

Highway Speed

The vehicle is moving at a typical highway speed, from about 35 to 80 miles per hour.

All-Out

The vehicle is traveling extremely fast, more than 80 miles per hour.

Declaring Speed

At the beginning of his or her action, a driver must declare his or her speed category for the round. The driver can choose to go one category faster or slower than the vehicle's speed category at the end of the previous round. A stationary vehicle can change to alley speed in either forward or reverse. Most vehicles cannot go faster than alley speed in reverse.

The Effects of Speed

A fast-moving vehicle is harder to hit than a stationary one-but it's also harder to control, and to attack from.

As shown on Table: Vehicle Speeds and Modifiers, when a vehicle travels at street speed or faster, it gains a bonus to Defense. However, that speed brings along with it a penalty on all skill checks and attack rolls made by characters aboard the vehicle-including Drive checks to control the vehicle and attacks made from it.

<u>Table: Vehicle Speeds and Modifiers</u>						
Speed Category	Character Scale		Chase Scale		Defense Modifier	Check/Roll Modifier
	Movement ¹	Turn Number ²	Movement ¹	Turn Number ²		
Stationary ³	0	-	0	-	+0	-
Alley speed	1-20	1	1-2	1	+0	+0
Street speed	21-50	2	3-5	1	+1	-1
Highway speed	51-150	4	6-15	2	+2	-2
All-out	151+	8	16+	2	+4	-4
1 The number of squares a vehicle can move at this speed.						
2 The number of squares a vehicle must move at this speed before making a turn.						
3 A stationary vehicle cannot move or maneuver.						

Driving a Vehicle

Driving a vehicle is a move action, taken by the vehicle's driver. During his or her move action, the driver moves the vehicle a number of squares that falls within its speed category. The driver can attempt maneuvers to change the vehicle's course or speed. These maneuvers can be attempted at any point along the vehicle's route. The driver can choose to use his or her attack action to attempt additional maneuvers.

The two kinds of vehicle movement are simple maneuvers and stunts.

Simple Maneuvers

A simple maneuver, such as a 45-degree turn, is easy to perform. Each is a free action and can be taken as many times as the driver likes while he or she moves the vehicle. However, simple maneuvers do cost movement-so a vehicle that makes a lot of simple maneuvers will not get as far as one going in a straight line. Simple maneuvers do not require the driver to make skill checks.

During a vehicle's movement, the driver can perform any one of the following maneuvers.

45-Degree Turn

Any vehicle can make a simple 45-degree turn as part of its movement. The vehicle must move forward at least a number of squares equal to its turn number (shown on Table: Vehicle Speeds and Modifiers) before it can turn. Making a 45-degree turn costs 1 square of movement.

Ram

At Character Scale, a driver does not have to perform a maneuver to ram another vehicle-he or she only needs to drive his or her vehicle into the other vehicle's square, and a collision occurs (see Collisions and Ramming).

At Chase Scale, however, more than one vehicle can occupy the same square and not collide-so ramming another vehicle requires a simple maneuver. The driver moves his or her vehicle into the other vehicle's square and states that he or she is attempting to ram. Resolve the ram as a collision, except that the driver of the target vehicle can make a Reflex save (DC 15) to reduce the damage to both vehicles by half.

Sideslip

A driver might wish to move to the side without changing the vehicle's facing, for instance, to change lanes. This simple maneuver, called a sideslip, allows a vehicle to avoid obstacles or weave in and out of traffic without changing facing. A sideslip moves a vehicle 1 square forward and 1 square to the right or left, and costs 3 squares of movement.

Stunts

Stunts are difficult and sometimes daring maneuvers that enable a driver to change his or her vehicle's speed or heading more radically than a simple maneuver allows. A stunt is a move action. It can be taken as part of a move action to control the vehicle, and a second stunt can be attempted in lieu of the driver's attack action. Stunts always require Drive checks.

Stunts are maneuvers that require a Drive check to perform successfully. Unsuccessful stunts often result in the vehicle ending up someplace other than where the driver intended. When this happens, the vehicle collides with any objects in its path. Remember that the check/roll modifier from Table: Vehicle Speeds and Modifiers affects all Drive checks made by the driver and attack rolls made by all occupants of the vehicle.

Avoid Hazard

Vehicle combat rarely occurs on a perfectly flat, featureless plain. When a vehicle tries to move through a square occupied by a hazard, the driver must succeed on a Drive check to avoid the hazard and continue moving.

Structures simply cannot be avoided. Also, if a driver cannot make a check (if he or she has used all his or her actions for the round in performing other stunts), he or she automatically fails to avoid the hazard. In such cases, a collision occurs.

The DC to avoid a hazard varies with the nature of the hazard.

On a failed check, the vehicle hits the obstacle. For caltrops, this means the caltrops make an attack against the vehicle (see Caltrops). An oil slick forces the driver to make a Drive check (DC 15) to retain control of the vehicle (see Losing Control). Failing to avoid an object results in a collision with the object (see Collisions and Ramming).

<u>Table: Avoid Hazard DCs</u>	
Hazard	DC
Caltrops	15
Oil slick	15
Object - Small (tire, light debris)	5
Object - Medium-size (crate)	10
Object - Large (pile of wreckage)	15
Structure	Cannot be avoided

Bootleg Turn

By making a bootleg turn, a driver can radically change direction without turning in a loop. However, in so doing, the vehicle comes to a stop.

Before a vehicle can make a bootleg turn, it must move in a straight line at least a number of squares equal to its turn number. To make a bootleg turn, simply change the vehicle's facing to the desired direction. The vehicle ends its movement in that location, at stationary speed.

The DC for a bootleg turn depends on the change in facing.

On a failed check, instead of facing the desired direction, the vehicle only changes facing by 45 degrees. Make a Drive check to retain control against a DC equal to the DC for the bootleg turn attempted (see Losing Control).

<u>Table: Bootleg Turn DCs</u>	
Facing Change	DC
45 degrees	5
90 degrees	10
135 degrees	15
180 degrees	20

Dash

With a dash stunt, a driver can increase the vehicle's speed by one category. (This increase is in addition to any speed change made at the beginning of the driver's action; if the driver increased speed at that time, he or she can accelerate a total of two categories in the same round.) The vehicle's total movement for the round cannot exceed the maximum number of squares for its new speed category. (The squares it has already moved before attempting the dash count against this total.)

The DC for a dash is 15. The driver can only succeed at one dash per round.

On a failed check, the vehicle does not change speed categories.

Hard Brake

With a hard brake stunt, a driver can reduce the vehicle's speed by up to two categories. (This is in addition to any speed change made at the beginning of his action; if the driver reduced speed at that time, he or she can drop a total of three categories in the same round.) The vehicle's movement for the round ends as soon as it has moved the minimum number of squares for its new speed category. (If it has already moved that far before attempting the hard brake, it ends its movement immediately.)

The DC for a hard brake is 15. The driver can only succeed at one hard break per round.

On a failed check, the vehicle does not change speed categories. Make a Drive check (DC 15) to retain control (see Losing Control).

Hard Turn

A hard turn allows a vehicle to make a turn in a short distance without losing speed.

A hard turn functions like a 45-degree turn simple maneuver, except that the vehicle only needs to move forward a number of squares equal to half its turn number (rounded down).

The DC for a hard turn is 15.

On a failed check, the vehicle continues to move forward a number of squares equal to its turn number before turning, just as with a simple 45-degree turn. Make a Drive check (DC 15) to retain control (see Losing Control).

Jump

A driver can attempt to jump his or her vehicle across a gap in his or her path.

To make a jump, the vehicle must move in a straight line a number of squares equal to its turn number. If the vehicle doesn't have enough movement left to clear the gap, it must complete the jump at the start of its next turn.

The DC for a jump depends on the width of the gap, modified by the vehicle's speed category.

On a failed check, the vehicle fails to clear the gap, and instead falls into it (or collides with the far side). Determine damage as for a collision (see Collisions and Ramming).

A shallow gap (1 to 3 feet deep) is equivalent to a Medium-size object; the vehicle may be able to avoid taking collision damage from the failed jump by treating the far side as a hazard and then continue moving (see Avoid Hazard, above).

A moderately deep gap (4 to 10 feet deep) is equivalent to a Huge object. The vehicle can only drive out of the gap if the walls are not too steep.

A deeper gap (11 feet or deeper) is equivalent to a Colossal object. The vehicle can only drive out of the gap if the walls are not too steep.

If the gap is filled with water, the vehicle takes only half damage from the collision with the ground. However, if the water is too deep or the bottom is too soft (GM's discretion), the vehicle might not be able to move.

Table: Jump Gap DCs

Gap Width	DC
1-3 ft. (ditch)	15
4-8 ft. (culvert)	20
8-15 ft. (creek, small ravine)	25
16-25 ft. (narrow road, small pond)	35
26-40 ft. (wide road, small river)	45

Table: Jump Gap Speed Modifiers

Vehicle Speed Category	DC Modifier
Alley speed	+10
Street speed	+5
Highway speed	+0
All-out	-5

Sideswipe

During a vehicle's movement, a driver can attempt to sideswipe a vehicle or other target, either to deal damage without fully ramming it or to cause another driver to lose control of his or her vehicle.

At Character Scale, a vehicle must be side by side with its target (that is, occupying the square or squares directly to its side) and moving in the same direction. Attempting a sideswipe costs 1 square of movement.

At Chase Scale, the vehicle must be in the same square as its target and moving in the same direction. There is no movement cost.

If the stunt is successful, the sideswiping vehicle and the target both take damage as if they had collided (see Collisions and Ramming), except that the collision multiplier is 1/4, and the target (or driver of the target vehicle) can make a Reflex save (DC 15) to reduce the damage to both by half. If the target is another vehicle the driver must succeed at a Drive check (DC 15) at the beginning of his or her next action or lose control of the vehicle.

The DC for a sideswipe is 15. It's modified by the relative size and speed of the target.

On a failed check, both vehicles take damage as though the sideswipe attempt was a success. However, the other driver does not need to make a check to retain control.

<u>Table: Sideswipe Modifiers</u>	
Target Condition	DC Modifier
Each size category larger	-5
Each size category smaller	+5
Each speed category of difference	-2

Driver Options

Here is what a vehicle driver can do in a single round:

Choose the Vehicle's Speed

The driver may increase or decrease his or her vehicle's speed category by one (or keep it the same).

Optional Attack Action Before Movement

If the driver wants, he or she can use his or her attack action before moving the vehicle. If the driver does so, however, he or she will be limited to a single stunt during movement.

Movement

Move the vehicle any number of squares within the vehicle's speed category. Along the way, perform any number of simple maneuvers (limited only by their movement cost). The driver may also attempt a single stunt as part of the movement (or two, if the driver didn't take his or her attack action before moving).

Optional Attack Action After Movement

If the driver did not take an attack action before moving, and performed one or fewer stunts, the driver has an attack action left.

Hide and Seek

When being pursued, a driver can attempt a Hide check to lose the pursuer in heavy traffic, or a Bluff check to misdirect the pursuer before turning onto an off-ramp or a side street.

To make a Hide check, use the normal rules for hiding (see the Hide skill description). The normal size modifiers apply, but because the driver is hiding among other vehicles, most of which are size Large or Huge, he or she gains a +8 bonus on the check. This use of the Hide skill can only be attempted in fairly heavy traffic; in lighter traffic, the GM might not allow it or might apply a penalty to the check.

A driver can use Bluff to make a pursuer think he or she is going a different direction from what the driver intends. Just before making a turn onto an off-ramp or side street, make a Bluff check opposed by the pursuer's Sense Motive check. If the driver is successful, the pursuer takes a -5 penalty on any Drive check needed to make the turn to follow the driver. If the other driver can make the turn using only simple maneuvers and does not have to make a Drive check, the Bluff attempt has no effect.

Collisions and Ramming

A collision occurs when a vehicle strikes another vehicle or a solid object. Generally, when a vehicle collides with a creature or other moving vehicle, the target can attempt a Reflex save (DC 15) to reduce the damage by half.

Resolving Collisions

The base damage dealt by a vehicle collision depends on the speed and size of the objects involved. Use the highest speed and the smallest size of the two colliding objects and refer to Table: Collision Damage.

After finding the base damage, determine the collision's damage multiplier based on how the colliding vehicle struck the other vehicle or object. (For vehicles moving in reverse, consider the back end to be the vehicle's "front" for determining the collision multiplier.) Consult Table: Collision Direction for a multiplier.

Once the damage has been determined, apply it to both vehicles (or objects or creatures) involved in the collision. Both vehicles reduce their speed by two speed categories. If the colliding vehicle moved the minimum number of squares for its new speed category before the collision, it ends its movement immediately. If not, it pushes the other vehicle or object aside, if possible, and continues until it has moved the minimum number of squares for its new speed category.

The driver of the vehicle that caused the collision must immediately make a Drive check (DC 15) or lose control of the vehicle (see Losing Control, below). The driver of the other vehicle must succeed on a Drive check (DC 15) at the beginning of his or her next action or lose control of his or her vehicle.

<u>Table: Collision Damage Dice Types</u>	
Highest Speed	Damage Die Type
Alley speed	d2
Street speed	d4
Highway speed	d8
All-out	d12

<u>Table: Collision Damage Dice Quantities</u>	
Smallest Object or Creature Size	Number of Dice
Colossal	20
Gargantuan	16
Huge	12
Large	8
Medium-size	4
Small	2
Tiny	1
Smaller than Tiny	0

<u>Table: Collision Direction</u>	
Colliding Vehicle's Target	Multiplier
A stationary object	x 1
A moving vehicle, striking head-on or 45 degrees from head-on	x 2
A moving vehicle, striking perpendicular	x 1
A moving vehicle, striking from the rear or 45 degrees from the rear	x 1/2
A vehicle being sideswiped (see Sideswipe)	x 1/4

Damage to Vehicle Occupants

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle. Each of the occupants may make a Reflex save (DC 15) to take half damage.

<u>Table: Damage to Vehicle Occupants</u>	
Cover	Damage
None	Same as damage taken by vehicle
One-quarter	One-half damage taken by vehicle
One-half	One-quarter damage taken by vehicle
Three-quarters or more	None

Losing Control

A collision or a failed stunt can cause a driver to lose control of his vehicle. In these cases, the driver must make a Drive check to retain control of the vehicle. If this check is successful, the driver maintains control of the vehicle. If it fails, the vehicle goes into a spin. If it fails by 10 or more, the vehicle rolls. Remember that the check/roll modifier from Table: Vehicle Speeds and Modifiers applies to all Drive checks.

An out-of-control vehicle may strike an object or other vehicle. When that happens, a collision occurs (see Collisions and Ramming, above).

Spin

The vehicle skids, spinning wildly.

At Character Scale, the vehicle moves in its current direction a number of squares equal to the turn number for its speed, then ends its movement. Once it stops, roll 1d8 to determine its new facing: 1, no change; 2, right 45 degrees; 3, right 90 degrees; 4, right 135 degrees; 5, 180 degrees; 6, left 135 degrees; 7, left 90 degrees; 8, left 45 degrees. Reorient the vehicle accordingly.

At Chase Scale, the vehicle moves 1 square and ends its movement. Roll to determine its new facing as indicated above.

Roll

The vehicle tumbles, taking damage.

At Character Scale, the vehicle rolls in a straight line in its current direction for a number of squares equal to the turn number for its speed, then ends its movement. At the end of the vehicle's roll, reorient the vehicle perpendicular to its original direction of travel (determine left or right randomly).

At Chase Scale, the vehicle rolls one square before stopping and reorienting.

At either scale, a vehicle takes damage equal to $2d6 \times$ the Character Scale turn number for its speed (use the turn number from Character Scale even at Chase Scale). The vehicle's occupants take damage equal to $2d4 \times$ the Character Scale turn number for its speed (Reflex save, DC 15, for half damage).

Fighting from Vehicles

The following rules provide a further framework for combat involving vehicles.

Vehicle Combat Actions

Actions during vehicle combat are handled the same way as actions during personal combat. In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed normally, in conjunction with another action.

Free Actions

Communicating orders is a free action. Characters can perform as many free actions as the GM permits in a single round.

Move Actions

Changing position within a vehicle is usually a move action, especially if the character has to trade places with another character. If the character's movement is short and unobstructed, the character can do it as the equivalent of a 5-foot step. Otherwise, it requires a move action.

Attack Actions

Anyone aboard a vehicle can make an attack with a personal weapon, and drivers and gunners can make attacks with any vehicle-mounted weapons controlled from their positions.

Firing a vehicle's weapon requires an attack action and uses the driver's or gunner's ranged attack modifier.

A driver with 5 or more ranks in the Drive skill gains a +2 synergy bonus when firing vehicle-mounted weapons while driving.

Some military vehicles are equipped with fire-control computers. These systems grant equipment bonuses on attack rolls with the vehicle-mounted weapons to which they apply.

Driving Defensively

Just as in melee combat, one can fight defensively while driving a vehicle, which grants a +2 dodge bonus to the vehicle's Defense and applies a -4 penalty on attack rolls made by occupants of the vehicle.

Total Defense

A driver can choose the Total Defense action which grants a +4 dodge bonus to Defense but does not allow the driver to attack (gunners or passengers take a -8 penalty on attack rolls). These modifiers last until the driver's next round of actions.

Full-Round Actions

Since the driver must use a move action to control the vehicle, he or she can't take a full-round action unless he or she starts it in one round and completes it on his or her next turn (see Start/Complete Full-Round Action).

Gunners or passengers, however, can take full attack actions, since they don't have to use a move action (except, perhaps, to change positions in the vehicle). In general, taking a full attack action is useful only if a character has a base attack bonus high enough to get multiple attacks. A passenger can make multiple attacks with his or her own weapon. A gunner can make multiple attacks with one or more weapons controlled from his or her position.

Crew Quality

Rather than force the GM to create, or remember, statistics for everyone aboard a vehicle, vehicle statistics include a general "crew quality" descriptor. This indicates a typical crew's aptitude with the vehicle's systems.

Table: Vehicle Crew Quality shows the five levels of crew quality for GM-controlled vehicle crews, along with the appropriate check modifier. Use the check modifier for all skill checks related to the operation of the vehicle (including Drive and Repair checks). Use the attack bonus for all attack rolls performed by the crew. For quick reference, Table: Crewed Vehicles shows the typical crew quality, and the crew's total initiative and maneuver modifiers, for the vehicles covered in this book.

This by no means restricts the GM from creating unique vehicles where the crew's statistics are included, or from using GM characters' abilities when they drive or attack from vehicles. It's merely a shortcut to save time if the GM doesn't have particular characters behind the wheel.

<u>Table: Vehicle Crew Quality</u>		
Crew Quality	Check Modifier	Attack Bonus
Untrained	-4	-2
Normal	+2	+0
Skilled	+4	+2
Expert	+8	+4
Ace	+12	+8/+3

<u>Table: Crewed Vehicles</u>			
Civilian Aircraft			
Name	Crew	Initiative	Maneuver
Bell Jet Ranger	2 (Skilled +4)	+0	+0
Bell Model 212	2 (Skilled +4)	+0	+0
Cessna 172 Skyhawk	1 (Normal +2)	-2	-2
Learjet Model 45	2 (Skilled +4)	+0	+0
Civilian Cars			
Name	Crew	Initiative	Maneuver
Acura 3.2 TL	1 (Normal +2)	+0	+1
Aston-Martin Vanquish	1 (Normal +2)	+0	+2
BMW M3	1 (Normal +2)	+0	+3
Chevrolet Cavalier	1 (Normal +2)	+1	+1
Chevrolet Corvette	1 (Normal +2)	+0	+2
Dodge Neon	1 (Normal +2)	+1	+1
Ford Crown Victoria	1 (Normal +2)	+0	+1
Jaguar XJS	1 (Normal +2)	+0	+1
Lamborghini Diablo	1 (Normal +2)	+0	+3
Mercedes E55 AMG	1 (Normal +2)	+0	+2
Volkswagen Jetta	1 (Normal +2)	+0	+2
Civilian Motorcycles			
Name	Crew	Initiative	Maneuver
Ducati 998R	1 (Normal +2)	+2	+5
Harley Davidson FLSTF	1 (Normal +2)	+1	+3
Yamaha YZ250F	1 (Normal +2)	+2	+4
Civilian Trucks			

Table: Crewed Vehicles			
Name	Crew	Initiative	Maneuver
AM General Hummer	1 (Normal +2)	+0	+0
Chevrolet Suburban	1 (Normal +2)	+0	+0
Dodge Caravan	1 (Normal +2)	+0	+0
Ford Escape XLT	1 (Normal +2)	+0	+0
Ford F-150 XL	1 (Normal +2)	+0	+0
Toyota Tacoma Xtracab	1 (Normal +2)	+0	+0
Civilian Water Vehicles			
Name	Crew	Initiative	Maneuver
Bayliner 1802 Capri	1 (Normal +2)	+0	+0
Fairline Targa 30	1 (Normal +2)	-2	-2
Sea-Doo XP	1 (Normal +2)	+1	+3
Other Vehicles			
Name	Crew	Initiative	Maneuver
Armored truck	2 (Skilled +4)	+2	+2
Honda TRX400FW	1 (Normal +2)	+1	+3
Limousine	1 (Skilled +4)	+0	+0
Moving truck	1 (Normal +2)	-2	-2
NABI Model 40LFW	1 (Skilled +4)	+0	+0
Military Vehicles			
Name	Crew	Initiative	Maneuver
BMP-2	3 (Skilled +4)	+2	+2
M1A2 Abrams	4 (Skilled +4)	+0	+0
M2A2 Bradley	3 (Skilled +4)	+0	+0
M113A1 Gavin	2 (Skilled +4)	+2	+2
UH-60 Black Hawk	2 (Skilled +4)	+0	+0

Targeting Occupants

An attack made against a vehicle uses the vehicle's Defense, modified by its speed category. Attackers can choose instead to target specific vehicle occupants.

An attack against a vehicle occupant is made like any other attack. Remember, however, that a character in a vehicle gains bonuses to Defense from both the vehicle's speed and any cover it provides.

Cover

When a character fires from a vehicle, objects or other vehicles in the way can provide cover for the target.

Damaging Vehicles

All vehicles have hit points, which are roughly equivalent to a character's hit points. Like most inanimate objects, vehicles also have hardness. Whenever a vehicle takes damage, subtract the vehicle's hardness from the damage dealt.

When a vehicle is reduced to 0 hit points, it is disabled. Although it might be repairable, it ceases functioning. A vehicle that is disabled while moving drops one speed category each round until it comes to a stop. The driver cannot attempt any maneuvers except a 45-degree turn.

Unlike characters, vehicles don't "die" when they reach -10 hit points. Instead, a vehicle is destroyed when it loses hit points equal to twice its full normal total. A destroyed vehicle cannot be repaired.

Energy Attacks

Vehicles are treated as objects when subjected to energy attacks.

Exploding Vehicles

If the attack that disables a vehicle deals damage equal to half its full normal hit points or more, the vehicle explodes after 1d6 rounds. This explosion deals 10d6 points of fire damage to everyone within the vehicle (Reflex save, DC 20, for half damage), and half that much to everyone and everything within 30 feet of the explosion (Reflex save, DC 15, for half damage).

Repairing Damage

Repairing damage to a vehicle takes a full hour of work, a mechanical tool kit, and a garage or some other suitable facility. (Without the tool kit, a character takes a -4 penalty on his or her Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all of the vehicle's hit points.

ENVIRONMENT & HAZARDS

Acid

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

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

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

<u>Table: Acid Damage</u>		
Acid Strength	Splash Attack*	Total Immersion*
Mild	1d6	1d10
Potent	2d6	2d10
Concentrated	3d6	3d10
*Damage per round of exposure.		

Darkness and Light

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

<u>Table: Light Sources</u>		
Item	Light	Duration
Candle	5 feet	12 hours
Torch	20 feet	2 hours
Halogen lantern	40 feet	24 hours
Flashlight	20 feet*	6 hours
*Creates a beam 30 feet long and 5 feet high.		

Disease

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

Type

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

Incubation Period

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

Initial Damage

The damage the victim takes after the incubation period.

Secondary Damage

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

<u>Table: Diseases</u>				
Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Anthrax	Inhaled/Injury DC 16	1d2 days	1 Con	1d4 Con*
Hantavirus	Injury DC 14	1 day	1d2 Str	1d2 Str* and 1d2 Con*
Necrotizing faciitis	Contact DC 13	1d6 days	1 Con	1d3 Con*
Pneumonia	Inhaled DC 12	1d4 days	1 Str	1d3 Str and 1d3 Con
Salmonellosis	Ingested DC 13	1 day	1 Str and 1 Dex	1 Str and 1d3 Dex
Small pox	Inhaled/Contact DC 15	2d4 days	1 Str and 1 Con	1d2 Str and 1d2 Con
West Nile virus	Injury DC 12	1d4 days	1 Dex and 1 Con	1d2 Dex and 1d2 Con*
* If damage is sustained, make a second saving throw to avoid 1 point being permanently drained (instead of damaged).				

Electricity

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

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

Falling

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

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

Falling Objects

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

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

A successful Reflex save indicates that the target takes half damage. The size of the falling object determines the save DC.

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

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

Heat and Cold

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

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

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

Catching on Fire

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

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

Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes a poisonous substance, inhales a poisonous gas, or is otherwise poisoned, the character must make a Fortitude saving throw. If the character fails, he or she takes the poison's initial damage (usually ability damage). Even if the character succeeds, he or she typically faces secondary damage 1 minute later. This secondary damage also requires a Fortitude saving throw to avoid.

Poisons are detailed in the Craft(chemical) skill description.

Poisonous liquids are usually administered through injection or by application to a weapon. Poisonous gases must be inhaled to be effective. Poisonous solids are usually ingested with food or drink.

Perils of Using Poison

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

Poison Immunity

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

Starvation and Thirst

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

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

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

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

Suffocation and Drowning

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

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

Smoke

Characters breathing heavy smoke or similar toxic gases must make a Constitution check (DC 10, +1 for each previous check) each round or spend that round choking and coughing. Characters who choke for 2 consecutive rounds take 1d6 points of damage.

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

Strangulation

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

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

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

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

CONDITIONS, DEATH/HEALING, AND SPECIAL ABILITIES

Conditions

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

Ability Damaged

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

Ability Drained

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

Blinded

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

Cowering

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

Dazed

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

Dead

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

Deafened

The hero can't hear and takes a -4 penalty on initiative checks. The character can't make Listen checks. Heroes who are deafened long-term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (at the GM's discretion).

Disabled

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

Dying

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

Entangled

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

Exhausted

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

Fatigued

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

Flat-Footed

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

Grappled

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

Helpless

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

Nauseated

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

Panicked

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

Paralyzed

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

Pinned

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

Prone

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

Shaken

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

Stable

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

Stunned

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

Unconscious

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

Death, Dying, and Healing

Injury and Death

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

Disabled (0 Hit Points)

When a character's current hit points drop to exactly 0, the character is disabled. The character is not unconscious, but he or she is close to it. The character can only take a single move or attack action each turn (but not both, nor can the character take full-round actions). The character can take non-strenuous move actions without further injuring his or herself, but if the character attacks or perform any other action the GM deems as strenuous, the character takes 1 point of damage after completing the act. Unless the activity increased the character's hit points, the character is now at -1 hit points, and is dying.

Healing that raises the character above 0 hit points makes him or her fully functional again, just as if the character had never been reduced to 0 or lower.

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

Dying (-1 to -9 Hit Points)

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

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

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

Dead (-10 hit points or lower)

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

Stable Characters and Recovery

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

Massive Damage

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

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

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

Nonlethal Damage

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

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

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

Recovering

Without Help

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

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

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

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

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

With Help

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

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

Healing

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

Natural Healing

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

A character undergoing complete bed rest (doing nothing for an entire day) recovers 2 hit points per character level.

Healing Ability Damage

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

Temporary Hit Points

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

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

Increases in Constitution Score and Current Hit Points

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

Special Abilities

Ability Score Reduction

Type

Supernatural

Description

Some attacks reduce an opponent's score in one or more abilities. This loss can be permanent or temporary.

Permanent Ability Drain

This effect permanently reduces a living opponent's ability score when the creature hits with a melee attack. The creature's descriptive text gives the ability and the amount drained. If an attack that causes permanent ability drain scores a critical hit, it drains twice the given amount (if the damage is expressed as a die range, roll two dice). A draining creature heals 5 points of damage (10 on a critical hit) whenever it drains an ability score no matter how many points it drains. If the amount of healing is more than the damage the creature has taken, it gains any excess as temporary hit points.

Some ability drain attacks allow a Fortitude save with a DC of $10 + \frac{1}{2}$ draining creature's HD + draining creature's Charisma modifier (the exact DC is given in the creature's descriptive text). If no saving throw is mentioned, none is allowed.

Temporary Ability Damage

This attack damages an opponent's ability score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the given amount (if the damage is expressed as a die range, roll two dice). Temporary ability damage returns at the rate of 1 point per day.

Blindsight

Type

Extraordinary

Description

Using non-visual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the creature maneuvers and fights as well as a sighted creature. Invisibility and darkness are irrelevant. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability.

Breath Weapon

Type

Supernatural

Description

A breath weapon attack usually causes damage and is often based on some type of energy. It allows a Reflex save for half damage with a DC equal to $10 + \frac{1}{2}$ breathing creature's HD + breathing creature's Constitution modifier (the exact DC is given in the creature's Species Traits). A creature is immune to its own breath weapon and those of others of its kind unless noted otherwise.

Constrict

Type

Extraordinary

Description

The creature crushes the opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the Improved Grab ability (see below), it deals constriction damage in addition to damage dealt by the weapon used to grab.

Damage Reduction

Type

Supernatural

Description

The creature ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A magic weapon or a creature with its own damage reduction can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored and the type of weapon that negates the ability.

Any weapon more powerful than the type listed in the note also negates the ability. A weapon with an enhancement bonus due to magic is considered more powerful than any weapon that does not have such a bonus.

For purposes of harming other creatures with damage reduction, a creature's natural weapons count as the type that ignores its own innate damage reduction. However, damage reduction from spells does not confer this ability. The amount of damage reduction is irrelevant.

Darkvision

Type

Extraordinary

Description

The creature can see in total darkness, out to the specified range (usually 60 feet). Darkvision is black-and-white only, but is otherwise like normal light.

Energy Drain

Type

Supernatural

Description

This attack saps a living opponent's vital energy. With each successful melee attack, the creature bestows one or more negative levels. If an attack that includes an energy drain scores a critical hit, it drains double the given amount. For each negative level inflicted on an opponent, the draining creature heals 5 points of damage. If the amount of healing is more than the damage the creature has taken, it gains any excess as temporary hit points that remain for a maximum of 1 hour.

For each negative level, the opponent takes a -1 penalty on all skill checks and ability checks, attack rolls, and saving throws, and loses one effective level or Hit Die (whenever level is used in a die roll or calculation). A character with spellcasting ability loses the ability to cast one spell of the highest level he or she can cast (player's choice); this loss persists until the negative level is removed.

Negative levels remain until 24 hours have passed or until removed with a spell. If a negative level is not removed before 24 hours have passed, the afflicted opponent must attempt a Fortitude save with a DC of $10 + \frac{1}{2}$ draining creature's HD + draining creature's Charisma modifier (the exact DC is given in the creature's Species Traits). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level goes away, but the creature's level is reduced by one. A separate saving throw is required for each negative level. A creature that loses all of its levels or Hit Dice dies and, depending on the source of the energy drain, might rise as an undead creature of some kind.

Fast Healing

Type

Extraordinary

Description

The creature regains hit points at an exceptionally fast rate, usually 1 or more hit points per round. Fast Healing stops working when a creature is reduced to -10 hp or fewer. Except as noted here, Fast Healing works just like natural healing.

Fast Healing doesn't provide any benefit against attack forms that don't deal hit point damage. Fast Healing also doesn't restore hit points lost to starvation, thirst, or suffocation, and it doesn't allow a creature to regrow or reattach severed body parts.

Fear Aura

Type

Supernatural

Description

A Fear Aura either operates continuously or can be used at will. In either case, it's a free action. This ability can freeze an opponent or cause opponents to become panicked. Other effects are possible. Negating the fear effect requires a successful Will save with a DC equal to $10 + \frac{1}{2}$ fearsome creature's HD + fearsome creature's Charisma modifier (the exact DC is given in the creature's descriptive text).

Gaze

Type

Supernatural

Description

A gaze attack takes effect when opponents look at the creature's eyes. The attack can have almost any sort of effect: petrification, death, charm, and so on. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save. The DC is equal to 10 + 1/2 gazing creature's HD + gazing creature's Charisma modifier (the exact DC is given in the creature's Species Traits). A successful saving throw negates the effect.

Each opponent within range of the gaze attack must attempt a saving throw each round at the beginning of his or her turn. Opponents can avoid the saving throw by averting their eyes or by using a barrier to sight.

Averting One's Eyes

The opponent avoids looking at the creature's face and instead looks at its body, watching its shadow, tracking it in a reflective surface, or the like. Each round, the opponent has a 50% chance to not need to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains one-half concealment against that opponent.

Barrier to Sight

An opponent that cannot see the creature at all cannot be affected by its gaze attack. This can be accomplished by turning one's back on the creature, shutting one's eyes, or wearing a blindfold or head covering that prevents sight. The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid the gaze as described above. Thus, a target may need to save against a creature's gaze twice during the same round: once before the target's action and once during the creature's turn.

A creature is immune to its own gaze attack unless otherwise noted.

Improved Grab

Type

Extraordinary

Description

If the creature hits with a melee weapon it deals normal damage and attempts to start a grapple as a free action, doing so without provoking attacks of opportunity. No initial touch attack is required. Unless otherwise stated, Improved Grab works only against opponents at least one size category smaller than the creature. A Small or smaller creature using Improved Grab does not apply its grapple modifier to its grapple check.

The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the Improved Grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on grapple checks but is not considered grappled itself; the creature does not lose its Dexterity bonus to Defense, still threatens an area, and can use its remaining attacks against other opponents.

A successful hold does not deal additional damage unless the creature also has the Constrict ability (see above). If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage given for the attack that established the hold.

When a creature gets a hold after an Improved Grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. The creature is not considered grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move, provided it can drag the opponent's weight.

Low-Light Vision

Type

Extraordinary

Description

A creature with low-light vision can see twice as far as normal in poor lighting conditions. The creature can still distinguish colors, even in dim lighting.

Poison

Type

Extraordinary

Description

Poison attacks deal initial damage, such as temporary ability damage (see above) or some other effect, to the opponent on a failed Fortitude save. Unless otherwise noted, another saving throw is required 1 minute later (regardless of the first save's result) to avoid secondary damage.

The Fortitude save against poison has a DC equal to $10 + \frac{1}{2}$ poisoning creature's HD + poisoning creature's Constitution modifier (the exact DC is given in the creature's Species Traits). A successful save negates the damage.

Power Resistance

Type

Extraordinary

Description

A creature with power resistance can avoid the effects of psionic powers that directly affect it. To determine whether a power or spell-like ability works, the psionic power manifester must make a level check ($1d20 + \text{manifester's level}$). If the result equals or exceeds the creature's power resistance, the power works normally, although the creature is still allowed a saving throw.

Psionics

Type

Spell-like

Description

Psionics refers to abilities the creature generates with the power of its mind. Most psionic abilities can be used at will and have no use limit.

Regeneration

Type

Extraordinary

Description

This ability makes the creature impervious to most types of damage. Any damage dealt to the creature that falls below its massive damage threshold doesn't reduce its hit points, unless that damage is of a type it is specifically vulnerable to, as mentioned in the creature's description. Massive damage that doesn't match the creature's vulnerability reduces its hit points, but such damage automatically heals at a fixed rate, as detailed in the creature's description. When the creature takes massive damage from an attack type it isn't vulnerable to, a failed save renders it dazed for 1 round (instead of reducing it to -1 hit points).

Damage the creature is vulnerable to deals damage with every successful attack. Such damage can't be regenerated, and massive damage from such an attack follows the normal massive damage rules.

Regeneration doesn't provide any benefit against attack forms that don't deal hit point damage. Regeneration also doesn't restore hit points lost to starvation, thirst, or suffocation.

Regenerating creatures can regrow and reattach severed body parts. Severed parts that aren't reattached wither and die normally. Regeneration continues to work no matter how low the creature's hit points drop, restoring lost hit points from any damage other than from attack forms the creature is specially vulnerable to.

Resistance to Energy

Type

Extraordinary

Description

The creature ignores some damage of the given energy type (acid, cold, electricity, fire, or sonic/concussion) each time the creature is subjected to such damage. The entry indicates the amount and type of damage ignored.

Scent

Type

Extraordinary

Description

This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the Scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents can be detected at twice the ranges noted above. Overpowering scents can be detected at triple normal range.

When a creature detects a scent, the exact location is not revealed-only its presence somewhere within range. The creature can take a move or attack action to note the direction of the scent. If it moves within 5 feet of the source, the creature can pinpoint that source.

A creature with the Scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on the strength of the quarry's odor, the number of creatures being tracked, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Spell Resistance

Type

Extraordinary

Description

A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine whether a spell or spell-like ability works, the spellcaster must make a level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

Spells

Type

Spell-like

Description

Some creatures can cast arcane spells or divine spells (and can activate magic items accordingly). These creatures are subject to the same spellcasting rules as characters.

Spellcasting creatures are not members of an advanced class unless their entries say so, and they do not gain any class features. A creature with access to divine spells must prepare them in the normal manner.

Swallow Whole

Type

Extraordinary

Description

If the creature begins its turn with an opponent held in its mouth (see Improved Grab, above), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its opponent and deals bite damage. Unless noted otherwise, the opponent can be up to one size category smaller than the swallowing creature.

Being swallowed has various consequences depending on the creature, but a swallowed opponent is considered grappled, while the creature is not. A swallowed opponent can try to cut its way free with any light piercing or slashing weapon (the amount of cutting damage required to get free is noted in the creature's descriptive text), or it can just try to escape the grapple. If the swallowed opponent chooses the latter course, success puts it back in the creature's mouth, where it may be bitten or swallowed again.

Trample

Type

Extraordinary

Description

As an attack action during its turn each round, the creature can run over an opponent at least one size category smaller than itself, entering the opponent's fighting space to do so. The trample deals bludgeoning damage, and the creature's descriptive text lists the amount.

Trampled opponents can attempt attacks of opportunity, but these incur a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves for half damage. The save DC equals 10 + 1/2 trampling creature's HD + trampling creature's Strength modifier (the exact DC is given in the creature's descriptive text).

Turn Resistance

Type

Extraordinary

Description

The creature (usually undead) resists attempts by divine spellcasters to turn it (see Turn or Rebuke Undead). When resolving a turn or rebuke attempt, add the given bonus to the creature's Hit Dice total.

ORDINARIES

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

Statistics

An ordinary character has:

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

Starting Ability Scores

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

Hit Points

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

Action Points

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

Class Features

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

Advanced Classes

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

Children

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

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

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

Challenge Ratings

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

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

Heroic GM Characters

Heroic allies and antagonists are built the same way as heroic player characters.

Challenge Rating

A heroic supporting character has a Challenge Rating equal to his or her character level.

Hit Points

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

Action Points

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

Class Features

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

Access to Advanced Classes

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

URBAN ARCANA - FEATS

New For Advanced Classes

The appropriate advanced classes may consider the following as potential bonus feats:

Acolyte

- Empower Turning
- Extra Turning
- Greater Spell Focus
- Greater Spell Penetration
- Improved Turning
- Spell Focus
- Spell Penetration
- Any of the metamagic feats

Battle Mind and Telepath

- Any metapsionic feat

Mage

- Greater Spell Focus
- Greater Spell Penetration
- Spell Focus
- Spell Penetration
- Any of the metamagic feats

Shadow Slayer

- Supernatural Strike

Initial Feats

Some feats are listed as “Initial” and may be taken only when the character begins play. They represent background and heritage, and as such cannot be gained after play begins.

Metamagic Feats

As a spellcaster’s knowledge of magic grows, he or she can learn to cast spells in ways slightly different from how the spells were originally designed or learned. For example, a spellcaster can learn to cast a spell without certain components, cast a spell for greater effect, or even cast a spell with nothing but a moment’s thought. Altering the casting and effect of a spell is accomplished using metamagic feats.

Spells improved with metamagic feats use up higher-level spell slots, as noted in Table: Metamagic Spell Level Adjustments.

Metamagic feats cannot be used for all spells. See the specific feat descriptions for the spells that a particular feat can’t modify.

<u>Table: Metamagic Spell Level Adjustments</u>	
Metamagic Feat	Level Adjustment
Empower Spell	+2
Enlarge Spell	+1
Eschew Materials	None
Extend Spell	+1
Heighten Spell	Special (see text)
Nonlethal Spell	+1
Reach Spell	+2
Sacred Spell	+2
Shadowbane Spell	+1
Silent Spell	+1
Still Spell	+1

Preparing and Casting Metamagic Spells

Some advanced classes must prepare their spells in advance. During preparation, members of these classes decide which spells to prepare with metamagic feats, remembering that any spell improved by a metamagic feat takes up a higher-level spell slot than normal.

Mystics cast spells at will from a limited list, as opposed to preparing them in advance. They can decide when they cast their spells whether to use metamagic feats to improve them.

As with other spellcasters, the improved spell uses up a higher-level spell slot. Because the Mystic has not prepared the spell in a metamagic form in advance, he must do so on the spot. The Mystic, therefore, must take more time to cast a metamagic spell (one improved by a metamagic feat) than a regular spell. If its normal casting time is an attack action, casting a metamagic spell is a full-round action for the Mystic. For spells with a longer casting time, it takes an extra full-round action to cast the spell.

Acolytes spontaneously casting cure or inflict spells can cast metamagic versions of them. Casting an attack action metamagic spell spontaneously is a full-round action, and spells with longer casting times take an extra full-round action to cast.

An incantation cannot be the subject of a metamagic feat.

Effects of Metamagic Feats

In all ways, a metamagic spell operates at its original spell level even though it is prepared and cast as a higher-level spell. Saving throw modifications are not changed (unless stated otherwise in the feat description). The modifications made by these feats only apply to spells cast directly by the feat user. A spellcaster can't use a metamagic feat to alter a spell cast from a wand, scroll, or other device.

Maximize Spell and Quicken Spell Abilities

Some advanced classes have special class abilities that work like metamagic feats. For example, the Maximize Spell ability of the Mage and the Quicken Spell ability of the Techno Mage function as metamagic feats with regard to how they interact with other metamagic feats.

Metamagic Magic Items

A character with the Brew Potion, Scribe Scroll, or Craft Wand class ability can store a metamagic spell in a potion, scroll, or wand, respectively. Level limits for potions and wands apply to the spell's higher metamagic level. A character doesn't need the metamagic feat to activate an item storing a metamagic spell.

Multiple Metamagic Feats on a Spell

A spellcaster can use multiple metamagic feats on a single spell. Changes to its level are cumulative.

Counterspelling Metamagic Spells

A spell enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell.

Psionic Feats

Some spell-related feats are equally applicable to psionics. The following psionic feats function as the named spell-related feats. Treat references to spells as powers within these descriptions, and references to caster level as manifester level.

<u>Table: Psionic Feat Equivalents</u>	
Feat	Equivalent
Power Penetration	Spell Penetration
Power Focus	Spell Focus
Great Power Penetration	Greater Spell Penetration
Greater Power Focus	Greater Spell Focus

Feats that require the choice of a school of spells would for its psionic equivalent require choosing an attribute (ability score), to the same overall effect. In addition, metapsionic feats function in much the same way as metamagic feats. However, they require the additional expenditure of power points (as opposed to increased spell levels) and as a result are presented here.

Metapsionic Feats

Metapsionic feats are to psionics as metamagic feats are to spells. Metapsionic feats allow a psionic character to enhance the manifestation of a regular power. Using a metapsionic feat doesn't take any longer but does increase the total power point cost to manifest the power.

A psionic character can use multiple metapsionic feats on a power, and the extra power point cost is cumulative, but a power altered by metapsionic feats can never cost more power points than the manifester's level minus one (minimum 1).

With the proper item creation feat, you can store a power enhanced by a metapsionic feat in an item, such as a psionic tattoo.

Feat Descriptions

New feats are described below.

Arcane Skills

You have access to arcane skills.

Benefit

The character gains the following class skills, as described under the Mage advanced class: Concentration, Craft (chemical), and Spellcraft. Further, the character gains Use Magic Device as a class skill, as described under the Occultist advanced class. This feat does not in and of itself grant spellcasting ability.

Normal

Arcane skills are special class skills available to the Acolyte, Occultist, Mage, Mystic, and Techno Mage advanced classes. Other classes may not buy ranks in these skills without this feat.

Delay Power [Metapsionic]

You can manifest powers that trigger a set duration after manifestation.

Benefit

A delayed power doesn't activate until 1 to 5 rounds after you finish manifesting it. You determine the delay when manifesting the power, and it cannot be changed once set. The power activates just before your turn on the round you designate. Only area, personal, and touch powers may be affected by this feat. Any decisions you would make about the power (including attack rolls, designating targets, or determining or shaping an area) are decided when the power is manifested, while any effects resolved by those affected by the power (including saving throws) are decided when the power triggers. A delayed power may be negated normally during the delay, and can be detected normally in the area or on the target with powers that can detect psionic effects. A delayed power costs a number of power points equal to its standard cost +6.

Divine Heritage [Initial]

You have divine spellcasting abilities in your background, such as a saint in your family tree, or you have had a divine experience, revelation, or epiphany which has left you with modest divine abilities.

Prerequisite

Wisdom 10.

Benefit

Choose three 0-level divine spells ("orisons"). You may cast each of these spells once per day per your divine spellcasting level (minimum 1).

Special

You may only take this feat as a 1st-level character.

Empower Spell [Metamagic]

You can cast spells to greater effect.

Benefit

All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate. For example, an empowered Magic Missile deals 1 1/2 times normal damage (roll 1d4+1 and multiply the result by 1.5 for each missile). Saving throws and opposed rolls (such as the one you make when you cast Dispel Magic) are not affected. Spells without random variables are not affected.

An empowered spell uses up a spell slot two levels higher than the spell's actual level.

Empower Turning

You can turn or rebuke (or awe or command) more creatures with a single turning check.

Prerequisite

Ability to turn or rebuke one or more creature types, Charisma 13.

Benefit

If you take a -2 penalty on your roll to turn or rebuke (or awe or command) a group of creatures, you can add +2d6 to your turning damage roll.

Enlarge Power [Metapsionic]

You can manifest powers farther than normal.

Benefit

An enlarged power has its range doubled. Powers whose ranges are not defined by distance do not have their ranges increased. Determine an enlarged power's area or effect as if you were two manifester levels higher than you actually are. An enlarged power costs a number of power points equal to its standard cost +2.

Enlarge Spell [Metamagic]

You can cast spells farther than normal.

Benefit

An enlarged spell has its range doubled. Spells whose ranges are not defined by distance do not have their ranges increased. A spell whose area or effect is determined by its range (such as Bless or a cone spell) has the dimensions of its area or effect increased proportionally.

An enlarged spell uses up a spell slot one level higher than the spell's actual level.

Eschew Materials [Metamagic]

You can cast spells without relying on material components.

Benefit

An eschewed spell can be cast with no material components. Spells without material components or whose material components have a Purchase DC of 4 or greater are not affected by this feat.

An eschewed spell uses up a spell slot of the spell's normal level, modified by any other metamagic feats.

Extend Power [Metapsionic]

You can manifest powers that last longer than normal.

Benefit

An extended power lasts twice as long as normal. Powers with a concentration, instantaneous, or permanent duration are not extended. An extended power costs a number of power points equal to its standard cost +2.

Extend Spell [Metamagic]

You can cast spells that last longer than normal.

Benefit

An extended spell lasts twice as long as normal. Spells with a concentration, instantaneous, or permanent duration are not affected by this feat.

An extended spell uses up a spell slot one level higher than the spell's actual level.

Extra Turning

You can turn or rebuke a creature type more often than normal.

Prerequisites

Ability to turn or rebuke one or more creature types.

Benefit

Each time you take this feat, you can turn or rebuke a particular creature type four more times per day than normal.

Normal

Without this feat, a character can typically turn or rebuke a creature type (usually undead) a number of times per day equal to three plus his or her Charisma modifier.

Special

You can gain this feat multiple times. Each time you take the feat, you may apply its effects to one creature type you can turn or rebuke. Its effects stack.

Fleet Of Foot

You can turn corners without losing momentum.

Prerequisite

Run.

Benefit

When running or charging, you can make a single direction change of 90 degrees or less. You cannot use this feat while wearing medium or heavy armor, or if you're carrying a medium or heavy load.

Normal

Without this feat, you can run or charge only in a straight line.

Greater Spell Focus

Choose a school of magic, such as Evocation or Illusion, for which you have already selected the Spell Focus feat. Your spells of that school are even more potent than normal.

Prerequisites

Spell Focus, caster level 6.

Benefit

Add +2 to the Difficulty Class for all saving throws against spells from the focused school of magic you select. This overlaps (does not stack) with the bonus from Spell Focus (see below).

Special

You can gain this feat multiple times. Its effects do not stack with itself. Each time you take the feat, it applies to a new school of magic.

Greater Spell Penetration

Your spells are remarkably potent, breaking through spell resistance more readily than normal.

Prerequisites

Spell Penetration.

Benefit

You get a +4 bonus on caster level checks (1d20 + caster level) to beat a creature's spell resistance. This overlaps (does not stack) with the bonus from Spell Penetration (see below).

Heighten Power [Metapsionic]

You can manifest a power as if it were a higher level than it actually is.

Benefit

A heightened power has a higher psionic power level than normal. Unlike other metapsionic feats, Heighten Power actually increases the effective level of the power that it modifies. All effects dependent on power level (such as saving throw DCs) are calculated according to the heightened level. The heightened power costs as many power points as a power of its effective level.

Heighten Spell [Metamagic]

You can cast a spell as if it were a higher level than it actually is.

Benefit

A heightened spell has a higher spell level than normal. 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) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

Hide Power [Metapsionic]

You can manifest powers without a telltale display.

Benefit

A psionic power can be manifested without one associated display characteristic chosen by you when you take the feat: auditory, material, mental, olfactory, or visual.

The hidden power costs a number of power points equal to the standard cost +2.

Special

You can take this feat multiple times, each time choosing a different display characteristic to hide while manifesting a given power.

Improved Grapple

You are skilled at grappling opponents.

Prerequisites

Brawl, Dexterity 13.

Benefit

You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 competence bonus on all grapple checks (regardless of whether you started the grapple).

Normal

Characters without this feat provoke an attack of opportunity when they initiate a grapple.

Improved Overrun

You are skilled at knocking down opponents.

Prerequisites

Power Attack, Strength 13.

Benefit

When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 competence bonus on the Strength check to knock down your opponent.

Normal

Without this feat, the target of an overrun can choose to avoid you or to block you.

Improved Natural Healing

You recover from wounds and injury faster than normal.

Prerequisite

Base Fortitude save bonus +5.

Benefit

You recover 2 hit points per character level per rest period (8 hours of sleep). If you undergo complete bed rest (doing nothing for the entire day), you recover 4 hit points per character level per day. Ability damage returns at 2 points for resting 8 hours, or 4 points per day with complete bed rest.

Normal

Normal natural healing is 1 hit point per character level for 8 hours rest, or 2 hit points per character level per day for complete bed rest. Ability damage returns at 1 point for 8 hours rest, or 2 points per day with complete bed rest.

Improved Turning

Your turning or rebuke attempts are more powerful than normal.

Prerequisites

Ability to turn or rebuke a creature type.

Benefit

You gain a +2 bonus on your turning checks. This feat may be taken multiple times, though each time must be applied to a different creature type which you may normally turn.

Jack of All Trades

You have an amateur's knowledge of all skills, even ones that require training.

Prerequisite

Character level 8.

Benefit

You may use any skill untrained, including arcane and psionic skills. You cannot, however, gain ranks in a skill unless you are normally allowed to gain ranks in the skill.

Magical Affinity

You have a knack for magical endeavors.

Benefit

You gain a +2 bonus on all Spellcraft checks and Use Magic Device checks.

Magical Heritage [Initial]

You have magical ability in your background, such as a sorcerer in your bloodline, or you gained access to magic at a particularly young age (by discovering a spellbook in your attic, for example). As a result, you mastered some basic spellcasting.

Prerequisite

Intelligence 10.

Benefit

Choose three 0-level arcane spells (“cantrips”). You may cast each of these spells once per day per your arcane spellcasting level (minimum 1). You are treated as a Mage for purposes of arcane spell failure chance when you are wearing armor.

Special

You may only take this feat as a 1st-level character.

Nonlethal Spell [Metamagic]

You can modify a spell to deal nonlethal instead of lethal damage.

Benefit

You may modify a spell that deals lethal damage to deal nonlethal damage instead. All other effects of the spell remain normal (for example, a nonlethal fireball may still set flammable objects ablaze).

A nonlethal spell uses up a spell slot one level higher than the spell’s actual level.

Persistent Power [Metapsionic]

You make one of your powers last all day.

Prerequisite

Extend Power.

Benefit

A persistent power has a duration of 24 hours. The persistent power must have a personal range or a fixed range; you can’t use this feat on a power with a variable range, or on a power with an instantaneous duration. Note that you must concentrate on some powers to use their effects (for example, Detect Psionics and Detect Thoughts); concentration on such a power is an attack or move action that does not provoke an attack of opportunity. A persistent power costs a number of power points equal to its standard cost +8.

Power Crit

You may threaten a critical hit if you succeed in hitting an opponent.

Prerequisite

Base attack bonus +10, proficiency with weapon.

Benefit

You may spend an action point before making an attack with a weapon with which you are proficient. If the attack hits, it automatically threatens a critical hit (regardless of whether the attack roll falls within the weapon’s actual threat range). You must roll to confirm the critical hit, as normal. This is a supernatural ability.

Normal

You must roll in the threat range of a weapon, then confirm that threat to score a critical hit.

Precise Strike

Your strikes against an opponent are treated as touch attacks.

Prerequisite

Base attack bonus +5.

Benefit

Before making an attack on your turn, choose a single opponent and spend an action point. Until the beginning of your next turn, any attacks you make against that opponent use that opponent's touch Defense instead of the opponent's normal Defense.

Psionic Skills

You have access to psionic skills. Check with your GM to make sure he or she allows psionics in the campaign. You must have the GM's permission to choose this feat.

Benefit

The character gains the following class skills, as described under the Telepath advanced class: Autohypnosis, Concentration, and Psicraft. This feat does not in and of itself grant psionic ability.

Normal

Psionic skills are special skills available to the Telepath and Battle Mind advanced classes. Other classes may not buy ranks in these skills without this feat.

Quicken Power [Metapsionic]

You can manifest powers as free actions with but a moment's thought.

Benefit

You can perform another action, even manifest another power, in the same round as you manifest a quickened power. You may only manifest one quickened power per round. A power whose manifesting time is more than 1 full round cannot be quickened.

A quickened power does not provoke an attack of opportunity.

The quickened power costs a number of power points equal to its standard cost +8.

Reach Spell [Metamagic]

You can cast touch spells without touching the spell recipient.

Benefit

You may cast a spell that normally has a range of "touch" at any distance up to 30 feet. You must succeed at a ranged touch attack to cast the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

Sacred Spell [Metamagic]

You can cast spells imbued with divine energy.

Benefit

Half of the damage dealt by a sacred spell is converted into divine energy, and as such is not prevented by abilities or spells that reduce or prevent damage from a particular type of energy. For example, half the damage from a sacred Flaming Wrath spell would not be negated by fire resistance or fire immunity. Only divine spells that deal damage may be made into sacred spells.

A sacred spell uses up a spell slot two levels higher than the spell's actual level.

Shadowbane Spell [Metamagic]

Your spells are more effective against creatures of Shadow.

Benefit

Creatures of Shadow and characters with shadowblood (humans of shadow heritage, or elves and dwarves, for example) take a -4 penalty on the spell's saving throw.

This feat cannot improve spells that do not allow saves.

A shadowbane spell uses up a spell slot one level higher than the spell's actual level.

Shadow Heritage [Initial]

You have a creature of Shadow in your distant ancestry. The exact nature of that shadowblood is immaterial (though it may be a source of adventure), as the overpowering human genetic tide has reduced its special abilities to a few salient features.

Benefit

You gain a +1 inherent bonus on one saving throw of your choice. You also gain low-light vision, which allows you to see twice as far as a normal human in starlight, moonlight, torchlight, and similar conditions of poor illumination. You retain the ability to distinguish color and detail under these conditions.

Special

You may only take this feat as a 1st-level character.

Signature Spell

You are so familiar with a mastered spell that you can spontaneously cast it, converting other prepared spells into that spell.

Prerequisite

Spell Mastery ability.

Benefit

Each time you take this feat, choose a spell that you have mastered with Spell Mastery. You may now convert prepared arcane spells of that spell's level or higher into this signature spell, just as an Acolyte of good allegiance may spontaneously cast prepared spells as cure spells.

Special

You may gain this feat multiple times. Each time you take the feat, it applies to a new spell that meets the prerequisites.

Silent Spell [Metamagic]

You can cast spells silently.

Benefit

A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Spell Focus

Choose a school of magic, such as Evocation or Illusion. Your spells of that school are more potent than normal.

Benefit

Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select to focus on.

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 Penetration

Your spells are especially potent, breaking through spell resistance more readily than normal.

Benefit

You gain a +2 bonus on caster level checks (1d20 + caster level) to beat a creature's spell resistance.

Spellslinger

You have a gift for magic that allows you to cast more spells than normal.

Prerequisite

Intelligence 13 (for arcane spellcasters) or Wisdom 13 (for divine spellcasters).

Benefit

For any one spellcasting advanced class in which you have levels, you can prepare and cast one additional spell per spell level known. For instance, Lily Parrish, a 3rd-level Dedicated Hero/3rd-level Acolyte, can prepare and cast an additional 0-level, 1st-level, and 2nd-level divine spell per day (since she can cast up to and including 2nd-level divine spells).

Special

You may gain this feat multiple times. Each time you take the feat, it applies to a new spellcasting class.

Still Spell [Metamagic]

You can cast spells without gestures.

Benefit

A still spell can be cast with no somatic components. Spells without somatic components are not affected. A still spell uses up a spell slot one level higher than the spell's actual level.

Supernatural Strike

You may score critical hits against creatures that are normally unaffected by critical hits.

Prerequisite

Base attack bonus +2 or better.

Benefit

When you roll a threat against a creature normally unaffected by critical hits (such as a construct, ooze, or undead), you may check for a critical hit and deal the increased damage if the threat is confirmed. Creatures unaffected by massive damage are still unaffected by massive damage resulting from a critical hit. This is a supernatural ability.

Twin Power [Metapsionic]

You can manifest a power simultaneously with another power just like it.

Benefit

Manifesting a power altered by this feat causes the power to take effect twice on the target, as if you were simultaneously manifesting the same power two times on the same location or target. Any variables in the power (such as targets, shaping an area, and so on) apply to both of the resulting powers. The target suffers all the effects of both powers individually and receives a saving throw for each. In some cases, failure of both of the target's saving throws results in redundant effects, such as a twinned charm person, although any ally of the target would have to succeed at two negate attempts in order to free the target from the charm. A twinned power costs a number of power points equal to its standard cost +8.

Vehicle Specialization

You are proficient with one type of vehicle.

Benefit

Choose a vehicle type (civilian aircraft, civilian cars, civilian motorcycles, civilian trucks, civilian water vehicles, other civilian vehicles, or military vehicles). When you are in control of a vehicle of the specified type, you gain a +2 competence bonus on skill checks, ability checks, and saving throws involving the vehicle.

Wild Talent

You have a minor parahuman psionic power. Check with your GM to make sure she is using psionics before selecting this feat. This feat may be used even if psionics are not part of the campaign, in which case psionics are treated as spell-like abilities.

Benefit

You may use one of the following 0-level psionic powers: Burst, Daze, Detect Psionics, Distract, Far Hand, Far Punch, Finger of Fire, Missive, or Verve. You can manifest this power up to three times per day. There is no Power Point cost for using this power.

URBAN ARCANA - STARTING OCCUPATIONS

Apothecary

Apothecaries are people who study the science of mixing chemicals, elements, and naturally occurring materials together for predictable results. They often go on to be research scientists, inventors, pharmacists, or alchemists.

Prerequisite

Age 20+

Skills

Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

- Craft (chemical, mechanical, pharmaceutical, or writing)
- Disable Device
- Knowledge (arcane lore, earth and life sciences, history, or physical sciences)
- Repair
- Research

Bonus Feat

Select either Arcane Skills or Educated.

Wealth Bonus

+3

Hedge Wizard

A hedge wizard is someone who has spent a great deal of time studying the arcane arts without the benefit of having any formal training or mentoring.

Prerequisite

Intelligence 10

Skills

Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

- Concentration
- Craft (chemical or writing)
- Decipher Script
- Gather Information
- Knowledge (arcane lore, art, earth and life sciences, history, or physical sciences)
- Research

Bonus Feat

Select either Magical Heritage or Magical Affinity.

Wealth Bonus

+2

Novitiate

Novitiates draw quiet strength from their belief in a greater power. They do not necessarily have ties to a specific religion or denomination-their faith is enough. Some novitiates are lay clergy, counselors, motivational speakers, social workers, or any other position involved with helping people who have lost hope and faith.

Prerequisite

Wisdom 10.

Skills

Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

- Concentration
- Craft (writing)
- Decipher Script
- Diplomacy
- Knowledge (arcane lore, art, behavioral sciences, history, or theology and philosophy)
- Sense Motive

Bonus Feat

Select either Divine Heritage or Magical Affinity.

Wealth Bonus

+2

Psychic

Psychics can be people with innate, low-level psionic abilities or simply con-artists looking to make a buck off those gullible enough to believe their ruses.

Prerequisite

Age 15+

Skills

Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

- Bluff
- Concentration
- Diplomacy
- Gather Information
- Intimidate
- Knowledge (behavioral sciences, current events, popular culture, or streetwise)
- Sense Motive

Bonus Feat

Select either Iron Will or Wild Talent.

Wealth Bonus

+2

Shadow Scholar

Shadow scholars fall into two categories—learned Shadowkind and mundane folk who have spent time studying Shadow culture, magic, and other supernatural occurrences.

Prerequisite

Age 15+

Skills

Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

- Decipher Script
- Gather Information
- Knowledge (arcane lore, art, behavioral sciences, earth and life sciences, history, physical sciences, tactics, or theology and philosophy)
- Research
- Read/Write Language
- Speak Language

Bonus Feat

Select either Arcane Skills or Educated.

Wealth Bonus

+1

Squire

Squires serve as assistants to warriors in hopes of learning the skills they will need to be warriors themselves one day.

Prerequisite

Strength 13 or Dexterity 13

Skills

Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

- Balance
- Climb
- Handle Animal
- Jump
- Ride
- Tumble

Bonus Feat

Select either Archaic Weapons Proficiency or Armor Proficiency (light).

Wealth Bonus

+1

URBAN ARCANA - ORGANIZATIONS

Below is a collection of organizations. Each entry briefly discusses who the organization's members are, what the organization does (and why it does it), and what privileges membership grants characters (as well as whether or not the organization is suitable for heroes to join).

The Black Feathers

The Black Feathers is a loose affiliation of organizations dedicated to fighting the spread of urban sprawl. Some groups are against deforestation, others are for the protection of wildlife, and still others simply pine for a simpler way of life, but all of them have at their heart a desire to see nature preserved.

The Black Feathers is an organization in only the loosest sense of the word. Many presume this is because of the logistical nightmare in getting different special interest groups to agree on agendas and action plans. However, it has just as much to do with the fact that the Black Feathers lends equal support to even the most violently radical groups (provided their goals are sufficiently anti-industrial). The organization does not, though, actively promote any of the agendas of its member groups. Rather, the Black Feathers provide logistical support and supply information to their members. They inform them of opportunities to promote their causes and keep them abreast of the actions of friend and foe alike. In fact, the thing that this organization does best is put like-minded individuals and groups together.

Very little is known about the actual workings of the Black Feathers. It is unclear exactly how big the central organization is—even the most basic research reveals that the names found in press releases and public statements are false identities. Those who dig deeply enough, though, will find repeated references to an actual person named Black Feather. Although the mundane media considers her to be just another of the organization's fictional representatives, those familiar with Shadow culture can find out that Black Feather is an elf who has been in this world for the past 10 years or so.

The Black Feathers is a very accepting organization. They will have heroes as members so long as the heroes are actively promoting an ecological agenda. However, heroes should be aware that not all the Black Feathers' member groups are especially scrupulous when it comes to public safety, in fact some are downright dangerous. But if the heroes don't much care what sorts of whackos they associate with, the Black Feathers can serve as a wealth of information and networking resources.

It is not possible to requisition any equipment from the Black Feathers themselves. But the organization almost always can point the heroes to someone who can fulfill their needs—for a price.

Potions, Poultices, and Poisons

The Black Feathers is as loose an organization as one is likely to find. It is hard for members to call on timely aid from anyone other than their immediate compatriots. However, member groups are generally more than happy to share resources. Since the groups are universally devoted to ecological issues and organic lifestyles, they have spent a good deal of time perfecting recipes for various natural brews, cures, and irritants.

Members can send word through the grapevine that they need a particular known potion or poison, and their contacts will do their best to find a supply. This generally takes a while, and the requesting member must wait 1d6 days for any news.

The GM may make an immediate ruling on whether or not the requested item is available, or may choose to roll 2d6 and consult the following table. It is left to the GM to decide whether the item is given freely, the characters must pay the usual market price for the item, or the provider requires a higher than normal price (or perhaps some special service) in exchange for the item.

<u>Table: Black Feathers Resource Availability</u>	
Roll	Result
2	Item unavailable
3-5	1 dose of item available
6-8	1d3 doses of item available
9-11	1d6 doses of item available
12	unlimited supply of item available

Black Feather

Several decades ago, a young elf passed through the Shadow into our world. Used to the lush and unspoiled wilderness of her world, she was horrified by the toxins poisoning the earth, water, and sky. Her heart trembled when she witnessed unchecked urban sprawl and factories spewing choking clouds into the environment. Falling back on her instincts, the elf known as Black Feather fled into the little wilderness she could find.

Over time, Black Feather came to understand bits and pieces of this strange new world. She came into contact with a band of nature lovers who were trying to build a commune far from civilization. Her feral beauty and natural charisma awed the band of environmentalists, who began to follow her hard-line attitudes. Although Black Feather wanted to stay as far away from the cities of man as possible, she knew that it was just a matter of time before the nature that she loved would be destroyed. She began learning more about our world and ways to stop those that would harm it.

Black Feather began recruiting and training activists of all sorts. This group calls themselves the Black Feathers as well, helping to confuse anyone that hunts for either them or their leader. These recruits include everyone from peace-loving activists and lobbyists, to radical, violent extremists. Black Feather started a two-fold approach of public campaigning and clandestine eco-terrorism.

Although disdainful of technology, Black Feather is coming to realize its value and capabilities. She prefers locating and enlisting experts in various technologies, especially hackers and chemists.

Stats

Black Feather is a stunning elf with raven-black hair and piercing blue eyes. She dresses in simple, hand-made clothing bedecked with beads, feathers, shells, and carved pieces of wood. She does not use guns, preferring to use a magic longbow of exquisite quality and a brace of throwing knives.

- Race: Female Elf
- Classes: Charismatic 3, Fast 3, Tough 2, Wildlord 6
- Challenge Rating: 14
- Type: Medium Humanoid (Elf, Shadowkind)
- Hit Dice: 2d10 plus 3d8 plus 3d6 plus 6d8
- Hit Points: 66
- Massive Damage Threshold: 10
- Initiative: +4
- Speed: 30 ft.
- Defense: 26, Touch: 25, Flat-footed: 22 (+4 Dex, +11 class, +1 Ghostshirt)
- Base Attack Bonus: +8
- Grapple: +8
- Attack: +8 melee (1d3 nonlethal, Unarmed Strike), or +8 melee (1d4, Knife), or +12 ranged (1d4, Knife)
- Full Attack: +8/+3 melee (1d3 nonlethal, Unarmed Strike), or +8/+3 melee (1d4, Knife), or +12/+7 ranged (1d4, Knife), or +15/+10 ranged (1d8+3, +2 Longbow with +1 arrows)
- Fighting Space: 5 ft. by 5 ft.
- Reach: 5 ft.
- Special Qualities: Elf Traits
- Allegiances: Nature, Whitetooth, The Black Feathers
- Saves: Fort: +7, Ref: +10, Will: +7
- Action Points: 13
- Reputation: +7
- Abilities: Strength: 11, Dexterity: 19, Constitution: 12, Intelligence: 13, Wisdom: 16, Charisma 17
- Skills: Climb: +3, Handle Animal: +17, Hide: +16, Intimidate: +7, Knowledge (behavioral sciences, earth and life sciences): +6, Listen: +5, Move Silently: +12, Navigate: +9, Profession: +8, Read/Write: Elven, English, Ride: +14, Search: +3, Speak: Elven, English, Spot: +11, Survival: +12, Swim: +5, Treat Injury: +8

- Feats: Alertness, Animal Affinity, Archaic Weapon Proficiency, Dodge, Fleet Of Foot, Guide, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Shot on the Run, Simple Weapon Proficiency, Stealthy, Track
- Talents (Charismatic Hero): Coordinate, Inspiration
- Talents (Fast Hero): Evasion, Uncanny Dodge
- Talents (Tough Hero): Remain Conscious
- Talents (Wildlord): Animal Empathy, Animal Companion, Fast Climb, Resist Venom, Call Companion, Skill Mastery (Handle Animal)
- Possessions: +2 Longbow, 12 +1 arrows, 4 knives, Ghostshirt, Medicine bundle, Casual outfit, Backpack, 2-person Dome Tent, Jeep Wrangler

Whitetooth

Whitetooth is Black Feather's mountain lion animal companion. He is fanatically loyal to his master and will defend her to the death.

- Challenge Rating: 6
- Type: Medium Animal
- Hit Dice: 7d8+14
- Hit Points: 55
- Massive Damage Threshold: 15
- Initiative: +4
- Speed: 40 ft., Climb: 20 ft.
- Defense: 20, Touch: 20, Flat-footed: 15 (+5 Dex, +5 natural)
- Base Attack Bonus: +2
- Grapple: +5
- Attack: +6 melee (1d3+1, Claws)
- Full Attack: +6 melee (1d6+3, Bite), or +1 melee (1d3+1, Claws), or +4 ranged
- Fighting Space: 5 ft. by 5 ft.
- Reach: 5 ft.
- Special Qualities: Improved Grab, Low-light Vision, Rake, Scent
- Allegiances: Black Feather
- Saves: Fort: +5, Ref: +7, Will: +2
- Action Points: 0
- Reputation: +0
- Abilities: Strength: 18, Dexterity: 21, Constitution: 15, Intelligence: 2, Wisdom: 12, Charisma: 6
- Skills: Balance: +12, Climb: +11, Hide: +9, Listen: +6, Move Silently: +9, Spot: +6
- Feats: Weapon Finesse (Bite, Claw)

Cirque Des Moitié

One of the most difficult questions facing intelligent creatures who find themselves suddenly living on our side of Shadow is how to support themselves. Many of the skills and abilities that were highly prized in their former lives have no application (no legal application, that is) in the mundane world. Some, however, find their natural talents have unexpected outlets.

Such is the case with the members of Cirque des Moitié, a collection of halflings who have formed a troupe of acrobats and clowns that mundane crowds know as “the Greatest Little Show on Earth.” Cirque has become world famous for precision acrobatics, sets and music that are often described as “otherworldly,” and routines so spectacular that crowds swear they must be magical. Of course, the truth of the matter is that they are magical. The troupe builds their shows using not only the halflings’ natural agility but knowledge of arcane and divine magic, too. They also employ a number of gnomes to design and build sets, and a few dwarves to do strength- and stamina- based acts. Occasionally they will also hire on members of other, taller races to play specific roles, but in general they try to make sure that their performers are of small stature.

Among Shadowkind, Cirque des Moitié is considered one of the greatest success stories of adapting to the mundane world. Elves, half-orcs, and other races do not find the acts awesome in the way mundane crowds do, but they still come to the show in droves simply to celebrate the halflings’ success.

Cirque des Moitié constantly travels the globe. This makes it a difficult organization for heroes to belong to (unless they can squeeze their adventures in between the two-shows nightly schedule). Other than that there is no reason that any hero of size small or lower (with high Dexterity and Charisma scores) couldn’t join the Cirque. And, in fact, the troupe does employ larger, stronger races to work on the stage crew.

The performers of Cirque des Moitié spend a great deal of time developing both their physical prowess and their acting abilities. The troupe has a training regimen that they guard as closely as warrior monks guard their secret martial techniques. Members of this organization may use the following feats to fill any open feat slots.

Cirque Acrobat

Prerequisite

Dexterity 16, Acrobatic, Cirque Contrôleur, Balance 6 ranks, Tumble 9 ranks.

Benefit

You gain a +2 competence bonus on Disguise, Perform (dance), and Sleight of Hand checks.

Cirque Contrôleur

Prerequisite

Dexterity 15, Acrobatic, Balance 6 ranks.

Benefit

You gain a +2 competence bonus on Move Silently, Perform (act), and Tumble checks.

Cirque Vedette

Prerequisite

Dexterity 18, Acrobatic, Cirque Acrobat, Cirque Contrôleur, Balance 6 ranks, Tumble 9 ranks, Disguise 12 ranks.

Benefit

You gain a +4 competence bonus on Balance, Escape Artist, Move Silently, Sleight of Hand, and Tumble checks.

Commission For Research Into Unexplained Phenomena

Mundanes may not be able to recognize creatures of Shadow for what they are, but they do notice the rise in unusual incidents and unidentifiable materials. In response to a recent sudden increase in the number of reports being filed with police on such varied subjects as ghosts, UFOs, monstrous humanoids, and psychic episodes the United States Congress decided to take action. The Joint Committee on Homeland Security created a special commission to do in-depth fact finding.

The senators and representatives called into service one of the country's top experts on the exotic species, Dr. Astrid Kolgrim, to lead the Commission for Research into Unexplained Phenomena, usually just referred to as C.R.U.P. Through C.R.U.P., Dr. Kolgrim can commandeer personnel and materials from various government agencies including the FBI, Center for Disease Control, Office of Homeland Security, Immigration and Naturalization Services, and Internal Revenue Service among many others. She usually works with a small team of scientists and agents, but transfers them out every month or two so that she is the only truly permanent member of the Commission.

Several government organizations (including the NSA and the Departments of Justice and the Interior) are opposed to C.R.U.P., or more correctly, they desire that Dr. Kolgrim be placed under their direct control rather than wandering around as a free agent. Meanwhile, C.R.U.P. goes on investigating all sorts of incidents related to Shadow. Dr. Kolgrim is able to recognize creatures of Shadow for what they are. Unfortunately, the Senators and Representatives for the most part are not. Still, they consider the information C.R.U.P. gathers to be useful, even if they feel differently about the conclusions the Commission draws.

It is certainly possible for heroes to be recruited as members of C.R.U.P., especially if they work for other branches of the government. However it is more likely for them to form a good working relationship with Dr. Kolgrim after their paths cross on different occasions. On the other hand, it is also possible that they might develop a personal antagonism with the doctor if things go badly.

Commission Archives

Members of C.R.U.P. have access to the U.S. government files on all manner of unexplained phenomena, as well as hoaxes and attempts to defraud or hoodwink the American people. Any information gathered by the FBI, CIA, NSC, or other publicly-known branches of the government are open to their inspection. (At the GM's discretion, C.R.U.P. may not have access to files from Department- 7, the Paranormal Science and Investigation Agency, and other highly classified organizations.)

Making use of the archives provides a +4 equipment bonus on all Research and Knowledge checks.

Dr. Astrid Kolgrim

With the rise of Shadow, the governments of the world have taken a keen interest in evaluating any threats or benefits to this encroachment. Agents, military brass, and scientists alike have begun documenting an ever-growing number of reports of strange creatures, bizarre explosions, and acts that can only be described as "miracles." Dr. Astrid Kolgrim is one of the scientists who studies the rise of Shadow. She is a brilliant biologist who made her way through various academic and private organizations, studying a number of rare and exotic species. Dr. Kolgrim's work finally caught the attention of the Federal Government, who tapped her to head a team dedicated to researching creatures of Shadow.

Astrid is a tall, stunning African-American woman with strong features. She has long, glossy hair (often worn up to keep it out of her way). Although not oblivious to her looks, Dr. Kolgrim has no time or patience for those interested only in her appearance. In many ways, she follows the stereotype of a scientist -analytical, humorless, and no-nonsense. However, due to the subject matter with which she deals, Dr. Kolgrim maintains an open mind, realizing that science has yet to answer many of the questions raised in this new Age of Shadow.

Dr. Kolgrim spends most of her time in the field with small teams of assistants. She receives leads through a variety of sources, including local police departments, the FBI, the Center for Disease Control, and other government agencies. Her mission is to find out as much information about creatures of Shadow as possible-their abilities, strengths, weaknesses, and any way that they can be exploited by the government. She has personally led expeditions to capture specimens of numerous Shadow species and take them back to the laboratory for study.

Stats

- Classes: Smart 4, Field Scientist 7
- Challenge Rating: 11
- Type: Medium Humanoid
- Hit Dice: 4d6 plus 7d8
- Hit Points: 52
- Massive Damage Threshold: 10
- Initiative: +0
- Speed: 30 ft.
- Defense: 18, Touch: 17, Flat-footed: 18 (+4 Smart Defense, +3 Class, +1 Light Undercover Shirt)
- Base Attack Bonus: +5
- Grapple: +5
- Attack: +5 melee (1d3 nonlethal, Unarmed Strike)
- Full Attack: +5 melee (1d3 nonlethal, Unarmed Strike), or +6 ranged (2d6, Glock 20), or +5 ranged (1d2 and special, Air Rifle)
- Fighting Space: 5 ft. by 5 ft.
- Reach: 5 ft.
- Allegiances: US Government, Science
- Saves: Fort: +5, Ref: +8, Will: +7
- Action Points: 11
- Reputation: +4
- Abilities: Strength: 10, Dexterity: 11, Constitution: 10, Intelligence: 18, Wisdom: 16, Charisma: 16
- Occupation: Doctor (Class Skills: Knowledge [behavioral sciences] and Knowledge [earth and life sciences])
- Skills: Computer Use: +14, Craft (chemical): +17, Craft (pharmaceutical) :+17, Craft (writing): +9, Decipher Script: +13, Demolitions: +9, Drive: +4, Investigate: +14, Knowledge (behavioral sciences): +21, Knowledge (earth and life sciences): +25, Read/Write: English, Spanish, Speak: English, Spanish, Research: +20
- Feats: Defensive Martial Arts, Educated (Knowledge [behavioral sciences] and Knowledge [earth and life sciences]), Heroic Surge, Lightning Reflexes, Medical Expert, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Studious, Surgery
- Talents (Smart Hero): Savant (Knowledge [earth and life sciences]), Plan
- Talents (Field Scientist): Smart Defense, Scientific Improvisation, Skill Mastery (Computer Use, Knowledge [behavioral science], Knowledge [earth and life sciences], Craft [pharmaceutical], Craft [chemical], Research, Treat Injury), Minor Breakthrough (Knowledge [earth and life sciences])
- Possessions: Glock 20 (10mm Autoloader), 50 rounds of 10mm ammunition, Air Rifle, 20 Tranquilizer Rounds, Light Undercover Shirt*, Trauma Kit, Chemistry Kit

*Not proficient in armor.

Department-7

Department-7 is a private institution that recruits talented individuals who are not only aware of the rise of Shadow, but are willing to act for the common good of both mundane and magical beings. Funding for the organization filters through a number of shell corporations, but research suggests that it all comes from a single benefactor. This person, however, has gone to great lengths (both mundane and magical) to ensure that the data trail becomes too confusing for even the most persistent investigator to follow.

The only person in the Department-7 infrastructure that the agents know of is Ms. Fellowes, a dark-haired, officious young woman with a slight British accent. Using arcane magic she occasionally projects her image or teleports necessary information and materials into a team's base. She never, however, meets agents in person and no one knows where her office is located.

Department-7 asks its operatives to investigate new expressions of Shadow, manage and maintain relationships between the mundane world and various enclaves of Shadowkind, and to deal with violent or destructive creatures of Shadow (or to protect benevolent creatures of Shadow from hostile mundanes). In the absence of an assigned task, agents are free to do whatever they like, but Department-7 demands that they maintain an appropriate public profile (in other words, that they not do anything that would break the trust that the organization has in either mundane or Shadow circles).

It is completely appropriate for heroes to belong to Department-7.

Departmental Gear

Department-7 may not be the richest organization in the world, nor is it the best networked, but it does provide agents with some of the most unique equipment in the field. Besides having access to all publicly available mundane and magic items, members of Department-7 each receive the following:

Synchronicity Watch

A wrist or pocket watch that allows agents to move through crowds more easily than usual. Once per day, the watch can be used to activate a limited version of the Synchronicity spell. It works exactly the same way as the spell except that the duration is only 10 rounds.

Type

Wondrous item (magic)

Caster Level

5th

Purchase DC

32

Secret Pockets

Each agent may choose one garment (pants, windbreaker, overcoat, etc.) and have up to two pockets of the garment function as described in the Secret Pocket spell.

Type

Wondrous item (magic)

Caster Level

5th

Purchase DC

34

Weight

1 lb.

Daylight Flares

Every agent receives six sticks that look very much like unsharpened pencils. When a stick is snapped in two, the tip of the bottom half glows as though it was the target of a Daylight spell. This effect lasts for 20 minutes.

Type

Wondrous item (magic)

Caster Level

2nd

Purchase DC

27

The Displaced

The mundane world is full of charitable organizations, civic help groups, and other resources for people helping other people. No one is really certain whether or not this was as prevalent on the other side of Shadow, but Shadowkind have adopted it since arriving in our world.

The Displaced is an umbrella organization that provides aid, assistance, and information to people and intelligent creatures from beyond Shadow-particularly during their difficult first few months of transition. They help their clients learn about their new environment, teach them the social customs, and introduce them to other Shadow creatures (as well as mundanes who are Shadow friendly).

The group has a significant budget, generated through donations and fundraisers. (Local governments and philanthropic organizations want nothing to do with the Displaced, whom they see as a group of fantasy and science fiction fans who like to pretend they are trolls and elves.) The group uses this money to sponsor halfway houses, free clinics, job placement services, and other community outreach programs.

While the Displaced is an international organization, each local chapter functions autonomously. A large urban area may have as many as twenty or thirty chapters (one for each distinct neighborhood in the city), and they tend to work closely together. So no matter where a Shadow creature goes in the mundane world, he or she knows that the insignia of the displaced means a safe haven and a helping hand.

It is completely appropriate for heroes (particularly Shadowkind heroes) to belong to the Displaced. Even if they don't belong, many parties will want to help this organization from time to time. Most of the Displaced's money goes into their programs, so they do not have much left to spend on requisitioning equipment. Level checks for this purpose receive a -3 penalty. However, they will always volunteer to let heroes use any equipment at any of their facilities, as long as it is for a service that will aid the Shadow community.

Friends of the Displaced

Members of the organization receive a small booklet containing the contact information for local organizations, companies, and individuals that have promised support of one kind or another. Each listing provides a name, address, phone number, email, and gives a short description of what sort of aid the a visitor can expect (as well as any caveats, exceptions, or rules of behavior that must be obeyed).

Each city or region has its own version of the booklet, and Shadowkind who are new to an area must find the local central office of the Displaced in order to pick one up. Some offices make their booklets available online but, in deference to supporting businesses and individuals using mundane facades, it is usually necessary to get a printed version.

Draco Industries

Corporate conglomerates are common in the world of international finance. Companies that exist merely because they own other companies span national, racial, and even magical borders. But none of them is as far reaching as Draco Industries. The CEO, Franz Draco, claims to trace his lineage back to a sultan from ancient Persia. This may just be a neat bit of PR (it fits with the man's opulent lifestyle), but it certainly serves to put attention on the spectacle of the owner rather than the details of the company.

Draco Industries has its figurative fingers in nearly every pie there is. Even the most cursory research reveals that it owns companies that manufacture everything from paper products to televisions to civilian and military aircraft. Also on the corporate roster are banks in a dozen different countries, private security providers, three internationally popular prepared food companies, two movie studios, a world-renowned think tank, and research firms in every scientific branch and discipline. It has contracts to produce weapons and vehicles for more than half the countries in NATO as well as mainland China, India, Pakistan, and South Africa. What research doesn't usually reveal is that Draco Industries also owns several relatively large islands scattered throughout international waters. In other words, technically, Draco Industries is a country to itself.

With the breadth of activity in the corporation, it is difficult to see any overarching plan or goal other than continuing to grow by adding more and more business arms to the company. However, it is rumored that Franz Draco not only knows everything that his company does on a daily basis, but that he personally is responsible for all major decisions in every subsidiary and partnership. It is further said that he does so with a secret purpose in mind-that he is a bit mad and occasionally talks of "ruling the world." But the world of international high finance is notoriously tolerant of eccentric multi-trillionaires.

While it's easy for heroes to work for a company owned by Draco Industries, it is extraordinarily unlikely that they can work for Draco himself. However, anyone who does get the man's personal attention (or is working on a project in which he takes particular interest) can get up to a +15 modifier to level checks to requisition equipment.

Dragon Eggs

Franz Draco works with a great many people. So many, in fact, that it is often difficult for him to find time to check in with even his most direct reports more frequently than once per month. But he felt it was important to find a way to let people know that he thought they were important-some token he could present to indicate that this person was someone on whom he relied and in whom he trusted. The symbol he decided on was a lead crystal paperweight in the form of a dragon egg-the egg being a symbol of life, growth, and potential for the future, and the dragon being a creature of power that dominates all around it.

The paperweights are hand-made exclusively by a crystal maker in eastern Europe. Each egg features swirls of air bubbles (often in the shape of a dragon or other mythical beast) in the center as well as intricate, acid-etched patterns on the skin. They refract light in pleasing patterns that play lightly over the walls and ceilings of the rooms in which they're kept. In truth, though, these dragon eggs are more than simple decorations and tokens of esteem. They have all been enchanted to help Franz Draco keep tabs on the people closest to him.

Draco owns a crystal dragon egg of his own, but his is four feet tall-it is the hub for all the other eggs. This great egg is enchanted so that it can cast Detect Thoughts centered on any of the other dragon eggs, no matter where in the world they are. Franz Draco is the only person who knows how to make the hub egg work. Draco has the egg brought with him wherever he goes.

Type

Wondrous item (magic)

Caster Level

10th

Purchase DC

39

Weight

5 lbs.

Franz Draco

Franz Draco is an efreeti—a type of genie that hails from a dimension of fire and infernal heat. He is significantly smarter and more ruthless than the rest of his kind and has lived in our world through the rise and fall of several Ages of Shadow. In the past, he always took the form of a great sultan, ruling both his mundane and Shadow subjects with an iron fist and little mercy. Each time magic waned, though, he would fall into a deep torpor, and his reign would become only a terrible memory to humanity. With the current rise of Shadow, however, he awoke to find a world vastly different than the one he remembered—one in which a sultan had only a fraction of the power it was now capable to amass. Taking the name Franz Draco, he has begun forging a new empire, one based in the worlds of business, technology, and criminal enterprise, through which he plans to reclaim what he sees as his rightful place as Sultan of the World.

After waking and watching the world for several years in secret, he created Draco Industries, which quickly rose in power and influence. His company is on the cutting edge of technological advances, especially those in the fields of information processing and finance. Ever expanding, Draco Industries also owns manufacturing facilities with large military contracts, and the company dabbles in dozens of fringe ventures such as cryogenics, hydroponics, and several esoteric forms of biotechnology.

In addition to the vast resources available to him through his company, Draco has acquired many loyal minions that excel in a number of skills. When he makes a rare public appearance, he is never seen without his trusted lieutenant, the deadly medusa Sasha.

Draco spends most of his time polymorphed into a human. He appears to be in his mid-40s, with red hair, a red beard, and coal-black eyes. He dresses in the finest clothing and bits of flashy gold jewelry.

Stats

- Race: Male Efreeti
- Classes: Charismatic Hero 4, Smart Hero 3
- Challenge Rating: 15
- Type: Large Outsider (Fire)
- Hit Dice: 10d8+20 plus 3d6+6 plus 4d6+8
- Hit Points: 128
- Massive Damage Threshold: 17
- Initiative: +7 (+3 Dex, +4 Improved Initiative)
- Speed: 30 ft., Fly: 20 ft. (Perfect)
- Defense: 26, Touch: 14, Flat-footed: 23 (-1 size, +3 Dex, +6 natural, +2 class, +6 +3 Undercover Vest)
- Base Attack Bonus: +13
- Grapple: +23
- Attack: +19 melee (1d8+9 plus 1d6 fire, Slam), or +21 melee (1d12+11/x3 plus 1d6 fire, +2 Fiery Blast Greataxe), or +18 ranged (2d6, +2 Fiery Blast Uzi)
- Full Attack: +19/+14/+9 melee (1d8+9 plus 1d6 fire, Slam), or +21/+16/+11 melee (1d12+11/x3 plus 1d6 fire, +2 Fiery Blast Greataxe), or +18/+13/+8 ranged (2d6, +2 Fiery Blast Uzi)
- Fighting Space: 10 ft. by 10 ft.
- Reach: 10 ft.
- Special Qualities: Heat, Spell-like Abilities, Polymorph (self only), Immune to Fire, Cold Vulnerability, Grant Wishes, Telepathy, Darkvision 60 ft.
- Allegiances: Draco Industries, Evil, Law
- Saves: Fort: +12, Ref: +13, Will: +12
- Action Points: 3
- Reputation: +7
- Abilities: Strength: 23, Dexterity: 17, Constitution: 14, Intelligence: 18, Wisdom: 15, Charisma: 20

- Skills: Bluff: +16, Computer Use: +8, Concentration: +12, Craft (writing): +8, Decipher Script: +8, Diplomacy: +13, Escape Artist: +11, Forgery: +8, Gather Information: +13, Intimidate: +13, Knowledge (arcane lore): +10, Knowledge (business): +16, Knowledge (current events): +12, Knowledge (technology): +14, Listen: +12, Move Silently: +11, Profession (CEO): +12, Read/Write: Arabic, Auran, English, Ignan, Infernal, Latin, and Spanish, Sense Motive: +11, Speak: Arabic, Auran, English, Ignan, Infernal, Latin, and Spanish, Spellcraft: +9, Spot: +12
- Feats: Archaic Weapon Proficiency, Armor Proficiency (light), Combat Reflexes, Dodge, Educated (Knowledge [arcane lore], Knowledge [business]), Heroic Surge, Improved Damage Threshold, Improved Initiative, Personal Firearms Proficiency, Renown
- Talents (Charismatic Hero): Coordinate, Inspiration
- Talents (Smart Hero): Exploit Weakness, Linguist
- Spell-Like Abilities: 1/day-Detect Magical Aura, Gaseous Form, Invisibility, Wall of Fire (DC 19). These abilities are as the spells cast by a 10th-level Mage (save DC 15 + spell level). The DCs are Charisma-based.
- Possessions: +3 Undercover Vest, +2 Fiery Blast Greataxe, +2 Fiery Blast Uzi (9mm submachine gun), 100 rounds of 9mm ammunition, Ring of Surveillance Detection, Wand of Lightning Bolt (15 charges), 3 potions of Strength, Business Outfit, Cell Phone

Sasha

To those that meet the woman known as Sasha, her image is forever etched into their memory. Sasha is the confidant and lieutenant of Franz Draco, seeing that all his wishes and commands are enacted with amazing efficiency. She is seductive, ruthless, and deadly. To those not aware of her Shadow nature, Sasha appears as a woman of near flawless beauty and poise. Few are aware that she is in fact a medusa, able to turn a person to stone merely by her gaze.

When she passed through the veil of Shadow not long ago, Draco rescued Sasha from an angry mob and she has been in his service ever since. Although he demands much of her, Sasha is richly rewarded and lives in pampered luxury that appeases her sense of style and superiority. Sasha performs the lion's share of dirty work for Draco Industries-corporate espionage, blackmail, kidnappings, and the occasional assassination. She generally performs these acts alone, but is otherwise seen with a coterie of highly trained bodyguards and other specialized personnel following in her wake.

Sasha is a tall and statuesque. To those who cannot see her true form, she appears to have long, blonde hair worn in thick braids. She wears suits and gowns from the crème de la-crème of the fashion world, all tailored to show off her exquisite figure without getting in her way should trouble arise. And Sasha always has on a pair of designer sunglasses (even at night).

- Race: Female Medusa
- Classes: Charismatic 4
- Challenge Rating: 11
- Type: Medium Monstrous Humanoid
- Hit Dice: 6d8+6 plus 4d6+4
- Hit Points: 42
- Massive Damage Threshold: 12
- Initiative: +2
- Speed: 30 ft.
- Defense: 16, Touch: 13, Flat-footed: 14 (+2 Dex, +1 class, +3 natural)
- Base Attack Bonus: +7
- Grapple: +7
- Attack: +7/+2 melee (1d4, Knife)
- Full Attack: +7 melee (1d4, Knife), +4 melee (1d4 plus Poison, Snakes), or +11/+6 ranged (2d6, Glock 17)
- Fighting Space: 5 ft. by 5 ft.
- Reach: 5 ft.
- Special Qualities: Darkvision 60 ft., Gaze, Poison
- Allegiances: Franz Draco, Evil

- Saves: Fort: +5, Ref: +9, Will: +7
- Action Points: 6
- Reputation: +3
- Abilities: Strength: 10, Dexterity: 15, Constitution: 12, Intelligence: 12, Wisdom: 13, Charisma: 17
- Skills: Bluff: +15, Diplomacy: +7, Disguise: +15, Gather Information: +9, Intimidate: +9, Knowledge (streetwise): +5, Move Silently: +9, Profession: +7, Read/Write: English, Spanish, Speak: English, Spanish, Spot: +10
- Feats: Deceptive, Frightful Presence, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Weapon Finesse (Snakes)
- Talent (Charismatic Hero): Coordinate, Inspiration.
- Possessions: Knife, Glock 17 (9mm autoloader), 50 rounds of 9mm ammunition, Concealed Carry Holster, Firearms License, Business Clothing, Overcoat, Eldritch Cell Phone, PDA, Disguise Kit

The Enlightenment

A classic conspiratorial organization whose members all belong to the highest level of international high society, the Enlightenment desires nothing short of global domination. They use global forums such as the WTO, World Bank, and WEF as covers to host their private meetings. In fact, the world at large is completely unaware of the Enlightenment's existence. One thing that sets the Enlightenment apart from other global cartels is its belief in psionic abilities. The organization hires psychics from around the globe and builds complex strategies based on the use of the powers of the mind.

The Enlightenment's ultimate goal is to create an industrious but content world population with a strong work ethic, who leave the elite to make the decisions (and reap the rewards). To the Enlightenment, money and power are the ultimate measure of a person's worth and can never reach a level of excess.

As an organization, the Enlightenment takes great pains to stay on the right side of international law. The last thing they want to do is draw attention to themselves, especially from self-styled heroes. However, individual members of the Enlightenment engage in their own bids for money and power-and some of them are less careful about their business. Heroes, particularly ones with connections to psychic and psionic resources, may find themselves facing off against members of this elite organization.

The Enlightenment is not an organization that heroes should join, although psionic heroes may often receive invitations and offers for employment. The Enlightenment sets policies more often than it takes any direct action (it is similar to OPEC in that it regulates what members do, but does not actually perform any functions itself). However, since members of the organization are supremely rich, anyone doing work for the Enlightenment can count on a +7 or better bonus to level checks for requisitioning equipment.

Calling Cards

Business cards are a part of nearly everyone's professional life, but members of the Enlightenment have cards unlike any others. These cards are psychically attuned to the person whose name is printed on the front, and allow anyone who holds the card to make a "psychic phone call" to that person twice per day. The cards work as the Lesser Mindlink psionic power. However, the person whose name appears on the card has the option of refusing to acknowledge any attempted communication.

Enlightenment members generally give calling cards only to trusted allies. They have mundane business cards that they hand out more freely.

Type

Wondrous item (psionic)

Caster Level

1st

Purchase DC

27 (per 100)

The Fellowship

We know that this is not the first time creatures and people have passed from beyond Shadow into our world. There are oblique references to it throughout history. So how did our forefathers deal with this incursion from beyond reality? No one is completely certain, but there are rumors of a group known only as the Fellowship stretching back to the very first incursion.

The Fellowship is an ancient, secret organization dedicated to keeping track of and, when necessary, combating Shadow entities. No one is certain where the group is headquartered, where it gets its funding, or what, if any, ulterior motives it promotes. No one knows how to contact them, or where they get their information-but everyone knows that when the Fellowship shows up something terrible is on the verge of happening.

Agents of the Fellowship invariably have freakishly detailed information regarding anyone and everyone they encounter. They always have a plan, a back-up plan, and an emergency plan and the equipment needed to carry out all three. And while they always fight to protect the world from unspeakable danger, Fellowship agents consider extensive collateral damage to neighborhoods, bystanders, and even allies to be “acceptable” in the pursuit of the greater good.

There are many even among the Shadow community who believe that the Fellowship is nothing more than a myth. But there are heroes everywhere who tell whispered tales of how representatives of the organization showed up on their doorsteps one day and pressed them into service on a particularly dangerous mission.

Heroes will encounter agents of the Fellowship when and where they least expect it. And even though the organization will make use of their skills and abilities, the heroes will not actually become agents of the group. The Fellowship will usually offer to pay heroes for their efforts either in cash or by supplying equipment. They are more than willing to negotiate with the heroes, but will demand greater (often more frequent) service for more expensive or restricted materials. As a result, heroes do not requisition materials using the usual rules. Instead they “cut a deal” with a Fellowship agent. (GMs are encouraged to be agreeable bargainers-the Fellowship has a nearly endless supply of equipment-but to demand more and more future work out of the heroes.) The agent will supply the agreed upon materials in short order. Often he will have the requested items on his person, as though he knew ahead of time what the heroes would ask for. Heroes who attempt to renege on their agreement will receive one very firm warning from the Fellowship agent with whom they bargained. After that, if they continue to be deadbeats, the Fellowship simply considers them “expendable.” They will not hunt the hero down, but neither will they lift a finger to save the hero (or any of the hero’s allies) should they get in the way of Fellowship operations.

Sigil of the Fellowship

Members of the Fellowship each carry a thin ceramic disk in the shape of the group’s insignia. Some wear the disk as a pendant, others carry it in a coat or pants pocket, but they never go in the field without one. Occasionally, the Fellowship will give a single sigil to a trusted ally, often as a reward for helping to resolve a particularly difficult situation.

When the bearer breaks the sigil he or she may cast one of the following spells:

- Magic Circle Against Enemies of the Fellowship centered on the person who broke the sigil.
- Electromagnetic Pulse centered on the person who broke the sigil.
- Obscuring Mist centered on the person who broke the sigil.
- Recharge without the need for an electrical outlet on which to focus.

Type

Scroll (magic)

Caster Level

3rd

Purchase DC

20

Fraternal Order of Vigilance

There are any number of fraternal organizations maintaining local lodges and halls in cities, towns, and municipalities of all sizes. In the past few years the fastest growing lodge worldwide was the Fraternal Order of Vigilance, or the F.O.V. Founded on the precept of protecting its members and communities from the many threats that the modern world presents, the F.O.V. hosts seminars on self defense, sponsors finger-printing and other preventative child identification campaigns, and organizes neighborhood watch programs. Lodges are praised by local law enforcement, honored by other civic organizations, and quickly find places in the hearts of the communities in which they open.

However, the truth of the matter is that the F.O.V. has a secret agenda. They are, in fact, an organization of mundanes who recognize Shadow creatures for what they are and are dedicated to wiping them from the earth. To the F.O.V. there is no difference between an elf, a troll, and a patch of green slime-they are all invaders from another place and they must all be eradicated. Local lodges subtly test members' loyalties and beliefs until they are certain who they want to invite into their inner circle. But they are very careful to segregate their clandestine activities from their public persona-they want to avoid getting a reputation for being "monster hunters."

The inner circle of a lodge spends evenings studying material on how to recognize and kill various Shadow creatures. And when they identify such a creature in their community, they begin moving against it. Their efforts are hampered by the fact that most mundanes perceive Shadow creatures as normal folk, so the F.O.V. must begin by isolating and disenfranchising them.

The inner circle starts by encouraging unsavory rumors about their targets, then moves on to producing falsified "proof" of immoral or illegal activities. Often they go so far as to plant illicit substances or materials in the Shadow creature's home or otherwise frame them for a serious crime.

If the target decides to simply pick up stakes and move to another town, the F.O.V. sends operatives to waylay and kill them on the road. If the target sticks it out, chances are good he or she will end up spending at least some time in police custody-and once there the other prisoners are paid good money to make sure the Shadow creature doesn't survive long enough to be released.

Despite its benevolent façade, the Fraternal Order of Vigilance is nothing less than a hate group. It is therefore unfit for heroes to join. Members of the group do not get any special bonus to level checks for requisitioning materials, but they can count on the complete support of other lodge members.

Ashe's Field Guide

Carlton Ashe was one of the founding members of the Fraternal Order of Vigilance. He was an otherwise mundane man who had the ability to see creatures of Shadow for what they really were. To his shock and amazement, though, very few of his neighbors and friends were able to see what he did- they saw these monsters as ordinary folk. This was intolerable to Ashe, who began taking detailed notes on the behavior, likes, and dislikes of the various bizarre creatures he saw.

Before long he had gathered a handbook that he hoped would let anyone tell the difference a "real person" and a "monster." Unfortunately, his methods were not foolproof, and more than one mundane reader has mistakenly accused a tall, burly human of being a bugbear in disguise. Now in its 3rd edition, Ashe's Field Guide is an item given to every member of the F.O.V., but it is not available in stores.

This book, however, turns out to be even more useful to people who are able to see Shadow creatures for what they are. Using it provides a +5 equipment bonus on all Research checks to understand or predict the behavior of Shadow creatures, determine the species of a creature based on knowledge of its actions, or other similar task.

Institute For Continuous Education

Adult education is a thriving business. In this modern world there are always new skills to learn and information to master. This is even truer since the recent rise of Shadow. Although most mundane folk do not recognize Shadow entities for what they are, some do and they are understandably curious.

The Institute for Continuous Education is dedicated to the premise that the more mundane folks understand at least the basic facts about magic, monsters, and species from beyond Shadow, the better life will be for everyone. Classes are scheduled in convenient evening and weekend hours, and are taught by local experts in the field.

The classes offered by the Institute are bare bones basic. They mostly give mundane humans the vocabulary necessary to intelligently discuss creatures and effects of Shadow. However, if students stay with the program for several years, they eventually progress to the point of being able to cast spells, speak Shadow languages, and move relatively unobtrusively among creatures and species from other realms.

There is little of value for heroes in the Institute's classes. But the instructors are often former-heroes or Shadow creatures and so make good contacts. They are usually in touch with various aspects of the local Shadow communities and make excellent sources of information.

The only way heroes would fit in with this organization would be if they hired on as instructors. In that case, they would be able to requisition equipment from the Institute with an appropriate level check. These checks receive a +2 bonus if they are valid requests for the course a character is teaching, or a -5 penalty if they are frivolous.

Dr. Allison's Guide to the Mystic Arts

The primary text for all courses taught at the Institute for Continuous Education, this book by Rose Allison, PhD has also become an international best seller.

Until a few years ago, Dr. Allison was an obscure parapsychologist with a weekly syndicated talk radio show that was barely kept on the air through grants from various occult foundations and eccentric individuals. With the rise of Shadow, however, she quickly became the popular figure most literate in the ways of magic and creatures from beyond reality. Unlike most people in her field, though, Dr. Allison had been engaged in serious research, delving into the past and gathering useful and accurate information about previous Shadow incursions. She was quickly able to turn her years of notes into a cohesive and entertainingly written book. It serves as a perfect primer for mundane folk who want to learn about spellcasting, potion brewing, and other magic processes. It also is an invaluable aid to those doing serious research on spells effects, components, and the process of creating magic items.

The Institute for Continuous Education hosts a website with an interactive version of Dr. Allison's Guide. This is a private site, though, and is only accessible to current students whose tuition is paid in full. (It is possible for non-students to access the website by succeeding at a DC 20 Computer Use check.)

Anyone using Dr. Allison's Guide to the Mystic Arts gets a +5 equipment bonus on Research and Knowledge (arcane lore) checks. Users also receive a +2 equipment bonus on Craft (chemical), Craft (visual arts), and Craft (writing) checks when brewing potions and scribing tattoos or scrolls.

International Guild of Laborers

Unions have many supporters and detractors in the modern world. They often are as involved in politics as they are in work on the factory floor, but they do serve the goal of representing the rights and special needs of their members. Nowhere is that more necessary than for workers who happen to have come to the job from beyond Shadow.

The International Guild of Laborers is an organization that does collective bargaining, sets standards for safety and working conditions, and provides legal counsel for Shadowkind workers in almost every field imaginable.

Oddly enough, it is a rare instance when a mundane company takes particular advantage of a Shadowkind employee. Because the mundane managers do not perceive their workers as special in any way, they treat them no differently than native human workers. However, Shadow creatures who open their own businesses here on earth have a tendency to try to take undue advantage of their brethren's natural (and supernatural) talents and abilities.

The I.G.L. also offers a job placement service for their members. People looking to hire workers of a particular species or with a particular set of abilities often come the Guild with their list of requirements.

So far, none of the labor issues in which the I.G.L. has been involved has come to all-out strikes (though temporary work stoppages have occasionally been applied). The Guild has a history of fairly representing their membership without ever making unreasonable demands on employers.

Any Shadowkind hero is welcome to join the International Guild of Laborers. This takes a DC 10 Wealth check once per year to pay the annual dues. The I.G.L. will not requisition any equipment for its members, but it does provide free legal service and various forms of advice and counseling.

Union Card

After paying union dues any character who remains a member in good standing receives the following benefits:

- A one-time +5 Wealth bonus.
- Medical benefits that reduce the purchase DC of any medical procedure by -2. Furthermore, the purchase DC of any physician-prescribed medication can never be any higher than 5.
- Free legal representation. When warranted, a lawyer will represent the member's interest in matters involving the police, government, and hostile corporate entities. Once the member calls the toll-free I.G.L. hotline, a union lawyer will arrive 1d6 hours later and take care of matters to the best of his or her skill. If the caller cannot wait that long, a union lawyer will call the appropriate office 1d6 x 10 minutes later, hinting that it would be in the official's best interest if he settled the matter before the union brings its full weight to bear. This provides a +5 morale bonus on any Bluff, Diplomacy, Intimidate, and Sense Motive checks the union member makes relative to that official or his staff pertaining to this particular incident.

Knightly Order of St. Bartholomew

This ancient order of hermetic scholars traces its roots back to the Middle Ages. Over the centuries, they have invested wisely, spent frugally, and amassed an untold fortune that holds them in good stead even in today's secular society. The organization has close ties to many of Europe's royal families as well as good standing relationships with the heads of most major western religions. They seem to be a group that is universally respected and genuinely liked.

The Order is dedicated to collecting and preserving knowledge of paranormal abilities in otherwise mundane people. Because of this, many within the Shadow community refer to them as the "psychic monks," but the brothers don't seem to mind at all. In fact, they believe that this dismissive attitude makes it easier for them to go about their business of gathering and protecting dangerous information.

The Order owns the most exhaustive known collection of banned, suppressed, and otherwise anathema literature. It contains descriptions of and dissertations on every known psychic, magical, and otherwise unexplained phenomenon ever chronicled by mundane man. This collection is known as the Black Library, but it is not a library in the conventional sense. People, the Order believes, were not meant to know these secrets. It is important that the information be preserved in case it is needed to combat some great threat, but it is not meant to be used in a frivolous manner. Therefore, the Order has broken up the information into discreet, incomplete portions and given one portion to each of its monasteries to safeguard. In this way, the information is preserved, but none of their monks are ever tempted by too much knowledge. But each monastery is still a resource for information (albeit incomplete information) on the entire spectrum of paranormal abilities.

Although the world considers them to be a bit eccentric, the monks of St. Bartholomew are a good lot, interested in the well being of all creatures. It would be perfectly fitting for a retiring hero to join the order (particularly if he or she has some sort of psychic abilities or knowledge).

The Order eschews worldly goods, so it is very difficult to convince them to requisition anything for anyone. However, if the heroes do convince them of the necessity of buying particular nonviolent items, the Order provides a +3 bonus on related level checks.

The Black Library

The total knowledge held by the Order of Bartholomew is split up among the various monasteries. Visiting one will provide insight into a mystical question, but visiting others will provide deeper and deeper understanding.

Gaining the cooperation of one monastery provides a +3 insight bonus on Knowledge (arcane lore) or Research checks pertaining to appropriate subjects. For each subsequent monastery that agrees to cooperate, raise the bonus by +2. However, it is notoriously difficult to get the Order to cooperate, especially if they know that a person has already gained the aid of another monastery. The Order broke their knowledge into distinct pieces because they believe it is dangerous to gather too much of it in any one mind.

Markova Enterprises, Intl.

If knowledge is power, then Markova Enterprises may well be the most powerful organization on earth. This media conglomerate owns major newspapers in every major city in Europe and North America, runs fifteen different cable television networks, syndicates radio and network television programs in twenty different languages, and produces blockbuster movies from studios in Hollywood, Hong Kong, New Delhi, and Paris. And all that is just the tip of the proverbial iceberg. The company is also deeply involved in several major websites and online services, and employs dozens of software design houses to work on proprietary programs.

Owned and managed by the international “Queen of the Media,” Anastasia Markova, Markova Enterprises plays a bigger part in many people’s lives than their own families do. Their stated goal is to give their audience “just what you want.” Detractors point out that this mission statement says nothing about production quality, intellectual or moral content, or even factual accuracy. But this does not seem to have hurt the company’s ratings (or stock value).

Mundanes see Anastasia Markova as a beautiful, dusky skinned, twenty-something jet setter, but anyone with knowledge of Shadowkind knows that she is in fact a drow who is at least 125 years old. Of course, that makes many suspicious of Anastasia’s motives and her company’s actions, but to this day M.E. Intl. has never been involved in anything even marginally illegal. It does, however, specialize in programming of exceptionally questionable taste.

The thing that really makes Markova Enterprises different from other media conglomerates, though, is the fact the its subsidiaries pay attention to Shadow culture. They do not report on such things to mundane audiences, but they do keep careful eyes on people, creatures, and events in Shadow communities. And reporters from M.E.-owned concerns can usually be found at the scene of any major Shadow-related incident. Heroes would be surprised to know exactly how much personal information on them is stored in the M.E. news morgue. It seems unlikely that any hero would be working directly for Anastasia Markova (who is attended mainly by other drow), but anyone with an occupation related to the media might well find themselves working for Markova Enterprises. In most respects, though, the organization is no different than any other media interest. It is only if a hero’s activities draw the eye of the Queen that things might become uncomfortable.

The M.E. Morgue

Every news organization maintains a morgue-the place where it keeps files of reference photos, videos, archives of old stories, and significant reports and dossiers that never made it into print. The Markova Enterprises morgue puts all others to shame. It contains an level of detailed information that makes most governmental intelligence agencies jealous.

The key to accessing this trove of facts and images is a Markova Enterprises Press Pass. While much of the information is stored on computer, the system is isolated from all external networks. One must physically go to the morgue to access it, and no one gets into the building or past the five guard stations without showing proper identification.

However, for those who do manage to make it into the morgue, the information sky is the limit. Using the M.E. morgue provides a +10 equipment bonus on all Research and Knowledge checks (for any Knowledge category). Those using this resource must take careful notes, though, because there are no printers in the morgue, and no photographs or video tapes are allowed out without a senior editor’s approval.

While access to such a vast quantity of material is a blessing, it also has its drawbacks. The sheer volume of raw data sometimes makes it very time consuming to find a particular piece of information. Apart from any Research or Knowledge checks required to find information, anyone using the M.E. morgue must make an additional Research check to determine how long the search took.

Table: M.E. Morgue Research Times

DC	Time Required
9 or less	1d6 + 6 hours with no information found
10 -14	1d6 + 6 hours
15 -19	1d6 hours
20 -24	3d10 + 30 minutes
25 -29	2d10 + 20 minutes
30 +	1d10 + 10 minutes

Anastasia Markova

The halls of government and ivory towers of finance are not the only places that hold power. In the modern era, information, entertainment, and the media have begun to trump the others in terms of raw might. The self-titled “Queen of the Media” is Anastasia Markova, a domineering, awe-inspiring woman of incredible beauty, charisma, and ruthlessness.

In truth, Anastasia is a drow that passed through Shadow early in the 20th century. She quickly surmised that information was to become the “currency” of the coming era. She used her charm, cunning, and utter lack of scruples to climb the social ladder and gain seats on the boards of several newspapers and periodicals (the only mass media of their time). As years passed, she gained control then ownership of the companies, and used their financial backing to begin other businesses. She has invested vast amounts of money in every up-and-coming communication medium since the radio until now Anastasia sits at the head of a media empire that spans print, television, radio, recordings, and the Internet. She uses her influence to manipulate and guide the masses, reaping vast fortunes that she passes along to her clan of drow kin.

In her public persona, Anastasia is regal, cultured, and very chic. Her suave, businesslike manner is tempered with a disarming elegance that can tie the tongues of even the most glib conversationalist. She is the undisputed matriarch of a small band of drow that act as her servants and minions. Among her many enemies, it is whispered that she has made pacts with dark powers and has lost her soul in a web of lies, deceit, and betrayal. In truth, she is a dark power, and the webs are all of her own spinning. Creatures of Shadow know her secret, but not all of them are happy to see a drow achieve such success.

Anastasia appears as a stunning woman in her late 20s. She has the dusky skin and brilliant eyes of a drow. Her snow-white hair falls to her ankles, usually worn up in an elaborate and expensive hairstyle. She dresses in the cutting-edge of fashion and generally wears several magic items discretely disguised as jewelry. As a drow, she cannot abide sunlight and is never seen out during the day. However, the hip crowd, who rarely sees daylight themselves, never questions her nocturnal lifestyle.

Stats

- Race: Female Drow
- Classes: Charismatic 9, Dedicated 5, Fast 4
- Challenge Rating: 20
- Type: Medium Humanoid (Drow, Shadowkind)
- Hit Dice: 4d8-4 plus 5d6-5 plus 9d6-9
- Hit Points: 69
- Massive Damage Threshold: 8
- Initiative: +7
- Speed: 30 ft.
- Defense: 24, Touch: 24, Flat-footed: 21 (+3 Dex, +11 class)
- Base Attack Bonus: +10
- Grapple: +9
- Attack: +9 melee (1d3-1 nonlethal, Unarmed Strike)
- Full Attack: +9 melee (1d3-1 nonlethal, Unarmed Strike), or +15/+10 ranged (2d6+2, +2 SITES M9), or +16/+11 ranged (2d6+2, +2 MP5)
- Fighting Space: 5 ft. by 5 ft.
- Reach: 5 ft.
- Special Qualities: Darkvision 120 ft., Light Blindness, Spell Immunities, Spell Resistance: 29
- Allegiances: Any
- Saves: Fort: +7, Ref: +10, Will: +15
- Action Points: 9
- Reputation: +10
- Abilities: Strength: 9, Dexterity: 17, Constitution: 8, Intelligence: 16, Wisdom: 18, Charisma: 20

- Skills: Bluff: +20, Computer Use: +8, Craft (visual arts): +13, Craft (writing): +13, Diplomacy: +22, Disguise: +12, Drive: +7, Gamble: +13, Gather Information: +20, Intimidate: +15, Knowledge (business): +18, Knowledge (current events): +14, Knowledge (popular culture): +18, Knowledge (streetwise): +11, Profession: +21, Read/Write: Elven, English, French, Infernal, Spanish, and Undertongue, Sense Motive: +16, Speak: Drow Sign Language, Elven, French, English, Spanish, and Undertongue, Spot: +6
- Feats: Advanced Firearms, Archaic Weapon Proficiency, Creative, Deceptive, Defensive Martial Arts, Educated (Knowledge [popular culture] and Knowledge [business]), Dodge, Elusive Target, Heroic Surge, Improved Initiative, Iron Will, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Renown, Simple Weapon Proficiency, Trustworthy, Unbalance Opponent
- Talents (Charismatic Hero): Charm, Captivate, Fast Talk, Favor, Taunt
- Talents (Dedicated Hero): Aware, Faith, Skill Emphasis (Bluff)
- Talents (Fast Hero): Evasion, Opportunist
- Possessions: +2 SITES M9 (9mm autoloader), 100 rounds of Frangible 9mm ammunition, +2 HK MP5 (with laser sight), Concealed Carry Holster, Fabric of Style, 3 potions of Charisma, Cell Phone, Business Outfit, Briefcase

Mindwreckers

The mundane world is not quite sure how to treat this organization. On the one hand, it is a radical group that regularly is involved in disturbing the peace, assault, torture, and even extremely violent terrorist activities. On the other hand, they do it all in the name of “freedom of the mind,” and claim to be “psychic warriors” and “the world’s elite psionicists.”

The Mindwreckers believe that mental powers are the world’s most avant-garde art form, and that they should be left alone to allow their artistry to flourish. However, their “artistry” seems to focus mainly on hurting innocent people and destroying public and private property. They believe that anyone who does not have mental powers is merely clay or canvas to be molded by a skilled craftsman. Often they videotape their criminal activities to add to their portfolios. What’s more, they brand anyone whom they believe to have psychic abilities yet opposes their activities a “mindcriminal,” and target that person and his or her family, business, and property for especially destructive “performances.”

Whether these are a bunch of extremely violent, delusional delinquents or actually a psionic terrorist group depends entirely on the GM’s perspective on psionics in the campaign. Either way, the Mindwreckers are a dangerous organization of extremists who live to cause mayhem in the lives of the people they call “little brains.” As such, the Mindwreckers is not an organization that any hero should even consider joining.

The Mindwreckers love publicity, but they hate when unexpected witnesses ruin their performances by taking information to the authorities. As a result, the group has pioneered a new psionic power that allows them to block the memories of anyone whose lips they want to seal temporarily. Members of the Mindwreckers have access to the following psionic power:

Memory Block

Key Ability

Charisma

Level

Telepath 4

Display

Visual, Audible

Manifestation Time

1 action

Range

Touch

Target

One living creature

Duration

1 day + 1 hour/level

Saving Throw

Will negates

Power Resistance

Yes

Power Point Cost

10

Description

You form a psionic barrier within the target's memory, creating near total amnesia. The target cannot remember his or her name or any pertinent facts about his or her life. It has no effect on his or her ability to form new memories.

Memory Block has no effect on the target's physical skills and abilities; through instinct, he or she is able to do everything he or she was before. GMs may require an Intelligence check (DC 15 + assailant's Telepath level) before allowing a character to use particularly complex pieces of equipment.

For the duration of the memory block, victims cannot perform any Knowledge checks and have a penalty to any Research checks equal to the Telepath level of the character who manifested this effect.

Paranormal Science and Investigation Agency

Since the 1950s, various branches of the U.S. government have been experimenting with different permutations of and uses for mental powers. From CIA attempts to create “invisible” spies to Army experiments using psychotropic pharmaceuticals to FDA investigations into psychic healing, they’ve all come up with nothing.

Or have they?

What the public does not know is that all the information (and many of the personnel) from these different attempts have all been transferred to a secret organization whose existence is buried between line items in the national budget. The Paranormal Science and Investigation Agency (PSI for short) has been working behind the scenes for several decades.

PSI’s charter is to protect the country from supernatural threats both domestic and foreign. As their acronym suggests, the Agency focuses mainly on psionic threats (particularly since the increasing number of “supernatural” incidents caused by the rise of Shadow would tax their resources beyond capacity). They are the organization that takes the lead in cases concerning the Mindwreckers, the Enlightenment, and the Silent Walkers.

Agents of PSI do not seek outside aid unless they have no choice whatsoever. Their agency has been completely covert for decades, and they want to keep it that way. However, if they come across an individual who manifests psychic abilities (or shows great potential to) they will approach him or her about joining the Agency.

Heroes will usually run into agents of PSI when they are unknowingly working on the same case. The agents will try to convince heroes to drop the matter and leave it to the “Pros from Dover,” but will grudgingly work with them if the heroes are persistent enough.

Whether PSI is an agency of highly trained mundane agents who deal with delusional groups that claim to be psychic, a group of spies who themselves are delusional about having mental powers, or are actual psionists protecting the country from mentalist terrorists depends entirely on the GM’s stance on psionics in the campaign. Whatever the decision, the Paranormal Science and Investigation Agency can be a source of well-trained help when the heroes face opponents who pose serious threats to national security. While heroes with psionic powers certainly could belong to PSI, the organization’s secretive nature would make it difficult for them to team up with heroes from outside the agency.

All investigative agents are taught that one of the best ways to stay safe in the field is to be sure that your target never sees you coming. This is difficult for the agents of PSI. They have to not only be invisible but also mentally undetectable. To this end, the agency has developed a discipline that allows their operatives to completely shield their thoughts for a limited period of time. All PSI Telepaths have access to the following psionic power:

Psionic Blank

Key Ability

Wisdom [Mind-Affecting]

Level

Telepath 1

Display

Visual

Manifestation Time

Attack action

Range

Personal

Target

You

Duration

See text

Power Resistance

No

Power Point Cost

See text

Description

You can completely shield your mind. Detect Psionics and other powers and spells that target your mind cannot detect you while this power is in effect. Psionic Blank has a minimum power point cost of 1, which supplies 1 round of duration.

When you manifest Psionic Blank you must decide how long you want the effect to last, and spend the appropriate number of power points.

The effect dissipates at the end of your turn in the appropriate round. You must wait until the beginning of your next turn before you can manifest Psionic Blank again.

The Prancing Pony

This is not so much an organization as it is a franchise. The Prancing Pony is the latest hot property in the arena of theme restaurants. New storefronts are opening at a rate of about one every three days worldwide. The restaurants have become popular with children (both mundane and magical) because the restaurants feature arcades, medieval-themed costumed characters, puppet shows, and a twice-nightly duel where the Golden Knight roundly defeats the King of Pain. It's all very commercialized (and extraordinarily trite), but it has struck a chord with the kids. Interestingly, in areas with a high Shadowkind population, local elves, dwarves, goblins, and bugbears who don't mind dealing directly with the public can find jobs pretty much being themselves.

The Prancing Pony menu contains items with names such as minotaur burger, spicy roc wings, elf garden salad, mutton lettuce and tomato sandwich, and the ever popular MAGIC MEAL™. All of these items, it should be noted, are really just standard fast food fare with thematic names, and in every restaurant there hangs a plaque unequivocally stating that "no sentient beings were harmed in the making of this food."

Interestingly, the dining areas are designed to look like medieval taverns. Shadowkind and humans alike often come here just for the feeling of nostalgia it brings them, and many an adventure has started with a chance meeting in the dark corner of a Prancing Pony franchise.

This organization offers nothing more than minimum-wage jobs (meals included), so there is little reason for heroes to join.

Magic Meals™

Perhaps the single biggest reason for the success of the Prancing Pony franchise is the MAGIC MEAL™. This is a boxed meal that contains a children's size sandwich, fries, drink, and a magic toy (purchase DC 2). Unlike other franchises, though, these toys really are enchanted. Each MAGIC MEAL™ box contains either a temporary tattoo or a wind-up familiar.

Temporary Tattoo

A wet transfer tattoo with a minor spell cast on it, this tattoo is labeled so parents know what their children are getting. The tattoo takes a move action to apply, and the effects last for 10 + 1d10 rounds. Each tattoo provides a +2 bonus on one of the following checks: Balance, Climb, Hide, Jump, Listen, Move Silently, Spot, or Swim.

Wind-Up Familiar

Toys in the shape of animals, each one has a spring wound motor enchanted so that it can follow a series of up to five simple directions. The toys recognize the following commands: Forward, Left, Right, Stop, Back, and Special. Each command results in 5 or 0 feet of movement-if the user fails to specify, the toy will move 5 feet. Any solid object weighing more than one pound stops a Wind-Up Familiar's forward motion. Its feet will move, but it will not progress. It can still turn and move in another direction if that is a later part of its command string. Each command takes 1 move action to execute.

Each toy has its own special ability, hence the command "Special." They are:

- Cat: eyes glow yellow lighting a 5 foot square in front of the toy;
- Owl: fly five feet straight up and five feet forward then fly straight down until landed;
- Rat: pick up and carry one item weighing no more than one pound;
- Spider: climb solid surface as per the Spider Climb spell (including reduced movement rate);
- Toad: hop five feet in the air, landing 10 feet forward.

Stats

- Challenge Rating: 1/2
- Type: Fine Construct
- Hit Dice: 1/16 d10
- Hit Points: 1
- Initiative: +0
- Speed: 5 ft. (can't run)
- Defense: 18, Touch 18, Flat-footed 18 (+8 Size)
- Base Attack Bonus: +0
- Grapple: -16
- Attack: +5 melee (1, Slam)
- Full Attack: +5 melee (1, Slam)
- Special Qualities: Construct, Move or Attack only, Wind-up
- Allegiances: None
- Saves: Fort: -5, Ref: -, Will: -
- Action Points: 0
- Reputation: +0
- Abilities: Strength: 1, Dexterity: 10, Constitution: -, Intelligence: -, Wisdom: -, Charisma: -
- Construct: Wind-up familiars have the traits and immunities common to constructs.
- Move or Attack Only (Ex): A wind-up familiar can perform only a single move action or attack action on its turn. It cannot charge or run.
- Wind-Up (Ex): A wind-up familiar has only limited power and must have its mechanisms wound in order to function. When wound, it can move 30 feet before it needs to be rewound.

Silent Walkers

This Japanese organization dates back to the early 1600s. On the surface it seems like nothing more than a group dedicated to a particularly strict martial arts form called Shizuka Ni Ugoku (“Moving In Silence”). Students are taught a rigorous code of honor that is derived from the samurai code of bushido, and dissent is not tolerated.

The truth of the matter is that the Silent Walkers use their martial training, mental discipline, and philosophical beliefs to attempt to harness the hidden power of the human mind. They believe that through the perfection of mind, body, and spirit one can be granted the great honor and responsibility of psionic powers. Furthermore, they believe that anyone who achieves this end through any means other than their own is an affront before the gods.

Silent Walkers oppose natural psionics, those who develop psychic powers using other methods, and rogue former members of this organization they collectively refer to as “oni.” The Silent Walkers believe it is their duty to hunt down and slay all oni. In recent years, they have toned down their stance on these matters. Although they still enforce them within the borders of Japan (much to the dismay of the Japanese government), the Silent Walkers have decided that psychics in the rest of the world are none of their concern. However, if a former member of their society flees the country, the Silent Walkers will spare no expense or effort to track him or her down. Once that happens, elite psionic assassins are dispatched to ensure that the oni does not teach any of the organization’s secret techniques to unworthy outsiders.

Another difficulty has arisen in the wake of the recent influx of Shadow creatures. The word “oni” is most literally translated as “demon” or “monster,” and the goals and positions of the Silent Walkers have often been misinterpreted by some Shadowkind who think that the group wants to hunt them down for no good reason.

The Silent Walkers is a closed society. It almost never accepts members who are not Japanese, and certainly requires that all its members give up worldly goods and cares to devote themselves to the perfection of mind, body, and spirit. Members may not requisition any equipment, but the organization does provide all necessities for its members.

Nakamura Blades

Hundreds of years ago, Nakamura Tenji, a swordsmith of legendary talent, petitioned to join the Silent Walkers. In return for his admittance, he agreed to make one hundred katana that combined both his old and his new training. The results were weapons that were more than mere reflections of their owner’s souls—they were gifted with life.

Each katana was unique, with a personality all its own. They are said to have chosen names for themselves based on their abilities—names which they reveal only to their owners. Known blade names include Blood Drinker, Reverence of the New Moon, and Speaker of Truth. The blades speak telepathically with their wielders, and will often offer advice and suggestions. They do not, however, have the ability to control their wielder’s actions.

To determine the personality of a particular Nakamura blade, roll on the following chart.

<u>Table: Nakamura Blade Personalities</u>	
d20	Personality
1	Bloodthirsty
2-3	Violent
4-6	Angry
7-10	Impatient
11-14	Patient
15-17	Soothing
18-19	Insightful
20	Peace loving

Some Nakamura blades are more deadly than others, but all give immense power to the people who wield them. To determine the abilities of a particular Nakamura blade, roll once on each of the following charts.

Table: Nakamura Blade Enhancement Bonuses

d6	Enhancement Bonus
1-3	+1
4-5	+2
6	+3

Table: Nakamura Blade Special Abilities

d%	Special Ability
01-05	Item can Sense Motive (10 ranks)
06-10	Wielder has free use of Combat Reflexes
11-15	Wielder has free use of Blind-Fight
16-20	Wielder has free use of Improved Initiative
21-25	Wielder has free use of Dodge
26-30	Wielder has free use of Mobility
31-35	Detect Magical Aura at will
36-40	Detect Psionics at will
41-45	Wielder gains the Evasion ability
46-50	Wielder can See Invisible at will
51-55	Cure Light Wounds (1d8+5) on wielder 1/day
56-60	Feather Fall on wielder 1/day
61-65	Wielder does not need to sleep
66-70	Wielder does not need to breathe
71-75	Spider Climb for 20 minutes on wielder 1/day
76-80	Charm Person (DC 11) on contact 3/day
81-85	Shield on wielder 3/day
86-88	Invisibility (wielder only, up to 30 minutes per use) 3/day
89-91	Fly (30 minutes per use) 2/day
92-94	Heal
95-97	True Seeing at will
98-00	Passwall 3/day

Type

Weapon (magic)

Caster Level

10th

Purchase DC

45*

Weight

6 lbs.

*Nakamura blades are both highly collectable works of art and much sought after magic weapons. The Silent Walkers have retained control of all but a dozen of them. From time to time, one appears on an auction block, but the organization usually steals it before it can be purchased. Any nonmember believed to own a Nakamura blade immediately gains the enmity of the Silent Walkers.

Swiss Juncture of Gnomes

Some Shadowkind find it difficult to make the transition to our world, others are able to just pick up doing exactly what they did before. Such is the case for a group of gnomes who happened to pass through the veil of Shadow and find themselves in Zurich, Switzerland. In more than one sense they were lucky. The Swiss are an accepting people, and so they didn't bat an eyelash at their new neighbors. For another thing, no fewer than four languages are spoken fluently in Zurich, and this gave the gnomes an advantage in dealing with people from all over the world.

These particular gnomes had been scholars and inventors in their lives on the other side of Shadow. They found that, advanced as the technology of the mundane world is, there were some important gaps-and ones that they were more than ready to fill. So they did what everyone in Zurich with an idea that will revolutionize the globe does: they incorporated and opened a consulting practice. Thus the Swiss Juncture of Gnomes was born.

Although very few people were interested in their inventions (self-winding pasta, automated hat tippers, and instant mildew), it turned out that quite a few wanted the gnomes to focus their "outside the box" thinking on other problems. In recent years, the S.J.G. has developed natural disaster relief programs for third-world countries, done feasibility studies on building domed cities at the bottom of the sea, and designed a fully functional orbiting laser-cannon platform that (because of cost overruns) never actually got built.

The S.J.G. has opened offices in every major city worldwide, and do consulting work for most of the major financial institutions and political organizations in the western hemisphere. They charge a significant amount for their services, but their patrons invariably think it is worthwhile. The gnomes are also completely unconcerned with how their work will be applied, a trait that many clients find invaluable but many advocate groups find unconscionable.

Heroes will not be interested in joining the Swiss Juncture of Gnomes-the organization doesn't actually do anything. However, if they can afford the group's rates (purchase DC of 35 for one month's consulting contract with one S.J.G. associate), they might want to hire the gnomes sometime to help out on particularly difficult research assignments. On the other hand, the gnomes constantly employ contract workers to help in their more physical activities (such as traveling into the heart of the Amazon to locate a particular species of butterfly). In this way, it is possible for heroes to make some money and have access to one or more of the gnomes at the same time. If the heroes hire S.J.G., they might be in the uncomfortable position of having requisition requests passed their way. On the other hand, if they are hired by the gnomes, they S.J.G. will supply all necessary equipment for achieving the mission's goals.

The Workshop

Although the gnomes of the Swiss Juncture now make their living as consultants, their first love will always be tinkering and invention. Every office of S.J.G. has a workshop fully equipped to do any kind of mechanical, electronic, structural, or even merely cosmetic repair to just about any kind of device or item.

They are willing to do repair work for a modest fee (see the Purchase DC rules for Repair checks listed in the Repair skill description.) Every gnome in the organization has the maximum number of ranks in Repair, and between them all they have people willing to work twenty-four hours a day, so repairs will be completed in the shortest time possible.

For an additional fee, the gnomes are always willing to make improvements to any item they are repairing. They can add an enhancement bonus to any weapon, add enchantments or spell-like abilities, or jury-rig a new mechanical application. (For the Purchase DC, consult the rules for making magic items.)

URBAN ARCANA - ADVANCED CLASSES

Arcane Arranger

The fastest path into this advanced class is from the Charismatic hero basic class, though other paths are possible.

A high Intelligence is also useful for the Arcane Arranger, since knowledge is his or her province.

Requirements

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

Skills

Diplomacy 6 ranks, Gather Information 6 ranks, any Knowledge (arcane law, business, current events, popular culture, or streetwise) 6 ranks.

Class Information

The following information pertains to the Arcane Arranger advanced class.

- **Hit Die:** 1d6
- **Action Points:** 6 + one-half character level, rounded down, every time the Arcane Arranger attains a new level in this class.
- **Class Skills:** The Arcane Arranger's class skills (and the key ability for each skill) are:
 - Bluff (Cha)
 - Computer Use (Int)
 - Decipher Script (Int)
 - Diplomacy (Cha)
 - Forgery (Int)
 - Gather Information (Cha)
 - Intimidate (Cha)
 - Knowledge (arcane lore, business, current events, popular culture, streetwise) (Int)
 - Listen (Wis)
 - Profession (Wis)
 - Read/Write Language
 - Repair (Int)
 - Research (Int)
 - Sense Motive (Wis)
 - Speak Language
- **Skill Points at Each Level:** 7 + Int modifier.

Class Features

The following features pertain to the Arcane Arranger advanced class.

Word on the Street

The Arcane Arranger filters information constantly and remembers everything. Through regular contacts, gossip, internet chats, and other situations, he or she has a deep knowledge of everyday things. The Arcane Arranger can make a Gather Information check on general or specific information instantaneously, and spends only an hour making a Gather Information check for restricted information. Retries may be made under normal rules.

Protected information still requires 1d4+1 hours for a check.

The purchase DC for using Gather Information is reduced by 10.

False Allegiance

The Arcane Arranger fits in with whatever group he or she chooses to be with. At 2nd level, the Arcane Arranger can successfully emulate an allegiance he or she knows about. He or she gains the +2 circumstance bonus on Charisma-based skills when dealing with an individual of the same allegiance. The allegiance and its bonus is considered in effect until a check is failed, at which point the false allegiance is revealed. Supernatural and spell-like abilities that determine allegiance are not affected by the Arcane Arranger's false allegiance ability.

Bonus Feats

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

- Arcane Skills
- Armor Proficiency (light)
- Attentive
- Builder
- Combat Expertise
- Educated
- Gearhead
- Improved Disarm
- Jack of All Trades
- Renown
- Studios
- Trustworthy
- Windfall

Shadow Resources

At 4th level, the Arcane Arranger is well-enough wired into the social system to be able to get the names and numbers of individuals with particular abilities and talents. Even if away from his or her home stomping ground a phone call can produce a contact with the needed resource. Make a level check, adding all Arcane Arranger levels and any levels of Charismatic Hero. The difficulty of this task is based on how common the required abilities are.

A successful check indicates that the individual is available, and the Arcane Arranger knows about him or her. It does not guarantee the character contacted will be willing to perform the requested service-the party requesting the service must still negotiate for that person's services. An unsuccessful check means that no such individual is immediately known or available to the Arcane Arranger. This does not negate trying again for a different skill, nor from trying to locate a skill resource through more traditional methods. The resource the Arcane Arranger knows about will have total ranks in the needed skill of at least the Arcane Arranger's total character level +3.

<u>Table: Shadow Resource DCs</u>	
Required Ability	DC
Common Skill (Ride, Pilot, Treat Injury)	DC 10
Uncommon Skill (subgroups of other skills such as Knowledge (arcane lore) or Craft (structural))	DC 15
Rare Skill (skills available for a particular class-Spellcraft, Psicraft, Use Magic Device)	DC 20
Specific Feat	DC 20
Class Feature (spellcasting, turn undead, psionics)	DC 20
Specific Combination of Skills, Feats, and Abilities (someone with Knowledge (business) and the ability to cast the Augury spell)	DC 25

Table: Shadow Resource DCs

Required Ability	DC
Finding someone willing to perform activities secretly or illegally	DC +5
Finding someone with a specific level of ability	Add desired ranks to DC

Pack Rat

At 5th level, the Arcane Arranger is considered to have considerable material resources either at hand or easily and cheaply acquired. When making a Wealth check to determine if a particular item is “at hand,” add the Arcane Arranger class levels as a circumstance bonus.

Expert in Your Field

At 7th level, the Arcane Arranger is considered a master of connections, such that his or her reputation precedes him or her in his or her dealings with others. The Arcane Arranger gains a circumstance bonus equal to his or her Reputation bonus when making skill checks that are directly involved with Gather Information and Diplomacy skills. In addition, the Arcane Arranger may add his or her Reputation bonus on Wealth checks for new purchases.

Up My Sleeve

At 8th level, the Arcane Arranger gains the supernatural ability to pull a specific item out of thin air. As a move action, the Arcane Arranger may cause any item currently in his or her possession (with a size no greater than Small) to disappear into an extra-dimensional space. The item becomes impossible to detect by any means, however, Detect Magical Aura spells will reveal a moderate magical aura around the hand that last held the item. As a move action, the Arcane Arranger can cause the item to reappear in his or her hand. The Arcane Arranger may only hide one item at a time in this fashion.

At 10th level, the Arcane Arranger may use this ability to hide a single object of up to Large size or up to three objects of up to Small size (each of which may be retrieved individually).

Table: Arcane Arranger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+1	Word on the street	+0	+2
2nd	+1	+0	+0	+2	False allegiance	+1	+2
3rd	+1	+1	+1	+2	Bonus feat	+1	+2
4th	+2	+1	+1	+2	Shadow resources	+1	+3
5th	+2	+1	+1	+3	Pack rat	+2	+3
6th	+3	+2	+2	+3	Bonus feat	+2	+3
7th	+3	+2	+2	+4	Expert in your field	+2	+4
8th	+4	+2	+2	+4	Up my sleeve	+3	+4
9th	+4	+3	+3	+4	Bonus feat	+3	+4
10th	+5	+3	+3	+5	Up my sleeve	+3	+5

Archaic Weaponsmaster

The fastest path into this advanced class is from the Strong hero basic class, though other paths are possible, in particular, Fast heroes for those characters favoring archaic ranged weapons such as bows and crossbows.

Requirements

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

Base Attack Bonus

+3

Skills

Knowledge (history) 4 ranks.

Feats

Archaic Weapon Proficiency, Weapon Focus with an archaic weapon.

Class Information

The following information pertains to the Archaic Weaponsmaster advanced class.

- **Hit Die:** 1d10
- **Action Points:** 6 + one-half character level, rounded down, every time the Archaic Weaponsmaster attains a new level in this class.
- **Class Skills:** The Arcane Arranger's class skills (and the key ability for each skill) are:
 - Climb (Str)
 - Craft (mechanical, structural, visual art, writing) (Int)
 - Handle Animal (Cha)
 - Jump (Str)
 - Knowledge (art, history, theology and philosophy)
 - Profession (Wis)
 - Research (Int)
 - Ride (Dex)
 - Swim (Str)
- **Skill Points at Each Level:** 3 + Int modifier.

Class Features

The following features pertain to the Archaic Weaponsmaster advanced class.

Weapon Specialization

At 1st level, the Archaic Weaponsmaster gains the Weapon Specialization feat. He or she gains a +2 bonus on all damage rolls with a chosen archaic weapon. The Archaic Weaponsmaster must have Weapon Focus in that weapon in order to gain Weapon Specialization.

Imbue Weapon

At 2nd level, the Archaic Weaponsmaster may treat any archaic weapon he or she wields and has Weapon Focus with as a +1 magic weapon for purposes of striking creatures with damage reduction. This does not grant the weapon a +1 bonus, but only allows it to circumvent damage reduction.

At 8th level, the Archaic Weaponsmaster may treat any archaic weapon he or she wields and has Weapon Specialization with as a +2 magic weapon for purposes of striking creatures with damage reduction. This does not grant the weapon a +2 bonus, but only allows it to circumvent damage reduction.

Bonus Feats

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

- Advanced Two-Weapon Fighting
- Blind-Fight
- Combat Expertise
- Cleave
- Combat Reflexes
- Dead Aim
- Exotic Melee Weapon Proficiency
- Far Shot
- Great Cleave
- Improved Bull Rush
- Improved Disarm
- Improved Trip
- Improved Two-Weapon Fighting
- Power Attack
- Sunder
- Two-Weapon Fighting
- Weapon Focus

Quick Weapon Draw

At 4th level, the Archaic Weaponsmaster gains the ability to draw his or her weapon as a free action. This applies only to the weapons for which the Archaic Weaponsmaster has Weapon Specialization.

Expert In Your Field

At 5th level, the Archaic Weaponsmaster is considered to be a master of his or her particular weapon, whether this is as a scholar with a detailed knowledge of the weapon's history, or as a practitioner, such as a professional archer. Starting with 5th level, the Archaic Weaponsmaster gains a circumstance bonus equal to his or her Reputation bonus on skill checks that are directly involved with his or her knowledge and proficiency with the weapon. Such skills would include applicable Knowledge skills, as well as such social skills as Intimidate and Bluff.

Weapon Stun

At 7th level, the Archaic Weaponsmaster can use his or her weapon to deal nonlethal damage, without taking the -4 penalty on attack rolls. The Archaic Weaponsmaster must have Weapon Specialization in the weapon to use it in this fashion.

Increased Weapon Critical

The Archaic Weaponsmaster increases his or her threat range by one when using an archaic weapon with which he or she has Weapon Specialization. A weapon that would threaten a critical on 20 would now do so on a 19 or 20, and one which threatens on a 19 or 20 would now do so on an 18 to 20. This ability works with other abilities that increase threat ranges.

Table: Archaic Weaponsmaster

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+0	Weapon specialization	+1	+1
2nd	+1	+3	+0	+0	Imbue weapon +1	+1	+1
3rd	+2	+3	+1	+1	Bonus feat	+2	+1
4th	+3	+4	+1	+1	Quick weapon draw	+2	+2
5th	+3	+4	+1	+1	Expert in your field	+3	+2
6th	+4	+5	+2	+2	Bonus feat	+3	+2
7th	+5	+5	+2	+2	Weapon stun	+4	+3
8th	+6	+6	+2	+2	Imbue weapon +2	+4	+3
9th	+6	+6	+3	+3	Bonus feat	+5	+3
10th	+7	+7	+3	+3	Increased weapon critical	+5	+4

Glamourist

The fastest path into this advanced class is from a combination of the Charismatic and Dedicated hero basic classes, though other paths are possible.

Requirements

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

Skills

Bluff 6 ranks, Sense Motive 6 ranks.

Class Information

The following information pertains to the Glamourist advanced class.

- **Hit Die:** 1d6
- **Action Points:** 6 + one-half character level, rounded down, every time the Glamourist attains a new level in this class.
- **Class Skills:** The Glamourist's class skills (and the key ability for each skill) are:
 - Bluff (Cha)
 - Concentration (Con)
 - Diplomacy (Cha)
 - Decipher Script (Int)
 - Disguise (Cha)
 - Forgery (Int)
 - Gamble (Wis)
 - Gather Information (Cha)
 - Intimidate (Cha)
 - Knowledge (behavioral sciences, current events, popular culture, streetwise) (Int)
 - Listen (Wis)
 - Perform (act, sing) (Cha)
 - Profession (Wis)
 - Read/Write Language
 - Sense Motive (Wis)
 - Speak Language
 - Spot (Wis)
- **Skill Points at Each Level:** 5 + Int modifier.

Class Features

The following features pertain to the Glamourist advanced class.

Self-Confidence

The Glamourist may treat his or her Glamourist levels as Charismatic levels for any talent where Charismatic levels are used (Captivate, Charm, Dazzle, Fast-Talk, Favor, Taunt).

Hidden Motives

At 2nd level, the Glamourist increases his or her ability to hide his or her motives and intentions. He or she gains a circumstance bonus equal to his or her Glamourist levels when using Bluff against a Sense Motive skill. In addition, the DC for Bluff checks against him or her is increased by his or her levels of Glamourist.

Bonus Feats

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

- Alertness
- Attentive
- Builder
- Confident
- Creative
- Deceptive
- Improved Initiative
- Iron Will
- Low Profile
- Renown
- Trustworthy
- Windfall

Hidden Allegiance

At 4th level, the Glamourist gains the supernatural ability to suppress his or her loyalties, even from spells and abilities. In cases where such divinations are made, the Glamourist gains a Will save (DC 15 + the character level of the individual making the attempt) to negate the attempt. Negated attempts reveal either no allegiance or a lack of the sought-for allegiance, as applicable for the ability or spell.

Audience

At 5th level, the Glamourist may extend any Charismatic hero talents to a number of targets equal to his or her total of Charismatic and Glamourist levels. Individual targets are otherwise affected as described under the Charismatic hero basic class.

Daze

At 7th level, the Glamourist gains the spell-like ability to daze an individual of his or her choice. This ability may be used once per day, and functions identically to the Daze psionic power.

Utterly Convincing

At 8th level, the Glamourist is a master at convincing people. Whenever the Glamourist spends an action point to improve some Charisma-based skill checks (see below), he or she adds an additional 1d6 to the result. The skills that Utterly Convincing applies to are: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, and Perform.

Charm Person

At 10th level, the Glamourist gains the spell-like ability to Charm Person once per day. This ability functions identically to the Charm Person psionic ability.

Table: Glamourist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Self-confidence	+1	+0
2nd	+1	+0	+3	+0	Hidden motives	+1	+0
3rd	+1	+1	+3	+1	Bonus feat	+2	+1
4th	+2	+1	+4	+1	Hidden allegiance	+2	+1
5th	+2	+1	+4	+1	Audience	+3	+1
6th	+3	+2	+5	+2	Bonus feat	+3	+2
7th	+3	+2	+5	+2	Daze	+4	+2
8th	+4	+2	+6	+2	Utterly convincing	+4	+2
9th	+4	+3	+6	+3	Bonus feat	+5	+3
10th	+5	+3	+7	+3	Charm person	+5	+3

Mystic

The fastest path into this advanced class is from the Dedicated hero basic class, though other paths are possible. A high Charisma score is necessary to ensure the ability to cast spells.

Requirements

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

Skills

Diplomacy 6 ranks, Knowledge (theology and philosophy) 6 ranks, Listen 6 ranks.

Allegiance

At the time that the character receives his or her first level in the Mystic advanced class, he or she must select an allegiance to a faith, concept, tradition or alignment. The Mystic may choose positive (good) or negative (evil) energy as an allegiance, but is not required to.

Class Information

The following information pertains to the Mystic advanced class.

- **Hit Die:** 1d6
- **Action Points:** 6 + one-half character level, rounded down, every time the Mystic attains a new level in this class.
- **Class Skills:** The Mystic's class skills (and the key ability for each skill) are:
 - Concentration (Con)
 - Craft (chemical, pharmaceutical, visual arts) (Int)
 - Diplomacy (Cha)
 - Gather Information (Cha)
 - Knowledge (art, behavioral sciences, earth and life sciences, theology and philosophy) (Int)
 - Perform (act, dance, sing, stand-up) (Cha)
 - Profession (Wis)
 - Read/Write Language
 - Sense Motive (Wis)
 - Sleight of Hand (Dex)
 - Speak Language
 - Spellcraft (Int)
 - Spot (Wis)
 - Treat Injury (Wis)
- **Skill Points at Each Level:** 5 + Int modifier.

Class Features

The following features pertain to the Mystic advanced class.

Arcane Skills

At 1st level, the Mystic gains the Arcane Skills feat, granting access to the following skills: Spellcraft, Use Magic Device, and the arcane functions of Concentration and Craft (chemical).

Divine Spells

The Mystic casts divine spells the same as Acolytes. A Mystic's selection of spells is extremely limited. The Mystic begins play knowing four 0-level spells (called orisons) and two 1st-level spells. At each level, the Mystic gains one or more new spells as indicated below. These spells can be common spells chosen from the Mystic's spell list or they can be unusual spells of the Mystic's own devising.

The Mystic is limited to casting a certain number of spells of each level per day, but need not prepare those spells in advance. The number of spells that may be cast per day may be increased by sufficiently high Charisma scores.

A Mystic may use a higher-level slot to cast a lower-level spell. The Mystic may spend an action point to "trade out" a known spell (losing it entirely) in exchange for another; in this fashion the Mystic is not penalized for filling all the slots of their known spells list.

Mystics do not have "cure" or "inflict" spells in their spell lists. Mystics may use incantations to cast these spells. The Difficulty Class for a saving throw against the Mystic's spell is 10 + the spell's level + the Mystic's Wisdom modifier. The Mystic doesn't acquire his or her spells from books or scrolls, nor does he or she prepare them through study. Instead, he or she meditates or prays for his or her spells, receiving them through his or her own strength of faith or as divine inspiration. The Mystic must spend one hour each day in quiet contemplation or supplication to regain his or her daily allotment of spells. Time spent resting has no effect on the Mystic's spell preparation. In addition, the Mystic receives bonus spells based on his or her Charisma score, as shown on the chart below.

Prohibited Spell List

Mystics use the same spell list as Acolytes except that Mystics may not use the spells listed below.

- Level 0: Cure Minor Wounds, Inflict Minor Wounds
- Level 1: Cure Light Wounds, Inflict Light Wounds
- Level 2: Cure Moderate Wounds, Inflict Moderate Wounds
- Level 3: Cure Serious Wounds, Inflict Serious Wounds
- Level 4: Cure Critical Wounds, Inflict Critical Wounds
- Level 5: Mass Cure Light Wounds, Mass Inflict Light Wounds, Raise Dead

Table: Mystic Spells						
Mystic Level	-Spells per Day by Spell Level-					
	0	1	2	3	4	5
1	3	2	-	-	-	-
2	4	3	-	-	-	-
3	4	3	2	-	-	-
4	5	4	3	-	-	-
5	5	4	3	2	-	-
6	5	4	4	3	-	-
7	6	5	4	3	2	-
8	6	5	4	4	3	-
9	6	5	5	4	3	2
10	6	5	5	4	4	3

Table: Mystic Spells Known						
Mystic Level	-Mystic Spells Known-					
	0	1	2	3	4	5
1	4	2	-	-	-	-
2	5	2	-	-	-	-
3	5	3	1	-	-	-
4	6	3	2	-	-	-
5	6	4	2	1	-	-
6	7	4	3	2	-	-
7	7	5	3	2	1	-
8	8	5	4	3	2	-
9	8	5	4	3	2	1
10	9	5	5	4	3	2

Table: Mystic Bonus Spells					
Cha Score	-Bonus Spells by Spell Level-				
	1	2	3	4	5
12-13	1	-	-	-	-
14-15	1	1	-	-	-
16-17	1	1	1	-	-
18-19	1	1	1	1	-
20-21	2	1	1	1	1
22-23	2	2	1	1	1

Turn or Rebuke Undead

Starting at 2nd level, the Mystic gains the supernatural ability to affect the undead, such as zombies, skeletons, ghosts, and vampires in a manner similar to an Acolyte. However, the Mystic's allegiance does not effect the type of effects he or she has on the undead. Furthermore, the Mystic affects undead as if he or she were an Acolyte of one level lower than his or her current Mystic class.

A Mystic may turn, rebuke, command or bolster the undead. He or she may destroy the undead if of sufficient levels. He or she cannot dispel the turning of an Acolyte.

Bonus Feats

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

- Alertness
- Archaic Weapons Proficiency
- Armor Proficiency (light)
- Attentive
- Creative
- Dodge
- Educated
- Empower Turning
- Greater Spell Focus
- Greater Spell Penetration
- Improved Turning
- Renown
- Spell Focus
- Spell Penetration
- Trustworthy
- Windfall

The Mystic may also take any metamagic feats as bonus feats.

Combat Casting

At 4th level, the Mystic becomes adept at casting spells during combat. He or she gets a +4 bonus to Concentration checks made to cast a spell while on the defensive.

Brew Potion

At 5th level, the Mystic can create potions, which carry spells within themselves.

The Mystic can create a potion of any spell of 3rd level or lower that he or she knows. The spell must target a character or characters. Brewing a potion takes one day. When the Mystic creates a potion, he or she sets the caster level. The caster level must be sufficient to cast the spell in question and no higher than the Mystic's own level.

The purchase DC of the raw material to brew a potion is 15 + the potion's spell level + the potion's caster level.

The Mystic must also spend experience points to brew a potion. The XP cost is equal to the spell level x the caster level x the purchase DC of the raw materials.

Finally, the Mystic makes a Craft (chemical) skill check. The DC for the check is 10 + the spell level + the caster level. If the check fails, the raw materials are used up but the XP are not spent. The Mystic can try again the next day.

When the Mystic creates a potion, he or she makes any choices that he or she would normally make when casting the spell. Whoever drinks the potion is the target of the spell. Any potion that stores a spell with a costly material component or an experience point cost also carries a commensurate cost. In addition to the raw materials cost, the Mystic must expend the material component or pay the XP cost when creating the potion.

Discern Lie

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

The Mystic can determine whether a spoken statement is true or false with a successful Sense Motive check opposed by the subject's Bluff check or DC 10, whichever is greater.

Turn or Rebuke Humans

Starting at 8th level, the Mystic gains the supernatural ability to affect humans, allowing him or her to command them or drive them off in the fashion of the Acolyte's Turn Undead ability. The Mystic's allegiance does not effect the type of effects he or she has on humans. The ability does not affect humanoids or other creatures. Unlike other turning abilities, the Mystic must spend an action point to turn or rebuke humans. A Mystic may turn, rebuke, command or bolster humans. He or she cannot destroy the targeted humans with this ability, nor can he or she dispel the turning of another individual.

Empower Spell

At 10th level, the Mystic learns to cast spells to greater effect. All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, as appropriate. Spells without random variables are not affected. An empowered spell uses up a spell slot two levels higher than the spell's actual level. Therefore, a Mystic can only empower 1st, 2nd, or 3rd-level spells.

Table: Mystic							
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+1	+1	Arcane skills, divine spells	+1	+2
2nd	+1	+3	+2	+2	Turn undead, divine spells	+1	+2
3rd	+1	+3	+2	+2	Bonus feat, divine spells	+2	+2
4th	+2	+4	+2	+2	Combat casting, divine spells	+2	+3
5th	+2	+4	+3	+3	Brew potion, divine spells	+3	+3
6th	+3	+5	+3	+3	Bonus feat, divine spells	+3	+3
7th	+3	+5	+4	+4	Discern lie, divine spells	+4	+4
8th	+4	+6	+4	+4	Turn humans, divine spells	+4	+4
9th	+4	+6	+4	+4	Bonus feat, divine spells	+5	+4
10th	+5	+7	+5	+5	Empower spell, divine spells	+5	+5

Shadow Hunter

The fastest path into this advanced class is from the Dedicated hero basic class, though other paths are possible.

Requirements

To qualify to become a Shadow Hunter, a character must fulfill the following criteria. High Strength and Charisma scores are also useful.

Base Attack Bonus

+2

Skills

Investigate 6 ranks, Sense Motive 6 ranks, Knowledge (arcane lore) 3 ranks.

Feats

Track, and Personal Firearms Proficiency or Archaic Weapons Proficiency.

Class Information

The following information pertains to the Shadow Hunter advanced class.

- **Hit Die:** 1d8
- **Action Points:** 6 + one-half character level, rounded down, every time the Shadow Hunter attains a new level in this class.
- **Class Skills:** The Shadow Hunter's class skills (and the key ability for each skill) are:
 - Bluff (Cha)
 - Diplomacy (Cha)
 - Gather Information (Cha)
 - Intimidate (Cha)
 - Investigate (Int)
 - Knowledge (arcane lore, current events, popular cultures, streetwise) (Int)
 - Listen (Wis)
 - Profession (Wis)
 - Read/Write Language
 - Research (Int)
 - Search (Int)
 - Sense Motive (Wis)
 - Speak Language
 - Spot (Wis)
 - Survival (Wis)
- **Skill Points at Each Level:** 5 + Int modifier.

Class Features

The following features pertain to the Shadow Hunter advanced class.

Target Bonus

The Shadow Hunter, as a full-round action, may designate an individual as a target. He or she spends one action point to select a target, and thereafter gains a competence bonus on certain actions involving that particular target. The Shadow Hunter does not need to know the target personally and may know him or her only through his or her actions or description. The Shadow Hunter may not select a target while he or she or the target is in combat, and once he or she chooses a target he or she must wait 24 hours before choosing another.

The Shadow Hunter gains the target bonus as a competence bonus on attacks against that particular target, as well as when using the following skills directly against the target, or in tracking a target: Bluff, Computer Use, Gather Information, Investigate, Listen, Research, Search, Sense Motive, and Spot. The target bonus applies to a single individual and lasts until the Shadow Hunter chooses a new target. The bonus is +1 at 1st level, +2 at 4th, and +3 at 7th level.

Swift Track

At 2nd level, the Shadow Hunter may move at normal speed while using Track without taking the -5 penalty.

Bonus Feats

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

- Armor Proficiency (archaic, light, medium)
- Brawl
- Improved Brawl
- Improved Feint
- Improved Grapple
- Improved Knockout Punch
- Knockout Punch
- Streetfighting

No Trace

At 4th level, the Shadow Hunter knows how to hide his or her own tracks, and may, at his or her choice, move into “No Trace” mode. All attempts to use the Track feat against the Shadow Hunter (though not allies) treat the ground as “firm” for purposes of success. In addition, the DC of any attempts to use Computer Use, Gather Information, Investigate, and Research on matters involving the Shadow Hunter are increased by the Shadow Hunter’s levels in this advanced class.

Play a Hunch

At 5th level, the Shadow Hunter gains the supernatural ability to make a guess and be assured that it is correct. The Shadow Hunter may, as a full-round action, spend an action point to determine whether an assumption, hunch, or guess is correct. The player states the assertion and pays an action point. Secretly roll percentile dice; there is a 70% +1% per character level chance of getting a response on the hunch (failure indicates merely that you are unsure if this is true or not).

If the roll is a success, the player knows if the hunch is true, false, both or neither. A “both” response is possible for vague assumptions. An “unknown” response is for questions with no immediate answer.

It may be determined that a hunch is so obvious that it does not require a roll, or that it is so vague that there is no chance for success. In these cases, the action point is not spent (though the attempt still counts as a full-round action). A hunch does not translate as a legal truth, and will not stand up in a court of law. Rather it is an obvious fact to the Shadow Hunter alone. Finding proof of an assumption would require additional work.

Detect Magical Aura

At 8th level, the Shadow Hunter gains the spell-like ability to Detect Magical Aura. The Shadow Hunter may use this effect up to three times per day, and each use lasts for 20 minutes.

Locate Target

At 10th level, the Shadow Hunter gains the supernatural ability to know where his or her target is, if in the target is in the general vicinity (1,000 feet of the Shadow Hunter). This ability applies only to the target, and does not reveal attitude, status, or the presence of others around the target. This is a supernatural ability, and spells, psionics, and other FX that interfere with supernatural abilities will foil the Locate Target ability as well.

Table: Shadow Hunter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+1	Target bonus +1	+1	+0
2nd	+1	+2	+2	+2	Swift track	+2	+0
3rd	+2	+2	+2	+2	Bonus feat	+2	+0
4th	+3	+2	+2	+2	No trace, target bonus +2	+3	+0
5th	+3	+3	+3	+3	Play a hunch	+4	+1
6th	+4	+3	+3	+3	Bonus feat	+4	+1
7th	+5	+4	+4	+4	Target bonus +3	+5	+1
8th	+6	+4	+4	+4	Detect magical aura	+6	+2
9th	+6	+4	+4	+4	Bonus feat	+6	+2
10th	+7	+5	+5	+5	Locate target	+7	+2

Shadowjack

The fastest path into this advanced class is from the Smart hero basic class, though other paths are possible.

Requirements

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

Skills

Computer Use 6 ranks, Craft (electronic) 6 ranks, and Disable Device 6 ranks.

Class Information

The following information pertains to the Shadowjack advanced class.

- **Hit Die:** 1d6
- **Action Points:** 6 + one-half character level, rounded down, every time the Shadowjack attains a new level in this class.
- **Class Skills:** The Shadowjack's class skills (and the key ability for each skill) are:
 - Computer Use (Int)
 - Craft (electronic, mechanical, writing) (Int)
 - Decipher Script (Int)
 - Disable Device (Int)
 - Forgery (Int)
 - Gamble (Wis)
 - Gather Information (Cha)
 - Intimidate (Cha)
 - Knowledge (arcane lore, current events, history, popular culture, technology) (Int)
 - Profession (Wis)
 - Read/Write Language
 - Repair (Int)
 - Research (Int)
 - Speak Language
 - Search (Int)
- **Skill Points at Each Level:** 7 + Int modifier.

Class Features

The following features pertain to the Shadowjack advanced class.

Read/Write Code

Beginning at 1st level, the Shadowjack can understand both the nature of raw computer code and what the program is intended to accomplish when implemented. On a successful Decipher Script check (DC 10 + Computer Use skill modifier of the code's author), the Shadowjack can determine both the function of the program and any bugs or potential weak points in the design. If weak points are found, the Shadowjack gains a +2 insight bonus on Computer Use checks attempting to degrade the program.

Online Presence

Beginning at 2nd level, when attempting to use a Charisma-based skill such as Bluff, Intimidate, Diplomacy, or Gather Information in an online situation, the Shadowjack adds any Shadowjack levels as a circumstance bonus.

Bonus Feats

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

- Alertness
- Arcane Skills
- Builder
- Cautious
- Educated
- Gearhead
- Lightning Reflexes
- Low Profile
- Meticulous
- Renown
- Studios
- Windfall

Shadowjack Abilities

Beginning at 4th level, the Shadowjack gains the following abilities:

Electronic Empathy

The Shadowjack gains a +2 competence bonus when repairing or disabling electronic devices. This is in addition to any synergy bonuses for related skills.

Careful Progress

When the Shadowjack attempts to defeat computer security, the administrator is alerted only if the Shadowjack fails his or her Computer Use check by 10 or more.

At 5th level, the Shadowjack gains the following abilities:

False Trail

When covering his or her electronic tracks through the internet, the Shadowjack can lay in a false trail. With a successful DC 25 Computer Use check, the Shadowjack imposes a -5 penalty on any attempt to trace him or her (as described in the Defend Security function of the Computer Use skill). If the trace fails by 10 or more points, the tracker follows the Shadowjack's false trail to an innocent internet address. If the trace fails by less than 10 points, the tracker realizes the trail is bogus and gives up.

Install Backdoor

After successfully breaking into a specific computer system, the Shadowjack can install a "backdoor" to the system. A backdoor is a piece of code that makes it easier for the Shadowjack to break into that particular system in the future. Writing and installing the program requires a Computer Use check (see chart below), but once successfully installed it automatically defeats that system's security upon return trips-the Shadowjack no longer needs to make Computer Use checks to enter that system.

It is important to keep backdoors hidden from the system administrator, who will always be on the lookout for such invasions. A backdoor automatically allows the Shadowjack entrance to a particular system, but every time he or she uses it he or she must make an opposed Computer Use check against the administrator. Failure means the backdoor is discovered and will be deleted before the next time the Shadowjack returns.

<u>Table: Install Backdoor DCs</u>	
Level of Security	DC
Minimum	25
Average	30
Exceptional	40
Maximum	45

At 7th level, the Shadowjack gains the following abilities:

Online Spell Resistance

The Shadowjack becomes harder to hurt by spells and spell-like abilities sent through email and electronic devices, including the Techno Mage's online spellcasting ability as well as magical items which use electronic components. The Shadowjack gains Spell Resistance equal to 10 + his or her Shadowjack levels. This is a supernatural ability.

Improved Degradation

The Shadowjack's attempts to alter and degrade existing programming get more insidious. The degradation is installed as normal (as described in the Degrade Programming function of the Computer Use skill). However, unless the Computer Use check to fix the degraded program exceeds the DC by 5, the degradation returns within 6 hours-this happens automatically, the Shadowjack does not have to make a second check.

At 8th level, the Shadowjack gains the following abilities:

Pass Firewall

When the Shadowjack attempts to defeat computer security, the administrator is alerted only if the Shadowjack rolls a 1 on his or her Computer Use check.

Walking Database

The Shadowjack gains the supernatural ability to recall vast amounts of information gleaned while traveling through cyberspace. He or she may spend an action point and then substitute his or her Computer Use score instead of a Knowledge score for the purposes of one check.

Virtual Incantations

At 10th level, the Shadowjack gains the spell-like ability to use a computer to cast incantations. This process reduces the number of secondary casters required by 10, and may allow the Shadowjack to shorten the casting time. If he or she is successful at a Computer Use check with a DC equal to the DC for the incantation's skill check, the casting time is reduced to 1/10th of its original length. All other requirements for the incantation (components, saving throws, backlash, and so forth) remain the same.

Table: Shadowjack

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Read/write code	+1	+0
2nd	+1	+0	+0	+3	Online presence	+1	+0
3rd	+1	+1	+1	+3	Bonus feat	+2	+1
4th	+2	+1	+1	+4	Shadowjack abilities	+2	+1
5th	+2	+1	+1	+4	Shadowjack abilities	+3	+1
6th	+3	+2	+2	+5	Bonus feat	+3	+2
7th	+3	+2	+2	+5	Shadowjack abilities	+4	+2
8th	+4	+2	+2	+6	Shadowjack abilities	+4	+2
9th	+4	+3	+3	+6	Bonus feat	+5	+3
10th	+5	+3	+3	+7	Virtual incantations	+5	+3

Speed Demon

The fastest path into this advanced class is from the Fast hero basic class, though other paths are possible.

Requirements

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

Skills

Drive 6 ranks.

Feats

Vehicle Expert.

Other

Base Reflex save +2.

Class Information

The following information pertains to the Speed Demon advanced class.

- **Hit Die:** 1d8
- **Action Points:** 6 + one-half character level, rounded down, every time the Speed Demon attains a new level in this class.
- **Class Skills:** The Speed Demon's class skills (and the key ability for each skill) are:
 - Balance (Dex)
 - Concentration (Con)
 - Craft (electronic, mechanical) (Int)
 - Disable Device (Dex)
 - Drive (Dex)
 - Knowledge (current events, popular culture, technology) (Int)
 - Listen (Wis)
 - Profession (Wis)
 - Navigate (Int)
 - Pilot (Dex)
 - Read/Write Language
 - Repair (Int)
 - Speak Language
 - Tumble (Dex)
- **Skill Points at Each Level:** 5 + Int modifier.

Class Features

The following features pertain to the Speed Demon advanced class.

Uncanny Dodge X

The Speed Demon gains the ability of Uncanny Dodge, or increases the potency of this ability if he or she already has it. If the Speed Demon does not have Uncanny Dodge 1 (usually gained as a Fast hero), he or she gains Uncanny Dodge 1: He or she retains her Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by a hidden attacker. (He or she still loses his or her Dexterity bonus to Defense if he or she's immobilized.) If the Speed Demon already has Uncanny Dodge 1, he or she gains Uncanny Dodge 2: He or she can no longer be flanked; he or she can react to opponents on opposite sides of him or herself as easily as he or she can react to a single attacker.

If the Speed Demon already has Uncanny Dodge 2, then he or she gains no further benefit from this ability.

Hit the Weak Spot

At 2nd level, the Speed Demon knows enough about vehicles to know the best way to damage and disable them. Whether using a weapon or another vehicle, the Speed Demon ignores the first 5 points of hardness when attacking a vehicle.

Bonus Feats

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

- Brawl
- Builder
- Dodge
- Drive-By Attack
- Force Stop
- Gearhead
- Improved Brawl
- Renown
- Streetfighting
- Vehicle Dodge
- Vehicle Specialization

Vehicle Empathy

At 3rd level, the Speed Demon gains the supernatural ability to use Disable Device with a vehicle with which he or she has the Vehicle Specialization feat. This is a free action, but he or she must be touching the vehicle in question in order for the ability to function. This may include popping the locks without tools, starting the engine without keys, or cracking the engine block by touching the hood.

Need For Speed

At 4th level, the Speed Demon can improve the top speed of a ground or water vehicle that he or she controls. The vehicle's top speed is increased by 25%.

Nursing the Turns

At 5th level, the Speed Demon can get better performance out of a vehicle, reducing some of its penalties. The Speed Demon may spend an action point to negate the Maneuver penalty of a vehicle or Initiative penalty of a vehicle he or she controls until the beginning of the Speed Demon's next turn.

Commandeer

At 6th Level, the Speed Demon gains the supernatural ability to control a vehicle even if he or she is not behind the wheel or otherwise in immediate control of the vehicle. The Speed Demon makes all Drive checks for the vehicle as long as he or she is in control.

The Speed Demon must be in contact with the vehicle, and loses control of it if he or she no longer maintains contact. The vehicle must be a vehicle with which the Speed Demon has the Vehicle Specialization feat.

The Speed Demon must make a Drive check for commandeering a vehicle. The DC is 10 for an otherwise uncontrolled vehicle or one in which the controller allows the Speed Demon to assume control. If the controller of the vehicle resists the Speed Demon's attempts, the DC is 10 + the controller's Drive skill.

Leadfoot

At 7th level, the Speed Demon gains a +2 competence bonus on initiative checks when controlling a vehicle.

Redlining the Needle

At 8th level, the Speed Demon treats Check/Roll Modifiers for All-Out and Highway Speeds as Street Speeds (reduced to -1 as opposed to -2 and -4, respectively).

Restore Vehicle

At 9th level, the Speed Demon gains the supernatural ability to, as a move action or part of a move action, restore a vehicle to working condition. The Speed Demon spends an action point and restores up to 10 points of damage to a vehicle he or she is in contact with. The restoration is magical in nature, and may be performed while the vehicle is in motion. The Speed Demon may restore damaged portions of the vehicle, such as tires, in the same manner.

One with the Vehicle

At 10th level, the Speed Demon develops supernatural reflexes behind the wheel, effectively reacting as if vehicle and body were one. When the Speed Demon is in control of a vehicle, he or she can add his or her Defense bonus to that of the vehicle. The Defense bonus applies to all parts of the vehicle, including windshields, tires, and passengers.

Table: Speed Demon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Uncanny dodge X	+1	+0
2nd	+1	+0	+3	+0	Hit the weak spot	+1	+0
3rd	+2	+1	+3	+1	Bonus feat, vehicle empathy	+2	+1
4th	+3	+1	+4	+1	Need for speed	+2	+1
5th	+3	+1	+4	+1	Nursing the turns	+3	+1
6th	+4	+2	+5	+2	Bonus feat, commandeer	+3	+2
7th	+5	+2	+5	+2	Leadfoot	+4	+2
8th	+6	+2	+6	+2	Redlining the needle	+4	+2
9th	+6	+3	+6	+3	Bonus feat. restore vehicle	+5	+3
10th	+7	+3	+7	+3	One with the machine	+5	+3

Street Warrior

The fastest path into this advanced class is from the Strong hero basic class, though other paths are possible.

Requirements

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

Base Attack Bonus

+3

Skills

Knowledge (streetwise) 6 ranks.

Feats

Streetfighting, Brawl.

Other

Before or upon taking the Street Warrior advanced class, the Street Warrior must have an allegiance to some urban area or group. This could include a particular neighborhood or organization that would be suitable for an urban-oriented character.

Class Information

The following information pertains to the Street Warrior advanced class.

- **Hit Die:** 1d10
- **Action Points:** 6 + one-half character level, rounded down, every time the Street Warrior attains a new level in this class.
- **Class Skills:** The Street Warrior's class skills (and the key ability for each skill) are:
 - Bluff (Cha)
 - Diplomacy (Cha)
 - Disable Device (Int)
 - Drive (Dex)
 - Gamble (Wis)
 - Gather Information (Cha)
 - Hide (Dex)
 - Intimidate (Cha)
 - Investigate (Int)
 - Jump (Str)
 - Knowledge (popular culture, streetwise, tactics) (Int)
 - Move Silently (Dex)
 - Profession (Wis)
 - Sense Motive (Wis)
 - Spot (Wis)
 - Survival (Wis)
- **Skill Points at Each Level:** 5 + Int modifier.

Class Features

The following features pertain to the Street Warrior advanced class.

Urban Survival

At 1st level, the Street Warrior gains a +4 competence bonus on Survival checks in urban areas, which includes the ability to follow tracks, hunt feral animals, find (or lose) individuals in an urban maze, find safe places to crash, and avoid hazards peculiar to a city environment.

Improvised Weapons

At 2nd level, the Street Warrior becomes an expert at using improvised weapons. The Street Warrior does not take a -4 penalty on attack rolls when wielding an improvised weapon.

Bonus Feats

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

- Advanced Firearms Proficiency
- Armor Proficiency (Light)
- Combat Throw
- Defensive Martial Arts
- Elusive Target
- Knockout Punch
- Improved Brawl
- Improved Combat Throw
- Improved Feint
- Improved Knockout Punch
- Personal Firearms Proficiency
- Weapon Focus
- Unbalance Opponent

Street Cred

At 4th level, the Street Warrior adds his or her Reputation bonus to Charisma skill checks in his or her home location, or in situations involving others of his or her chosen allegiance(s). These skills include Bluff, Diplomacy, Gather Information, and Intimidate.

Improved Streetfighting

The extra damage provided by the Streetfighting feat increases to 1d4+2.

Weapon Specialization

At 7th level, the Street Warrior gains Weapon Specialization with a specific melee weapon (including unarmed strike). The weapon must be one in which the Street Warrior has a Weapon Focus feat. He or she gets a +2 bonus on all damage rolls with the chosen weapon. Should the Street Warrior not have a Weapon Focus, he or she does not get this ability until such a time that he or she gains Weapon Focus.

Improvised Weapon Damage

At 8th level, the Street Warrior's attacks with improvised weapons deal more damage. He or she treats an improvised weapon as one size category larger than it is for the purpose of determining the damage it deals.

Advanced Streetfighting

The extra damage provided by the Streetfighting feat increases to 1d4+4.

Table: Street Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+0	+0	Urban survival	+1	+1
2nd	+2	+3	+0	+0	Improvised weapons	+1	+1
3rd	+3	+3	+1	+1	Bonus feat	+2	+1
4th	+4	+4	+1	+1	Street cred	+2	+2
5th	+5	+4	+1	+1	Improved streetfighting	+3	+2
6th	+6	+5	+2	+2	Bonus feat	+3	+2
7th	+7	+5	+2	+2	Weapon specialization	+4	+3
8th	+8	+6	+2	+2	Improvised weapon damage	+4	+3
9th	+9	+6	+3	+3	Bonus feat	+5	+3
10th	+10	+7	+3	+3	Advanced streetfighting	+5	+4

Swashbuckler

The fastest path into this advanced class is from the Fast hero basic class, though other paths are possible.

Requirements

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

Base Attack Bonus

+2

Skills

Balance 6 ranks, Tumble 6 ranks.

Feats

Weapon Finesse with any light melee weapon.

Class Information

The following information pertains to the Swashbuckler advanced class.

- **Hit Die:** 1d8
- **Action Points:** 6 + one-half character level, rounded down, every time the Swashbuckler attains a new level in this class.
- **Class Skills:** The Swashbuckler's class skills (and the key ability for each skill) are:
 - Balance (Dex)
 - Climb (Str)
 - Escape Artist (Dex)
 - Hide (Dex)
 - Jump (Str)
 - Knowledge (current events, history, popular culture) (Int)
 - Listen (Wis)
 - Move Silently (Dex)
 - Navigate (Int)
 - Pilot (Dex)
 - Profession (Wis)
 - Sleight of Hand (Dex)
 - Swim (Str)
 - Tumble (Dex)
- **Skill Points at Each Level:** 5 + Int modifier.

Class Features

The following features pertain to the Swashbuckler advanced class.

Weapon Focus

At 1st level, the Swashbuckler gets the Weapon Focus feat for a weapon which he or she has Weapon Finesse. If he or she already has Weapon Focus for this weapon, then he or she gains Weapon Focus in another light melee weapon or smaller of his or her choice.

Quick Weapon Draw

At 2nd level, the Swashbuckler gains the ability to draw his or her weapon as a free action. This applies only to the weapons for which the Swashbuckler has Weapon Focus.

Bonus Feats

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

- Blind-Fight
- Combat Expertise
- Combat Reflexes
- Dodge
- Exotic Melee Weapon Proficiency
- Improved Damage Threshold
- Improved Disarm
- Improved Trip
- Mobility
- Spring Attack
- Whirlwind Attack

Weapon Specialization

At 4th level, the Swashbuckler gains the Weapon Specialization feat. He or she gains a +2 bonus on damage rolls with a chosen light slashing or piercing melee weapon. The Swashbuckler must have Weapon Focus in that weapon in order to gain Weapon Specialization.

Find the Mark

The Swashbuckler increases his or her threat range by one when using any melee weapon with which he or she has Weapon Finesse. A weapon that would threaten a critical on 20 would now do so on a 19 or 20, and one which threatens on a 19 or 20 would now do so on an 18 to 20. This ability works with other abilities which increase threat ranges.

Greater Weapon Specialization

At 7th level, the Swashbuckler gains Greater Weapon Specialization with a light or smaller melee weapon with which he or she has Weapon Specialization. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Deflect Missiles

At 8th level, the Swashbuckler can use his or her weapon to deflect missiles in the air, including arrows, spears, bolts, and bullets. This is a supernatural ability and costs an action point to activate.

If armed with a melee weapon with which he or she has Greater Weapon Specialization, the Swashbuckler may spend an action point to allow a Reflex save (DC 20 +1 per enhancement bonus of the attacking weapon). If he or she succeeds, he or she deflects the missile harmlessly away. The Deflect Missiles ability applies to bullets from handguns and longarms, but not exceptional missiles (such as Magic Missiles or particularly large items). If used successfully against a grenade attack the grenade automatically scatters (as normal rules) and then explodes.

Touché

At 10th level, the Swashbuckler is so adept at using his or her chosen weapon (with which he or she has Greater Weapon Focus) that attacks with that weapon can deal additional damage. With a successful attack with this weapon, before damage is rolled, he or she can spend 1 action point to deal +3d6 points of damage. This damage is not doubled by the effects of critical hits.

Table: The Swashbuckler

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+0	Weapon focus	+1	+0
2nd	+1	+2	+3	+0	Quick weapon draw	+2	+0
3rd	+2	+2	+3	+1	Bonus feat	+2	+0
4th	+3	+2	+4	+1	Weapon specialization	+3	+0
5th	+3	+3	+4	+1	Find the mark	+4	+1
6th	+4	+3	+5	+2	Bonus feat	+4	+1
7th	+5	+4	+5	+2	Greater weapon specialization	+5	+1
8th	+6	+4	+6	+2	Deflect missiles	+6	+1
9th	+6	+4	+6	+3	Bonus feat	+6	+2
10th	+7	+5	+7	+3	Touché	+7	+2

Techno Mage

The fastest path into this advanced class is from the Smart hero basic class, though other paths are possible.

Requirements

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

Skills

Computer Use 6 ranks, Craft (electronics) 6 ranks, Knowledge (arcane lore) 6 ranks, Repair 6 ranks.

Class Information

The following information pertains to the Techno Mage advanced class.

- **Hit Die:** 1d6
- **Action Points:** 6 + one-half character level, rounded down, every time the Techno Mage attains a new level in this class.
- **Class Skills:** The Techno Mage's class skills (and the key ability for each skill) are:
 - Computer Use (Int)
 - Concentration (Con)
 - Craft (chemical, electronic, mechanical, pharmaceutical) (Int)
 - Decipher Script (Int)
 - Demolitions (Int)
 - Disable Device (Int)
 - Investigate (Int)
 - Knowledge (arcane lore, art, current events, history, popular culture, streetwise, technology) (Int)
 - Read/Write Language
 - Repair (Int)
 - Research (Int)
 - Speak Language
 - Spellcraft (Int)
- **Skill Points at Each Level:** 7 + Int modifier.

Class Features

The following features pertain to the Techno Mage advanced class.

Arcane Spells and Armor

The Techno Mage can become proficient in the use of armor, and while his or her limitations are not as great as the traditional Mage, he or she still has a difficult time casting most arcane spells while wearing it. Armor restricts movement, making the complicated gestures needed to cast spells with somatic components harder to perform. When casting an arcane spell with a somatic component, the chance of arcane spell failure depends on the type of armor being worn, as shown below.

<u>Table: Arcane Spell Failure Chances</u>		
Armor Type	Arcane Spell Failure, Proficient	Arcane Spell Failure, Nonproficient
Light	0%	10%
Medium	10%	20%
Heavy	20%	30%

Spellfiles

The Techno Mage must study his or her spellfiles each day to prepare his or her spells. The Techno Mage can't prepare any spell not recorded in his or her spellfiles (except for Read Magic, which the Techno Mage can prepare from memory). The Techno Mage begins play with spellfiles containing all 0-level arcane spells and three 1st-level arcane spells of the player's choice. For each point of Intelligence bonus the Techno Mage has, his or her spellfiles hold one additional 1st-level arcane spell. Each time the character attains a new level of Techno Mage, he or she gains two new spells of any level or levels that he or she can cast, according to his or her new level. The Techno Mage can also add spells found in other Techno Mages' spellfiles or Mage's spellbooks. (Mages may use spells found in the files of Techno Mages.)

A set of spellfiles is usually put into a notebook or desktop computer, or a PDA. Occasionally they are put on a secure website to allow access by cell phone or satellite phone. Backup files are a must, and are usually kept in another location (such as a safety deposit box). Hard copy is also used for storage of spellfiles, sometimes bound in spellbooks.

Arcane Skills

At 1st level, the Techno Mage gains access to the arcane skill Spellcraft and the expansion of the Concentration skill, as described under the Mage entry.

Arcane Spells

The Techno Mage's key talent is the ability to cast arcane spells.

The Techno Mage is limited to a certain number of spells of each spell level per day, according to his or her Techno Mage class level. The Techno Mage must prepare spells ahead of time by resting for eight hours and spending one hour studying his or her spellfiles. While studying, the Techno Mage decides which spells to prepare. To learn, prepare, or cast a spell, the Techno Mage must have an Intelligence score of at least 10 + the spell's level. The Difficulty Class for saving throws against the Techno Mage's spells is 10 + the spell's level + the Techno Mage's Intelligence modifier.

In addition, the Techno Mage receives bonus spells based on his or her Intelligence score, as shown below.

Table: Techno Mage Bonus Spells					
Int Score	-Bonus Spells by Spell Level-				
	1	2	3	4	5
12-13	1	-	-	-	-
14-15	1	1	-	-	-
16-17	1	1	1	-	-
18-19	1	1	1	1	-
20-21	2	1	1	1	1
22-23	2	2	1	1	1

Table: Techno Mage Spells						
Techno Mage Level	-Spells per Day by Spell Level-					
	0	1	2	3	4	5
1	3	1	-	-	-	-
2	4	2	-	-	-	-
3	4	2	1	-	-	-
4	4	3	2	-	-	-
5	4	3	2	1	-	-
6	4	3	3	2	-	-
7	4	4	3	2	1	-
8	4	4	3	3	2	-
9	4	4	4	3	2	1
10	4	4	4	3	3	2

Machine Empathy

At 2nd Level, the Techno Mage is so comfortable with technology that he or she gains a +2 competence bonus with any electronic or mechanical device, and in addition may use any skill that involves technology untrained.

Program Spell

At 3rd level, the Techno Mage may spend an action point to insert a spell within a particular analog or digital device, such that by touching a key (or flicking a switch), the spell activates. All variables of the spell are set at the time of casting.

Casting a spell takes the normal amount of time; discharging a programmed spell is an attack action.

Bonus Feats

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

- Armor Proficiency (light)
- Builder
- Educated
- Gearhead
- Greater Spell Focus
- Greater Spell Penetration
- Personal Firearms Proficiency
- Spell Focus
- Spell Penetration
- Studious
- Windfall

The Techno Mage may also take any metamagic feats as bonus feats.

Create Homunculus

At 4th level, the Techno Mage can create a homunculus. The homunculus may be flesh, digital, chemical, or biochemical in nature.

Creating a homunculus requires a DC 25 Wealth check to acquire the appropriate equipment. The materials used are consumed in the creation of the homunculus. In addition, the creation of a homunculus requires a pint of the Techno Mage's blood.

It takes a week to create a homunculus. During this time the Techno Mage must labor for 8 hours a day. A character not actively working on the ritual must perform no other activities except eating, sleeping, or talking. If he or she misses a day, the process fails, and the ritual must begin anew. At the end of the period, the Techno Mage makes an appropriate skill check for the Craft skill connected with the particular subtype of homunculus (DC 20). A failure indicates loss of the subject (requiring the Techno Mage to begin again) but no other penalty.

The Techno Mage may create any number of homunculi. However, when a homunculi perishes, its death deals 2d10 points of damage to the Techno Mage, so caution is usually the by-word in homunculus creation.

Arcane Spontaneous Casting

At 5th, the Techno Mage chooses a number of spells she already knows equal to his or her Intelligence modifier. From that point on, the Techno Mage can cast those spells in place of already-chosen spells of the same level. The Techno Mage "loses" a prepared spell to cast another spell of the same level or lower.

Spell Focus

At 7th level, the Techno Mage gains Spell Focus as a bonus feat.

Online Casting

At 8th level, the Techno Mage can cast spells through electronic devices, including cameras, cell phones, and modems.

If the spell requires the caster to be seen, then the target must see the caster, if it requires the caster to be heard, then the target must be able to hear the caster. Range is determined from the caster to the pick-up device (camera, keyboard, etc.) and then from the device to its target. The space between keyboard and monitor, or camera and screen, is not considered. The Techno Mage must be able to see or otherwise be able to determine the location of his or her target ("person at the keyboard" is a suitable target). Spells cast online are less effective, such that the target gets a +4 circumstance bonus on saving throws.

Quicken Spell

At 10th level, the Techno Mage learns to cast some spells as free actions. With but a moment's thought (and the proper verbal, somatic, and material components), he or she can perform another action, even casting another spell, in the same round as he or she casts a quickened spell. He or she may only cast one quickened spell per round. A spell whose casting time is more than 1 full round cannot be quickened.

A quickened spell does not provoke an attack of opportunity. Quicken Spell is considered a metamagic ability for purposes of interacting with metamagic feats.

When a quickened spell is prepared, it is treated as a spell of four levels higher than the spell's actual level, such that only 0- and 1st level spells may be quickened by a Techno Mage.

Table: Techno Mage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+0	Arcane skills, arcane spells	+1	+0
2nd	+1	+0	+2	+0	Machine empathy, arcane spells	+1	+0
3rd	+1	+1	+2	+1	Bonus feat, arcane spells, program spell	+2	+1
4th	+2	+1	+2	+1	Create homunculus, arcane spells	+2	+1
5th	+2	+1	+3	+1	Arcane spontaneous casting, arcane spells	+3	+1
6th	+3	+2	+3	+2	Bonus feat, arcane spells	+3	+2
7th	+3	+2	+4	+2	Spell focus, arcane spells	+4	+2
8th	+4	+2	+4	+2	Online casting, arcane spells	+4	+2
9th	+4	+3	+4	+3	Bonus feat, arcane spells	+5	+3
10th	+5	+3	+5	+3	Quicken spells, arcane spells	+5	+3

Thrasher

The fastest path into this advanced class is from the Tough hero basic class, though other paths are possible.

Requirements

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

Base Attack Bonus

+2

Skills

Concentration 6 ranks, Survival 6 ranks.

Feats

Athletic or Endurance.

Class Information

The following information pertains to the Thrasher advanced class.

- **Hit Die:** 1d12
- **Action Points:** 6 + one-half character level, rounded down, every time the Thrasher attains a new level in this class.
- **Class Skills:** The Thrasher's class skills (and the key ability for each skill) are:
 - Balance (Dex)
 - Climb (Str)
 - Concentration (Con)
 - Drive (Dex)
 - Profession (Wis)
 - Read/Write Languages
 - Ride (Dex)
 - Speak Language
 - Spot (Wis)
 - Swim (Str)
 - Survival (Wis)
 - Tumble (Dex)
- **Skill Points at Each Level:** 3 + Int modifier.

Class Features

The following features pertain to the Thrasher advanced class.

Tough Defense

Using his or her Constitution instead of his Dexterity, the Thrasher applies his or her Constitution bonus to his or her Defense instead of his or her Dexterity bonus. Any situation that would deny the Thrasher his or her Dexterity bonus to Defense denies the Constitution bonus.

Ability Surge

At 2nd, 5th, and 8th level, the Thrasher can temporarily increase his or her Strength and Dexterity, but at a penalty to saving throws. The Thrasher gains a +4 morale bonus to both Strength and Dexterity, but takes a -2 penalty on all saving throws. Activating Ability Surge is a free action, and the surge lasts for as many rounds as the character has Thrasher levels. Following an ability surge, the Thrasher is fatigued (-2 to Strength and Dexterity) for as many rounds as he or she surged, but may negate this penalty as a free action by spending an action point.

The Thrasher may use the Ability Surge once per day at 2nd level, twice per day at 5th level, and three times per day at 8th level.

Bonus Feats

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

- Alertness
- Blind-Fight
- Brawl
- Cleave
- Combat Expertise
- Combat Reflexes
- Far Shot
- Focused
- Great Cleave
- Improved Brawl
- Improved Knockout Punch
- Improved Trip
- Knockout Punch
- Power Attack

Uncanny Dodge X

The Thrasher gains the ability of Uncanny Dodge, or increases the potency of this ability if he or she already has it.

If the Thrasher does not have Uncanny Dodge 1 (usually gained as a Fast hero), he or she gains Uncanny Dodge 1: He or she retains his or her Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by a hidden attacker. (He or she still loses his or her Dexterity bonus to Defense if he or she's immobilized.)

If the Thrasher already has Uncanny Dodge 1, he or she gains Uncanny Dodge 2: He or she can no longer be flanked; he or she can react to opponents on opposite sides of him or herself as easily as he or she can react to a single attacker.

If the Thrasher already has Uncanny Dodge 2, then he or she gains no further benefit from this ability.

Damage Reduction

Starting at 7th level, the Thrasher gains the ability to use the ambient magic around him or her to shrug off some amount of injury from each attack. The Thrasher gains damage reduction 5/+1. Subtract 5 from the damage the Thrasher takes each time he or she is dealt damage from a physical attack-usually weapons or natural attacks but not energy attacks (magical or nonmagical in origin), spells, spell-like abilities, or supernatural abilities. Ignore damage reduction if the damage is from a magic weapon or attack of +1 bonus or higher. Damage reduction can reduce damage to 0, but not below 0. Damage reduction does not stack with itself unless otherwise stated-if the Thrasher gains other forms of damage reduction, apply the best damage reduction for the situation. Damage reduction from the Thrasher class may stack with the Tough hero Damage Reduction tree; in this case add the benefit of those damage reductions for attacks from melee and ranged weapons.

At 10th level, this damage reduction increases to 10/+1.

Table: Thrasher

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+1	+0	Tough Defense	+1	+0
2nd	+1	+3	+2	+0	Ability surge 1/day	+1	+0
3rd	+2	+3	+2	+1	Bonus feat	+2	+0
4th	+3	+4	+2	+1	Uncanny dodge X	+2	+0
5th	+3	+4	+3	+1	Ability surge 2/day	+3	+1
6th	+4	+5	+3	+2	Bonus feat	+3	+1
7th	+5	+5	+3	+2	Damage reduction 5/+1	+4	+1
8th	+6	+6	+4	+2	Ability surge 3/day	+4	+1
9th	+6	+6	+4	+3	Bonus feat	+5	+2
10th	+7	+7	+5	+3	Damage reduction 10/+1	+5	+2

Wildlord

The fastest path into this advanced class is from a combination of Strong and Tough hero basic classes, though other paths are possible.

Requirements

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

Base Attack Bonus

+2

Skills

Handle Animal 6 ranks, Survival 6 ranks.

Class Information

The following information pertains to the Wildlord advanced class.

- **Hit Die:** 1d8
- **Action Points:** 6 + one-half character level, rounded down, every time the Wildlord attains a new level in this class.
- **Class Skills:** The Wildlord's class skills (and the key ability for each skill) are:
 - Climb (Str)
 - Concentration (Con)
 - Drive (Dex)
 - Diplomacy (Cha)
 - Handle Animal (Cha)
 - Hide (Dex)
 - Knowledge (behavioral sciences, earth and life sciences, physical sciences)
 - Move Silently (Dex)
 - Navigate (Int)
 - Pilot (Dex)
 - Profession (Wis)
 - Ride (Dex)
 - Spot (Wis)
 - Survival (Wis)
 - Swim (Str)
 - Treat Injury (Wis)
- **Skill Points at Each Level:** 5 + Int modifier.

Class Features

The following features pertain to the Wildlord advanced class.

Animal Empathy

At 1st level, the Wildlord gains the ability to use his or her Handle Animal skill to improve the attitude of an animal or magical beast. The interaction is treated as a Diplomacy skill check, with Handle Animal used instead of Diplomacy. The Wildlord needs to be within 30 feet of the creature to use this ability.

Most domestic animals have a starting attitude of indifferent, while most wild animals are unfriendly. (Exceptions exist: trained guard dogs may have an initial reaction of hostile to strangers.)

The Wildlord may also seek to influence magical beasts (including those he or she has never encountered before) at a -4 penalty. Animal Empathy does not function on vermin.

Track

At 2nd level, the Wildlord gains Track as a bonus feat, if he or she does not already have it.

Animal Companion

At 2nd level, the Wildlord may spend an action point to transform an encountered animal into an animal companion. This requires a full-round action. The animal must already be friendly in attitude toward the Wildlord. This animal accompanies the Wildlord on his or her adventures as is appropriate to its species. The Wildlord may have a single animal companion at a time.

Choose an animal from the following list. The creature may be an animal of Shadow. The animal cannot have more Hit Dice than the Wildlord has character levels.

- Ape
- Bear
- Big cat
- Boar
- Crocodile
- Deinonychus
- Dog (medium)
- Donkey
- Eagle
- Elephant
- Herd animal (such as cow, camel, or bison)
- Horse
- Lizard
- Monkey
- Octopus
- Porpoise
- Snake (constrictor, viper)
- Squid
- Tiger
- Wolf

The animal chosen remains an animal, but may gain additional abilities according to the level of the Wildlord (see Animal Companions, below). The player running a Wildlord should consider the fact that certain animals may create problems in urban areas.

The Wildlord may release the animal back to the wild, regaining the action point initially spent in the process. The Wildlord does not regain the action point if the creature dies. In either case, the Wildlord must wait at least 24 hours before attempting to gain another animal companion.

Bonus Feats

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

- Animal Affinity
- Athletic
- Dodge
- Endurance
- Focused
- Personal Firearms Proficiency
- Renown
- Stealthy

Fast Climb

At 3rd level, the Wildlord becomes an expert at climbing. A successful Climb check allows him or her to move his or her full speed rather than at half speed when climbing.

Resist Venom

At 4th level, the Wildlord gains +4 resistance bonus on saving throws against natural poisons.

Call Companion

At 4th level, the Wildlord gains the supernatural ability to call his or her animal companion to him or her. The animal companion must be in the area (within a mile of the Wildlord's location), and will arrive within 10d6 minutes. In situations in which the Wildlord and animal companion are clearly separated, the animal will express consternation and distress but will not be able to respond.

Skill Mastery

At 5th level, the Wildlord designates one skill from his or her Wildlord class skill list. When making a check with this skill, the Wildlord may take 10 even if stress and distractions would normally prevent him or her from doing so. He or she becomes so certain in the use of this skill that he or she can use it reliably even under adverse conditions.

Expert in Your Field

At 7th level, the Wildlord is considered to be a master of nature lore, animals, and plants. The Wildlord gains a circumstance bonus equal to his or her Reputation bonus when making skill checks that are directly involved with his or her knowledge of the natural world. Such skills would include applicable Knowledge skills, as well as such social skills as Intimidate and Bluff when animals are involved.

Command/Rebuke Animals

At 8th level, the Wildlord may spend an action point to turn, command, or rebuke animals. This functions in the same manner as the ability to turn undead for the Acolyte.

Transform Companion

At 9th level, the Wildlord gains the supernatural ability to transform his or her animal companion into a small, inert object, such as a charm, a totem, or a stuffed animal, that may be carried around. While in object form, the transformed companion has the properties of the item.

The Wildlord may, as a move action or part of a move action, cast the object to the ground and cause it to immediately take its original form. The transformed creature is considered a magical beast as long as it remains the Wildlord's companion.

Command/Rebuke Magical Beasts

At 10th level, the Wildlord may spend an action point to turn, command, or rebuke magical beasts. This functions in the same manner as the ability to turn, command, or rebuke undead for the Acolyte.

Animal Companions

As the Wildlord grows in power and ability, so too does the power of his or her animal companion.

Class Level

The level of the Wildlord.

Bonus HD

These are extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion's base attack and base save bonuses. An animal companion's base attack bonus is equal to a Wildlord whose level equals the animal's HD. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). The animal companion doesn't gain any extra skill points or feats for bonus HD.

Natural Armor

The number listed here is an improvement to the animal companion's natural armor rating.

Str/Dex Adj.

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

Link (Ex)

The Wildlord gains a +4 circumstance bonus on Animal Empathy and Handle Animal checks made regarding the animal companion.

Evasion (Ex)

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

Devotion (Ex)

The animal companion's devotion to its master is so complete, it gains a +4 morale bonus on all Will saves against Enchantment spells and effects.

Multiattack (Ex)

The animal companion gains the Multiattack feat, if it has 3 or more natural attacks. If it does not have the requisite 3 or more natural attacks, the animal companion instead gains a second attack with its primary natural attack, albeit at a -5 to the base attack bonus.

Improved Evasion (Ex)

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

Table: Animal Companion Progressions

Class Level	Bonus HD	Natural Armor	Str/Dex Adj.	Special
2-3	+0	0	+0	Link, share spells
4-5	+2	2	+1	Evasion
6	+4	4	+2	Devotion
7	+6	6	+3	Multiattack
8	+8	8	+4	
9	+10	10	+5	Improved evasion
10	+12	12	+6	

Table: Wildlord

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+2	Animal empathy	+1	+1
2nd	+1	+3	+0	+3	Track, animal companion	+1	+1
3rd	+2	+3	+1	+3	Bonus feat, fast climb	+2	+1
4th	+3	+4	+1	+4	Resist venom, call companion	+2	+2
5th	+3	+4	+1	+4	Skill mastery	+3	+2
6th	+4	+5	+2	+5	Bonus feat	+3	+2
7th	+5	+5	+2	+5	Expert in your field	+4	+3
8th	+6	+6	+2	+6	Command/rebuke animals	+4	+3
9th	+6	+6	+3	+6	Bonus feat, transform companion	+5	+3
10th	+7	+7	+3	+7	Command/rebuke magical beasts	+5	+4

URBAN ARCANA - PRESTIGE CLASSES

Prestige classes have requirements that are more restrictive than those for advanced classes, and therefore reflect deeper specialization. In general, prestige classes are usually accessible only after 8 to 10 character levels and often have requirements only found in advanced classes.

Archmage

The fastest path into this prestige class is from the Mage and Techno Mage advanced classes, though other paths are possible.

Requirements

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

Skills

Spellcraft 12 ranks, Knowledge (arcane lore) 12 ranks, Concentration 12 ranks.

Special

Ability to cast arcane spells.

Class Information

The following information pertains to the Archmage prestige class.

- **Hit Die:** 1d6
- **Action Points:** 7 + one-half character level, rounded down, every time the Archmage attains a new level in this class.
- **Class Skills:** The Archmage's class skills (and the key ability for each skill) are:
 - Computer Use (Int)
 - Concentration (Con)
 - Craft (chemical, electronic, mechanical, pharmaceutical) (Int)
 - Decipher Script (Int)
 - Demolitions (Int)
 - Disable Device (Int)
 - Investigate (Int)
 - Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, technology, theology and philosophy) (Int)
 - Profession (Wis)
 - Read/Write Language
 - Repair (Int)
 - Research (Int)
 - Speak Language
 - Spellcraft (Int)
- **Skill Points at Each Level:** 7 + Int modifier.

Class Features

The following features pertain to the Archmage prestige class.

Total Spellcasting

Count all character caster levels when determining the Archmage's casting level for arcane spells.

Increased Spells/Day

At 2nd level, the Archmage increases the base number of arcane spells per day by one half (round down). This increase occurs before modifications for high intelligence or other alterations. At 4th level, the Archmage again increases the number of arcane spells available per day, this time to a total of twice what he or she would normally have. As before, this increase happens prior to any modifications or alterations.

Gifted Incantations

At 3rd level, the Archmage can spend an action point on an incantation to gain an additional +1d6 on all skill checks to complete the incantation.

Granted Incantations

At 5th level, failure during an Incantation holds no penalty for the Archmage.

<u>Table: Archmage</u>							
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Total spellcasting	+1	+2
2nd	+1	+0	+0	+3	Increased spells/day	+1	+2
3rd	+1	+1	+1	+3	Gifted incantations	+2	+2
4th	+2	+1	+1	+4	Increased spells/day	+2	+3
5th	+2	+1	+1	+4	Granted incantations	+3	+3

Artificer

The fastest path into this prestige class is from the Mage and Techno Mage advanced classes, though other paths are possible.

Requirements

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

Skills

Spellcraft 9 ranks, Knowledge (arcane lore) 9 ranks, and 9 ranks in any one Craft skill. The Craft skill will affect the Artificer's ability to use different types of Craft Artifice abilities.

Other

Ability to cast 2nd-level arcane spells.

Class Information

The following information pertains to the Artificer prestige class.

- **Hit Die:** 1d6
- **Action Points:** 7 + one-half character level, rounded down, every time the Artificer attains a new level in this class.
- **Class Skills:** The Artificer's class skills (and the key ability for each skill) are:
 - Computer Use (Int)
 - Concentration (Con)
 - Craft (chemical, electronic, mechanical, pharmaceutical, or structural) (Int)
 - Decipher Script (Int)
 - Disable Device (Int)
 - Drive (Dex)
 - Forgery (Int)
 - Knowledge (arcane lore, art, business, current events, earth and life sciences, history, physical sciences, popular culture, technology, or theology and philosophy) (Int)
 - Profession (Wis)
 - Read/Write Language
 - Repair (Int)
 - Research (Int)
 - Search (Int)
 - Speak Language
- **Skill Points at Each Level:** 7 + Int modifier.

Class Features

The following features pertain to the Artificer prestige class.

Craft Artifice

At each level of Artificer, choose one of the following item creation talents. The Artificer must have ranks in the appropriate Craft skill to use the talent. Note that for talents that are available to other arcane advanced classes, the Artificer's version is less expensive.

Craft Wand

With this talent, the Artificer can create wands, which carry spells within themselves. The Artificer can create a wand of any spell of 4th level or lower that he or she knows. Crafting a wand takes 12 hours x the spell's level. When the Artificer creates a wand, he or she sets the caster level. The caster level must be sufficient to cast the spell in question and no higher than the Artificer's total class levels in all arcane spellcasting classes (Artificer, Mage, Techno Mage). The caster level has an effect on the purchase DC of the raw materials to craft the wand, the skill check to create the wand, the experience point cost to craft the wand, and the DC of a saving throw (if applicable) to resist the effect of the wand.

The purchase DC for the raw material that the Artificer requires to craft a wand is 18 + the level of the spell stored in the wand + the wand's caster level.

The Artificer must also spend experience points to craft a wand. The XP cost is equal to the spell level x the caster level + the purchase DC of the raw materials.

Finally, the Artificer makes a Craft (mechanical) skill check. The DC for the check is 10 + the spell level + the caster level of the spell stored in the wand. If the check fails, the raw materials are used up but the XP are not spent. The Artificer can try crafting the wand again as soon as he or she purchases more raw materials.

When an Artificer creates a wand, he or she makes any choices that he or she would normally make when casting the spell. A newly crafted wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the raw materials cost, the Artificer must expend 50 copies of the material component or pay 50 times the XP cost when creating the wand.

Improved Brew Potion

With this talent, the Artificer can create potions, which carry spells within themselves. The Artificer can create a potion of any spell of 3rd level or lower that he or she knows. The spell must target a character or characters. Brewing a potion takes 24 hours. When the Artificer creates a potion, he or she sets the caster level. The caster level must be sufficient to cast the spell in question and no higher than the Artificer's total class levels in all arcane spellcasting classes (Artificer, Mage, Techno Mage). The caster level has an effect on the purchase DC of the raw materials to brew the potion, the skill check to create the potion, the experience point cost to brew the potion, and the DC of a saving throw (if applicable) to resist the effect of the potion.

The purchase DC for the raw material that the Artificer requires to brew a potion is 12 + the potion's spell level + the potion's caster level.

The Artificer must also spend experience points to brew a potion. The XP cost is equal to the spell level x the caster level x the purchase DC of the raw materials.

Finally, the Artificer makes a Craft (chemical) skill check. The DC for the check is 10 + the spell level + the caster level of the potion. If the check fails, the raw materials are used up but the XP are not spent. The Artificer can try brewing the potion again as soon as he or she purchases more raw materials.

When an Artificer creates a potion, he or she makes any choices that he or she would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the raw materials cost, the Artificer must expend the material component or pay the XP when creating the potion.

Improved Scribe Scroll

With this talent, the Artificer can create scrolls from which he or she or another spellcaster can cast a scribed spell. You can create a scroll of any spell you know. Scribing a scroll takes one day. The purchase DC for the raw materials to scribe a scroll is 10 + the scroll's spell level + the scroll's caster level.

The Artificer must also spend experience points to scribe a scroll. The XP cost is equal to the spell level x the caster level x the purchase DC of the raw materials.

Finally, the Artificer makes a Craft (writing) skill check. The DC for the check is 10 + the spell level + the caster level of the scroll. If the check fails, the raw materials are used up but the XP are not spent. The Artificer can try scribing the scroll again as soon as he or she purchases more raw materials.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the raw materials cost, the Artificer must expend the material component or pay the XP when scribing the scroll.

A scroll can be written on a sheet of paper or parchment, or it can be saved as a file on a computer or PDA.

Improved Scribe Tattoo

With this talent, an Artificer can create tattoos on his or her body or on someone else's. Tattoos function similarly to scrolls, and are created in the same way (see Scribe Scroll), except that the pertinent skill is Craft (visual arts).

Magic Mastercraft

With this talent, the Artificer can create magical mastercraft items.

Each time the Artificer selects this Craft Artifice talent, he or she applies it to either armor or weapons. From this point on, he or she can build magical mastercraft items of that type.

The Artificer uses his or her Craft (mechanical) and Craft (chemical) skills to build weapons and armor and imbue them with magical enhancements. On average, it takes twice as long to build a magic mastercraft item as it does an ordinary item of the same type.

The cost to build a magic mastercraft item is equal to the purchase DC for the components (see the appropriate Craft skill description) + an additional amount based on the magical enhancement bonus: +1 bonus, +5 to the purchase DC; +2 bonus, +10 to the purchase DC; +3 bonus, +15 to the purchase DC. You can add the magic mastercraft feature to an existing ordinary item by making the Wealth check and then making the Craft check as though you were constructing the item from scratch.

The Artificer must also spend experience points to create a magic mastercraft item. The XP cost is equal to the enhancement bonus x 10 x the purchase DC of the components. The XP must be paid before making the Craft checks. If the expenditure of these XP would drop the Artificer to below the minimum needed for his or her current level, then the XP can't be paid and the mastercraft work can't be done until the Artificer gains enough additional XP to remain at his or her current level after the expenditure is made.

Finally, the Artificer makes a Craft (mechanical) skill check and a Craft (chemical) skill check to complete the work. The DC for the Craft (mechanical) check is 20 + the enhancement bonus for armor; 25 + the enhancement bonus for weapons. The DC for the Craft (chemical) check is 25 + the enhancement bonus - the Artificer's class level.

Bonus Feat

At 2nd and 4th level, the Artificer gets a bonus feat. The bonus feat must be selected from the following list, and the Artificer must meet all of the prerequisites for the feat to select it.

- Empower Spell
- Enlarge Spell
- Eschew Materials
- Extend Spell
- Heighten Spell
- Nonlethal Spell
- Reach Spell
- Sacred Spell
- Shadowbane Spell

Table: Artificer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+2	Craft artifice	+1	+2
2nd	+1	+2	+0	+3	Craft artifice, bonus feat	+1	+2
3rd	+1	+2	+1	+3	Craft artifice	+2	+2
4th	+2	+2	+1	+4	Craft artifice, bonus feat	+2	+3
5th	+2	+3	+1	+4	Craft artifice	+3	+3

Ecclesiarch

The fastest path into this prestige class is from the Acolyte and Mystic advanced classes, though other paths are possible.

Requirements

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

Skills

Spellcraft 10 ranks, Knowledge (theology and philosophy) 10 ranks, Concentration 8 ranks.

Special

Ability to cast divine spells, ability to turn a particular creature type.

Class Information

The following information pertains to the Ecclesiarch prestige class.

- **Hit Die:** 1d8
- **Action Points:** 7 + one-half character level, rounded down, every time the Ecclesiarch attains a new level in this class.
- **Class Skills:** The Ecclesiarch's class skills (and the key ability for each skill) are:
 - Concentration (Con)
 - Craft (chemical, electronic, visual art, writing) (Int)
 - Decipher Script (Int)
 - Diplomacy (Cha)
 - Gather Information (Cha)
 - Investigate (Int)
 - Knowledge (arcane lore, art, behavioral sciences, current events, history, popular culture, theology and philosophy) (Int)
 - Listen (Wis)
 - Perform (any) (Cha)
 - Profession (Wis)
 - Read/Write Language
 - Research (Int)
 - Sense Motive (Wis)
 - Speak Language
 - Spellcraft (Int)
 - Survival (Wis)
 - Treat Injury (Wis)
- **Skill Points at Each Level:** 5 + Int modifier.

Class Features

The following features pertain to the Ecclesiarch prestige class.

Total Spellcasting

Count all character levels when determining the Ecclesiarch's casting level for divine spells.

Increased Spells/Day

At 2nd level, the Ecclesiarch increases the base number of divine spells he or she may cast per day by one-half (round down). This increase occurs before modifications for high Wisdom or other alterations. At 4th level, the Ecclesiarch again increases the number of divine spells available per day, this time to a total of twice what he or she would normally have. As before, this increase happens prior to any modifications or alterations.

Total Turning

Count all character levels when determining the Ecclesiarch's level for attempts to turn, rebuke, or command creatures.

Innovative Turning

When the Ecclesiarch gains 5th level, and every time he or she gains a character level above this, he or she may spend an action point to alter the creature type he or she can turn, rebuke, or command. One Ecclesiarch may choose to affect fey, while another may affect constructs, and a third may choose to affect dragons. The new creature type replaces that of the previous one, and all limitations to the previous power apply (if the character could not bolster the previous creature type, he or she cannot bolster the new creature type). Certain types of creatures have restrictions on how they may be affected. The types that may be affected are:

- Aberrations
- Animals
- Constructs
- Dragons**
- Elementals
- Fey*
- Giants*
- Humanoids *
- Humans *
- Magical beasts**
- Monstrous humanoids*
- Oozes
- Outsiders**
- Plants
- Undead
- Vermin

*This type of creature cannot be destroyed by turning, regardless of the success of the turning.

**This type of creature cannot be destroyed by turning, and cannot be commanded.

<u>Table: Ecclesiarch</u>							
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Total spellcasting	+1	+2
2nd	+1	+0	+0	+3	Increased spells/day	+1	+2
3rd	+1	+1	+1	+3	Total turning	+2	+2
4th	+2	+1	+1	+4	Increased spells/day	+2	+3
5th	+2	+1	+1	+4	Innovative turning	+3	+3

Holy/Unholy Knight

The fastest path into this prestige class is from the Strong and Fast hero basic classes, in particular those which proceed through the Archaic Weaponsmaster and Swashbuckler advanced classes.

Requirements

To qualify to become a Holy/Unholy Knight, a character must fulfill the following criteria.

Base Attack Bonus

+8

Skills

Diplomacy 9 ranks, Gather Information 9 ranks, Knowledge (any one) 9 ranks.

Feats

Weapon Focus in a melee weapon.

Other

At the time that the character receives his or her first level in the Holy/Unholy Knight prestige class, he or she must decide whether his or her faith leans toward the positive (good) or negative (evil) energy of the universe. This choice adds either the good or evil allegiance to the character, and determines how the Holy/Unholy Knight uses certain aspects of his or her faith.

Class Information

The following information pertains to the Holy/Unholy Knight prestige class.

- **Hit Die:** 1d10
- **Action Points:** 7 + one-half character level, rounded down, every time the Holy/Unholy Knight attains a new level in this class.
- **Class Skills:** The Holy/Unholy Knight's class skills (and the key ability for each skill) are:
 - Climb (Str)
 - Diplomacy (Cha)
 - Handle Animal (Cha)
 - Intimidate (Cha)
 - Jump (Str)
 - Knowledge (arcane lore, current events, history, popular culture, streetwise, tactics, technology, theology and philosophy) (Int)
 - Profession (Wis)
 - Read/Write Language
 - Ride (Dex)
 - Sense Motive (Wis)
 - Speak Language
 - Treat Injury (Wis)
- **Skill Points at Each Level:** 5 + Int modifier.

Class Features

The following features pertain to the Holy/Unholy Knight prestige class.

Divine Spells

The Holy/Unholy Knight casts divine spells. Unless noted below, the Holy/Unholy Knight's ability functions identically to the Acolyte's spellcasting abilities. The Difficulty Class for a saving throw against the Holy/Unholy Knight's spell is 10 + the spell's level + the Holy/Unholy Knight's Wisdom modifier.

The Holy/Unholy Knight doesn't acquire spells from books, scrolls, or files, nor does he or she prepare them through study. Instead, he or she meditates or prays for his or her spells, receiving them through his or her own strength of faith or as divine inspiration. The Holy/Unholy Knight must spend one hour each day in quiet contemplation or supplication to regain his or her daily allotment of spells. Time spent resting has no effect on the Holy/Unholy Knight's spell preparation.

The Holy/Unholy Knight receives no benefit to number of spells due to higher ability scores.

Table: Holy/Unholy Knight Spells				
Knight Level	-Spells per Day by Spell Level-			
	0	1	2	3
1	2	1	-	-
2	3	2	-	-
3	3	2	1	-
4	4	3	2	-
5	4	3	2	1

Divine Grace

At 1st level, a Holy/Unholy Knight applies his or her Charisma modifier (if positive) as a bonus on all saving throws.

Sense Allegiance

At 2nd level, The Holy/Unholy Knight can sense the presence of characters, creatures, and items of both his or her chosen allegiance, and his or her opposing allegiance (the Holy Knight has "good" as a chosen allegiance, and "evil" as an opposing allegiance, while the Unholy Knight has the reverse). The Sense Allegiance ability extends in a 60-foot radius around the Knight, but may be concentrated to a quarter circle emanating forward from the Knight. You can pinpoint allegiance more finely with a successful Search check (DC 25).

Smite Allegiance

At 3rd level, the Holy/Unholy Knight gains the ability to smite characters, creatures, or items of opposing allegiance with a single melee attack (the Holy Knight has "evil" as an opposing allegiance, the Unholy Knight has "good" as an opposing allegiance).

The Holy/Unholy Knight spends an action point and, in addition to the normal benefit of the action point, gains a bonus to the attack equal to his or her Charisma modifier (if positive) and deals 1 extra point of damage per total character levels of the Holy/Unholy Knight.

Should the attack miss, the action point is expended. Similarly, the action point is expended if the Holy/Unholy Knight uses it and strikes a target that does not have an opposing allegiance. Smite Allegiance is considered a supernatural ability.

Divine Touch

At 4th level, the Holy/Unholy Knight gains the ability to channel divine energy through his or her body and apply it directly to him or herself or another character. With this ability the Knight can restore lost hit points with a single touch; he or she may also choose to deal holy damage to a target with a simple touch attack. Each day the Holy/Unholy Knight may cure or deal a number of points of damage equal to his or her Charisma bonus times his or her total character level. The Holy Knight is not limited to curing wounds, nor is the Unholy Knight restricted to inflicting them. It is possible to combine this ability with Smite Allegiance to increase the amount of damage dealt by a touch attack. Massive damage rules apply.

Use of this ability may be guided by the Holy/Unholy Knight's allegiance, and widespread abuse may cause the Holy/Unholy Knight to lose his or her chosen allegiance.

Turn Undead

At 5th level, the Holy/Unholy Knight can turn undead in the same manner as the Acolyte. The Holy Knight affects undead in the same manner as an Acolyte with good allegiance (turning or destroying undead), while the Unholy Knight affects undead in the same manner as an Acolyte with evil allegiance (rebuking or commanding them). Count all Holy/Unholy Knight and Acolyte levels when determining level for purposes of turning.

Former Knights

A Holy/Unholy Knight who loses his or her chosen allegiance, intentionally or not, loses all Holy/Unholy Knight special abilities, including the ability to cast divine spells. He or she may no longer progress in levels of Holy/Unholy Knight, but can regain use of those abilities if he or she atones for his or her actions.

The Holy/Unholy Knight may switch sides entirely, taking its former opposed allegiance. In this case, none of the Knight's abilities are lost, and the Knight merely changes his or her designation from Holy to Unholy (being a Fallen Knight) or Unholy to Holy (being a Redeemed Knight). Such a switch of allegiance is dramatic, such that the Fallen/Redeemed Knight automatically kicks off the Sense Allegiance ability for Knights of his or her now-opposed allegiance.

<u>Table: Holy/Unholy Knight</u>							
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+0	+2	Divine grace, divine spells	+0	+1
2nd	+2	+3	+0	+3	Sense allegiance, divine spells	+1	+1
3rd	+3	+3	+1	+3	Smite allegiance, divine spells	+1	+1
4th	+4	+4	+1	+4	Divine touch, divine spells	+1	+2
5th	+5	+4	+1	+4	Turn undead, divine spells	+2	+2

URBAN ARCANA - SPELLS

Casting Spells Through Email

Any spell that can be scribed onto a scroll can likewise be saved in electronic format-as email. In order to accomplish this, the caster must have the Scribe Scroll ability and a minimum of 8 ranks in Computer Use.

All the spellcaster needs is a computer with Internet access and the usual components necessary to cast the spell. First he or she writes the email, which takes one minute per level of the spell. At the end of that time, the spellcaster must cast the spell and succeed at a Computer Use check (DC 15 + spell level). If the check fails, the email is not correctly typed, the spell is ruined, and the spellcaster must begin anew. If the check succeeds, the email carries the spell through cyberspace and delivers it to the mailbox of the target.

A spellcaster casting a spell through email must expend XP as if scribing a scroll.

There are several rules and restrictions pertaining to spells sent through email:

Target

The target of the spell is always the person who first opens the email. Any target with 10 or more ranks in Computer Use, Knowledge (arcane lore or technology), or Spellcraft receives a +5 competence bonus to any saving throws required by the spell.

No Spam

The email may only be sent to a single account. If you put more than one address in the "Recipient" line, the spell is ruined and wasted.

Subject Line

The spell's name must be typed into the "Subject" line of the email. One can attempt to disguise the name by writing it in an obscure language, an illegible font, or burying it in the middle of a larger phrase.

Duration

All spells begin immediately upon the email being opened. It is not possible for a spellcaster to save the power from an email spell and discharge it later.

Undeliverable

If the email is not opened within 72 hours, it becomes undeliverable. The account that sent the original email will receive an email notification of this. If the target opens the email after 72 hours have elapsed, the body of the message will be blank.

Arcane Spells

The following spells may be cast by arcane spellcasters. Spells printed in bold italic text can be found under Spell Descriptions.

Level 0 Arcane Spells

- ***Arcane Graffiti***: Inscribes personal rune or short message on object or surface.
- ***Daze***: Subject takes no actions for 1 round.
- ***Detect Magical Aura***: Detects spells and magic items within 60 feet.
- ***Haywire***: Causes a single device to behave randomly and erratically.
- ***Light***: Object shines like a torch.
- ***Mage Hand***: 5-pound telekinesis.
- ***Magic ID***: Creates a false but visually accurate identification card.
- ***Mending***: Repairs small breaks or tears in objects.
- ***Message***: Whispered conversation at distance.
- ***Prestidigitation***: Perform minor tricks.
- ***Read Magic***: Read scrolls, spellbooks, and magical writing.
- ***Resistance***: Subject gains +1 on saving throws.

Level 1 Arcane Spells

- ***Burning Hands***: 1d4 fire damage/ level (max 5d4).
- ***Cause Fear***: One creature flees for 1d4 rounds.
- ***Change Self***: Changes your appearance.
- ***Clean***: Eliminates grime, dirt, and bacterial contaminants from the target, and renders target scentless.
- ***Comprehend Languages***: Understands all spoken and written languages.
- ***Dancing Lights***: Creates up to four lights or a glowing, vaguely humanoid shape.
- ***Degauss***: Erase a single device that contains electronic data.
- ***Feather Fall***: Objects or creatures fall slowly.
- ***Hold Portal***: Holds door shut.
- ***Instant Identify***: Determines all magic properties of a single magic item.
- ***Jump***: Subject gets bonus on Jump checks.
- ***Mage Armor***: Gives subject +4 Defense bonus.
- ***Magic Missile***: 1d4+1 damage; +1 missile/two levels above 1st (max 5).
- ***Magic Weapon***: Weapon gains +1 bonus.
- ***Mask Metal***: Renders a metal object undetectable to metal detectors.
- ***Obscuring Mist***: Creates cloud of vapor that obscures all sight, including darkvision, beyond 5 feet.
- ***Power Device***: Powers one inoperative electrical or mechanical device.
- ***Ray of Fatigue***: Ray fatigues target.
- ***Shield***: Invisible disc gives cover, blocks magic missiles.
- ***Sleep***: Put 2d4 HD of creatures into comatose slumber.
- ***Summon Vivitor I***: Summons a 1st-level vivitor from Shadow to fight for you.
- ***Trace Purge***: Removes physical traces of the subject's presence or passage.
- ***True Strike***: Adds +20 bonus to your next attack roll.
- ***Undetectable Magical Aura***: Masks a magic item's aura from detection.

Level 2 Arcane Spells

- **Arcane Lock:** Magically locks a portal or chest.
- **Blur:** Attacks miss subject 20% of the time.
- **Burglar's Buddy:** Suppresses mechanical or electronic intrusion alarms and alarm sensors within a 15-foot radius.
- **Darkvision:** See 60 feet in total darkness.
- **Dataread:** You can access and read data stored in any machine-readable data source.
- **Enhance Ability:** Subject gains +5 bonus to one ability score for 1 min./level.
- **Glitterdust:** Blinds creatures, outlines invisible creatures.
- **Invisibility:** Subject is invisible for 10 min./level or until it attacks.
- **Knock:** Opens locked or magically sealed door.
- **Levitate:** Subject moves up and down at your direction.
- **Locate Object:** Senses direction toward object (specific or type).
- **Machine Invisibility:** One creature or object cannot be detected by machines.
- **Magic Message:** Device delivers a message of 25 words or less when specific conditions are met.
- **Magic Mouth:** Speaks once when triggered.
- **Protection from Arrows/Bullets:** Subject immune to most ranged attacks.
- **Relay Text:** You can transmit a message of up to 25 words via electronic device to someone you know.
- **Resist Energy:** Ignores 10 points of damage/round from one energy type.
- **See Invisibility:** Reveals invisible creatures or objects.
- **Spider Climb:** Grants ability to travel on walls and ceilings.
- **Summon Vivilor II:** Summons a 2nd-level vivilor or 1d3 1st-level vivilors to fight for you.
- **Web:** Fills 20-foot-radius spread with sticky spider webs.

Level 3 Arcane Spells

- **Dispel Magic:** Cancels magical spells and effects.
- **Displacement:** Attacks miss subject 50% of the time.
- **Electromagnetic Pulse:** Ruins or scrambles electronic circuitry in a 20-foot-radius burst.
- **Fireball:** 1d6 damage per level, 20-foot radius.
- **Flaming Projectiles:** Projectiles deal +1d6 fire damage.
- **Gaseous Form:** Turns subject into translucent mist or wispy smoke and grants damage reduction 10/+1.
- **Greater Magic Weapon:** +1/three levels (max +5).
- **Halt Undead:** Immobilizes undead for 1 round/level.
- **Haste:** Extra attack action, additional move, and +2 Defense.
- **Hold Person:** Holds one person helpless; 1 round/level.
- **Improved Arcane Lock:** Closes and locks all specifically targeted doors within range.
- **Invisibility Sphere:** Makes everyone within 10 feet invisible.
- **Keen Edge:** Doubles normal weapon's threat range.
- **Lightning Bolt:** Electricity deals 1d6 damage/level.
- **Nondetection:** Creature or object becomes difficult to detect by divination and detection spells.
- **Phantom Chopper:** Conjures a quasi-real motorcycle that seats one creature.
- **Secret Pocket:** Creates extradimensional space within a pocket on a garment.
- **Shutdown:** Electric devices in area cease to function for the duration of the spell.
- **Slow:** One subject/level may only move or attack; -2 to Defense, -2 on melee attack and damage rolls, -2 on Reflex saves.
- **Summon Vivilor III:** Summons a 3rd-level vivilor, 1d3 2ndlevel vivilors, or 1d4+1 1st-level vivilors to fight for you.
- **Tongues:** Speak any language.
- **Vampiric Touch:** Touch deals 1d6 points of damage per two caster levels; caster gains damage as temporary hit points.
- **Wall Walk:** Subject can move on ceilings and walls at normal speed as well as hold and wield weapons.
- **Water Breathing:** Subjects can breathe underwater.

Level 4 Arcane Spells

- **Animate Dead:** Creates undead skeletons and zombies.
- **Arcane Eye:** Invisible floating eye moves 30 feet/round.
- **Bestow Curse:** -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of taking no action.
- **Clown Car:** Creates extradimensional space within enclosed vehicle that holds one passenger per caster level.
- **Confusion:** Makes subject behave oddly for 1 round/level.
- **Detect Scrying:** You are aware of any attempt to scry on you and can sense the presence of scrying devices.
- **Dimension Door:** Teleports you and up to 50 lb./level.
- **Energy Trap:** Opened object deals 1d4 +1/level damage of given energy type.
- **Fear:** Subjects within cone flee for 1 round/level.
- **Ice Storm:** Hail deals 5d6 damage in cylinder 40 feet across.
- **Magic Bullets:** Enchants bullets with the power to knock out or panic targets.
- **Minor Globe of Invulnerability:** Stops 1st- through 3rdlevel spell effects.
- **Phantasmal Killer:** Fearsome illusion kills subject or deals 3d6 points of damage.
- **Remove Curse:** Frees object or person from curse.
- **Scrying:** Spies on subject from a distance.
- **Shout:** Deafens all within cone and deals 2d6 damage.
- **Stoneskin:** Stops blows, cuts, stabs, and slashes.
- **Summon Vivitor IV:** Summons a 4th-level vivitor, 1d3 3rdlevel vivitors, or 1d4+1 2nd-level vivitors to fight for you.
- **Via Negativa:** Crackling energy deals 4d6 points of damage per round to grappled foe; +5 bonus to grapple checks.
- **Wall of Fire:** Deals 2d4 fire damage out to 10 feet and 1d4 out to 20 feet. Passing through wall deals 2d6 +1/level.
- **Wall of Ice:** Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.
- **Wire Walk:** Subjects teleport instantly to the location of a telephone you call.

Level 5 Arcane Spells

- **Cloudkill:** Kills 3 HD or less; 4-6 HD save or die.
- **Cone of Cold:** 1d6 cold damage/level.
- **Hold Monster:** As Hold Person, but any creature.
- **Instant Connectivity:** Instantly transport one or more creatures through the Internet using instant-message software.
- **Passwall:** Breaches walls 1 foot thick/level.
- **Phantom Limousine:** Conjures a quasi-real limousine that seats eight Medium creatures.
- **Phantom Projectiles:** Projectiles pass through obstacles and armor and ignore most damage reduction.
- **Phantom Watchdog:** Spectral dog can guard or attack.
- **Secret Vault:** Creates extradimensional space in which to hide a container, which you can retrieve at will.
- **Seeming:** Changes the appearance of one creature per two levels.
- **Summon Vivilor V:** Summons a 5th-level vivilor, 1d3 4thlevel vivilors, or 1d4+1 3rd-level vivilors to fight for you.
- **Synchronicity:** Subject isn't delayed by the inconveniences of modern life.
- **Telekinesis:** Lifts or moves 25 lb./level at long range.
- **Wall of Force:** Wall is immune to damage.
- **Wall of Iron:** 30 hp/four levels; can topple onto foes.
- **Wall of Stone:** Creates a stone wall that can be shaped.

Divine Spells

The following spells may be cast by divine spellcasters. Spells printed in bold italic text can be found under Spell Descriptions.

Level 0 Divine Spells

- **Create Water:** Creates 2 gallons/level of pure water.
- **Cure Minor Wounds:** Cures 1 point of damage.
- **Detect Magical Aura:** Detects spells, magic items within 60 feet.
- **Haywire:** Causes a single device to behave randomly and erratically.
- **Inflict Minor Wounds:** Touch attack, 1 point of damage.
- **Light:** Object shines like a torch.
- **Mending:** Repairs small breaks or tears in objects.
- **Read Magic:** Read scrolls and magical writing.
- **Resistance:** Subject gains +1 on saving throws.
- **Virtue:** Subject gains 1 temporary hp.

Level 1 Divine Spells

- **Bane:** Enemies suffer -1 attack, -1 on saves against fear.
- **Bless:** Allies gain +1 attack and +1 on saves against fear.
- **Cause Fear:** One creature flees for 1d4 rounds.
- **Clean:** Eliminates grime, dirt, and bacterial contaminants from the target, and renders target scentless.
- **Command:** One subject obeys one-word command for 1 round.
- **Comprehend Languages:** Understand all spoken and written languages.
- **Cure Light Wounds:** Cures 1d8 +1/level damage (max +5).
- **Degauss:** Erases a single device that contains electronic data.
- **Faerie Fire:** Pale glow surrounds and outlines creatures and objects in a 5-foot-radius burst.
- **Inflict Light Wounds:** Touch, 1d8 +1/level damage (max +5).
- **Instant Identify:** Determines all magic properties of a single magic item.
- **Magic Weapon:** Weapon gains +1 bonus.
- **Obscuring Mist:** Creates cloud of vapor that obscures all sight, including darkvision, beyond 5 feet.
- **Remove Fear:** +4 on saves against fear for one subject + one additional subject/four levels.
- **Sanctuary:** Opponents can't attack you, and you can't attack them.
- **Shield of Faith:** Aura grants +2 or higher deflection bonus.
- **Summon Vivitor I:** Summons a 1st-level vivitor from Shadow to fight for you.
- **Trace Purge:** Removes physical traces of the subject's presence or passage.

Level 2 Divine Spells

- **Aid:** +1 attack, +1 on saves against fear, 1d8 temporary hit points.
- **Augury:** Learn whether an action will be good or bad.
- **Cure Moderate Wounds:** Cures 2d8 +1/level damage (max +10).
- **Darkness:** Causes an object to radiate darkness out to a 20-foot radius.
- **Dataread:** You can access and read data stored in any machine-readable data source.
- **Daylight:** Object touched sheds light as bright as full daylight in a 60-foot radius.
- **Delay Poison:** Stops poison from harming subject for 1 hour/level.
- **Enhance Ability:** Subject gains +5 bonus to one ability score for 1 min./level.
- **Hold Person:** Holds one person helpless; 1 round/level.
- **Inflict Moderate Wounds:** Touch attack, 2d8 +1/level damage (max +10).
- **Lesser Restoration:** Dispels magic ability penalty or repairs 1d4 ability damage.
- **Remove Paralysis:** Frees one or more creatures from paralysis, hold, or slow.
- **Resist Energy:** Ignores 10 points of damage/round from one energy type.
- **Shatter:** Sonic vibration damages objects or crystalline creatures.
- **Shield Other:** You take half of the subject's damage. Subject gains +1 deflection bonus to Defense and +1 resistance bonus to saves.
- **Silence:** Negates sound in 15-foot radius.
- **Speak with Animals:** You can comprehend and communicate with animals.
- **Spider Climb:** Grants ability to travel on walls and ceilings.
- **Summon Vivilor II:** Summons a 2nd-level vivilor or 1d3 1st-level vivilors to fight for you.
- **Zone of Truth:** Subjects within range cannot lie.

Level 3 Divine Spells

- **Animate Dead:** Creates undead skeletons and zombies.
- **Bestow Curse:** -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.
- **Cure Serious Wounds:** Cures 3d8 +1/level damage (max +10).
- **Dispel Magic:** Cancels magical spells and effects.
- **Glyph of Warding:** Inscription harms those who pass it.
- **Inflict Serious Wounds:** Touch attack, 3d8 +1/level damage (max +10).
- **Locate Object:** Senses direction toward object (specific or type).
- **Magic Circle:** 10-foot-radius area grants +2 bonus to Defense and saves, counters mind control, and hedges out summoned and conjured creatures of specified allegiance.
- **Prayer:** Allies gain +1 on most rolls, and enemies suffer -1.
- **Recharge:** Removes debilitating conditions and grants a +4 bonus on Fortitude saves against poison for 1 minute.
- **Remove Curse:** Frees object or person from curse.
- **Remove Disease:** Cures all diseases affecting subject.
- **Searing Light:** Ray deals 1d8/two levels, more against undead.
- **Secret Pocket:** Creates extradimensional space within a pocket on a garment.
- **Shadowmoth Plague:** Summons a cloud of shadowmoths that fills a 5-foot-high, 10-foot-radius spread.
- **Shutdown:** Electric devices in area cease to function for the duration of the spell.
- **Status:** Monitors condition and position of one ally per 3 caster levels.
- **Summon Vivilor III:** Summons a 3rd-level vivilor, 1d3 2ndlevel vivilors, or 1d4+1 1st-level vivilors to fight for you.
- **Vampiric Touch:** Touch deals 1d6 points of damage per two caster levels; caster gains damage as temporary hit points.
- **Water Breathing:** Subjects can breathe underwater.

Level 4 Divine Spells

- **Crawling Carpet:** Summons a 10-foot-radius carpet of monstrous centipedes, scarab beetles, or spiders.
- **Cure Critical Wounds:** Cures 4d8 +1/level damage (max +10).
- **Discern Lies:** Reveals deliberate falsehoods.
- **Divination:** Provides useful (if cryptic) advice to a single question.
- **Faith's Fury:** Damages and blinds creatures with a specific allegiance.
- **Freedom of Movement:** Subject moves normally despite impediments.
- **Greater Magic Weapon:** +1 bonus/three levels (max +5).
- **Inflict Critical Wounds:** Touch attack, 4d8 +1/level damage (max +10).
- **Magic Bullets:** Enchants bullets with the power to Cure Light Wounds or Inflict Light Wounds.
- **Neutralize Poison:** Detoxifies venom in or on subject.
- **Restoration:** Restores level and ability score drains.
- **Spell Immunity:** Subject is immune to one spell per four levels.
- **Summon Vivilor IV:** Summons a 4th-level vivilor, 1d3 3rdlevel vivilors, or 1d4+1 2nd-level vivilors to fight for you.
- **Tongues:** Speak any language.
- **Via Negativa:** Crackling energy deals 4d6 points of damage per round to grappled foe; +5 bonus to grapple checks.
- **Wall Walk:** Subject can move on ceilings and walls at normal speed as well as hold and wield weapons.

Level 5 Divine Spells

- **Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.
- **Flaming Wrath:** Smites foes with fire (1d6/level).
- **Greater Command:** As Command, but affects one subject/level.
- **Insect Plague:** Insect horde limits vision, inflicts damage, and weak creatures flee.
- **Mass Cure Light Wounds:** Cures 1d8 +1/level damage for many creatures.
- **Mass Inflict Light Wounds:** Deals 1d8 +1/level damage to many creatures.
- **Rage of Bees:** Summons 1d3 swarms of sentient killer bees to fight for you.
- **Raise Dead:** Restores life to subject who died up to 1 day/level ago.
- **Scrying:** Spies on subject from a distance.
- **Spell Resistance:** Subject gains spell resistance 12 + your caster level.
- **Summon Vivilor V:** Summons a 5th-level vivilor, 1d3 4thlevel vivilors, or 1d4+1 3rd-level vivilors to fight for you.
- **Synchronicity:** Subject isn't delayed by the inconveniences of modern life.
- **True Seeing:** See all things as they really are.
- **Wall of Stone:** Creates a stone wall that can be shaped.

Spell Descriptions

The spells herein are presented in alphabetical order.

Arcane Graffiti

School

Conjuration (Creation)

Level

Arcane 0

Components

V, S

Casting Time

Attack action

Range

0 ft.

Effect

One personal rune or short message

Duration

Instantaneous

Saving Throw

None

Spell Resistance

No

Description

This spell allows you to inscribe your personal rune or a short message, which can be no larger than 2 feet tall and consist of no more than six words, on a nonliving creature or object. The writing can be visible or invisible. An Arcane Graffiti spell enables you to etch the words upon any substance (even stone or metal) without harming the material upon which the mark is placed. If invisible graffiti is made, the casting of any spell or use of any spell-like ability within 30 feet causes the words to become visible for 5 rounds.

The mark cannot be dispelled, but it can be removed by the caster or with a Clean spell.

Burglar's Buddy

School

Illusion

Level

Arcane 2

Components

V, S, M

Casting Time

Attack action

Range

Long (400 ft. + 40 ft./level)

Area

15-ft.-radius emanation centered on a creature, object, or point in space

Duration

1 minute/level

Saving Throw

None and Will negates (object)

Spell Resistance

Yes and no (object)

Description

This spell suppresses all mechanical or electronic intrusion alarms and alarm sensors in the affected area. Burglar alarms or other intrusion alarms within the affected area simply fail to function: sensors for intrusion alarm systems (such as motion detectors, IR detectors, pressure sensors, electric eyes, and so forth) also fail to function, sending no signal to monitoring stations. Video surveillance devices continue to send whatever image they were photographing the moment when the spell was cast.

Material Component

A camera lens cover.

Clean

School

Transmutation

Level

Arcane 1, Divine 1

Components

V, S, M

Casting Time

Full-round action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One creature, object of up to 1,000 lb./level, or room of up to 100 square feet/level

Duration

Instantaneous

Saving Throw

Fortitude negates (harmless)

Spell Resistance

Yes (harmless)

Description

The Clean spell completely eliminates grime, dirt, and bacterial contaminants from the target. Smooth surfaces gain a faint shine, as if they had been polished.

If cast on a room or object, the Clean spell destroys dirt, dust, and anything else that would ordinarily be wiped away with a thorough mundane cleaning. The room or object retains no fingerprints, and even the smallest hairs, skin cells, and garment fibers are cleaned away-rendering most evidence collection impossible, for example.

If cast on a creature, the Clean spell disinfects wounds (doubling the natural healing rate for that day) and renders the creature scentless for 1 minute. This means that creatures with the Scent extraordinary ability won't be able to detect the subject by scent alone.

Material Component

Bar of soap.

Clown Car

School

Conjuration (Summoning)

Level

Arcane 4

Components

V, S, F

Casting Time

1 minute

Range

0 ft.

Effect

Extradimensional space within an enclosed vehicle capable of holding one creature per caster level

Duration

1 hour/level

Saving Throw

None

Spell Resistance

No

Description

You create a temporary extradimensional space within an enclosed passenger compartment of a vehicle. The spell cannot be cast on vehicles without enclosed passenger compartments, such as motorcycles. The extradimensional space allows the vehicle to hold a number of additional passengers equal to the caster's level. A passenger may be up to Large size and can bring up to a medium load into the extradimensional space; creatures with more than a medium load cannot enter the extradimensional space.

Creatures that enter the extradimensional space cannot interact with anything outside of the vehicle, nor can creatures outside the vehicle perceive or interact with the occupants and contents of the extradimensional space (or even see the extradimensional space itself). Creatures within the extradimensional space effectively occupy the same 5-foot square and are incapable of making attacks while so contained.

Exiting the extradimensional space requires the passengers to physically exit the vehicle as well. If the vehicle is destroyed or the extradimensional space is successfully dispelled, the extradimensional space collapses. Any creatures or objects within the extradimensional space are ejected before the space implodes. Ejected creatures fall prone in squares adjacent to the vehicle.

Focus

A klaxon, which must be honked when the spell is cast.

Crawling Carpet

School

Conjuration (Summoning)

Level

Divine 4

Components

V, S, DF

Casting Time

Full round action

Range

Long (400 ft. + 40 ft./level)

Effect

Carpet of monstrous spiders, scarab beetles, or centipedes filling a 10-ft.-radius spread

Duration

1 minute/level

Saving Throw

None

Spell Resistance

No

Description

You summon a number of monstrous insect swarms, each of which attacks any creature occupying its square. Each square of the spell's effect contains a swarm of monstrous spiders, monstrous scarab beetles, or monstrous centipedes, to a maximum of 12 swarms, assuming that the spell's effect isn't blocked by obstacles. The swarms are stationary after being summoned, and won't pursue creatures that flee. Use the monstrous spider swarm statistics for monstrous scarab beetle swarms and monstrous centipede swarms as well.

Dancing Lights

School

Evocation [Light]

Level

Arcane 0

Components

V, S

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Effect

Up to four lights, all within a 10-ft.-radius area

Duration

1 minute (D)

Saving Throw

None

Spell Resistance

No

Description

You create up to four lights that resemble lanterns or flashlights (and cast that amount of light), or up to four glowing spheres of light, or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, and so forth. The lights can move up to 100 feet per round. A light winks out if the distance between you and the nearest light exceeds the spell's range.

Darkness

School

Evocation [Darkness]

Level

Divine 2

Components

V, DF

Casting Time

Attack action

Range

Touch

Target

Object touched

Duration

10 minutes/level (D)

Saving Throw

None

Spell Resistance

No

Description

This spell causes an object to radiate darkness out to a 20-foot radius. Not even creatures who can normally see in the dark (such as with darkvision) can see in an area shrouded in magical darkness. Normal lights (flashlights, candles, lanterns, and so forth) do not illuminate the darkened area, nor do light spells of lower level (such as Light and Dancing Lights). Darkness and the 2nd-level spell Daylight cancel each other, leaving whatever light conditions normally prevail in the overlapping areas of the spells.

If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

Darkness counters or dispels any light spell of equal or lower level.

Dataread

School

Divination

Level

Arcane 2, Divine 2

Components

V, S, F/DF

Casting Time

Attack action

Range

Touch

Effect

Read machine readable data

Duration

1 minute/level

Saving Throw

None

Spell Resistance

No

Description

You run your finger over any machine-readable data source (a barcode, a computer disk, a CD, magnetic tape, or any similar record) to understand the content of the data. You experience the data as it would normally be experienced through an appropriate machine. For example, if reading a music CD, you hear the music in your head. If reading a word processor file, you visualize and read an image of the page. If reading a barcode, you see the serial number, pricing information, or other barcoded data.

The amount of time required to experience the data is the same as that required to read it by conventional means. You can normally read 2 pages of documents in 1 minute. This spell does not decode encrypted data. Without the encryption code, an encrypted document or file appears as a seemingly random string of characters. If you know the encryption code, however, you can read encrypted data normally with this spell.

Daylight

School

Evocation [Light]

Level

Divine 2

Components

V, DF

Casting Time

Attack action

Range

Touch

Target

Object touched

Duration

10 minutes/level (D)

Saving Throw

None

Spell Resistance

No

Description

The object touched sheds light as bright as full daylight in a 60-foot radius. Creatures who suffer penalties in bright light suffer them while exposed to this magical light. Despite its name, this spell isn't equivalent to daylight insofar as it does not damage or destroy creatures normally harmed by daylight (such as vampires). If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as Darkness.

Degauss

School

Transmutation

Level

Arcane 1, Divine 1

Components

V, S

Casting Time

Attack action

Range

Touch

Effect

Stored data is erased

Duration

Instantaneous

Saving Throw

None

Spell Resistance

No

Description

By touching a single device that contains electronic files, such as a computer, external hard drive, CD-ROM, or magnetic disk, you erase all files on that device. The device is rendered empty of data.

Detect Scrying

School

Divination

Level

Arcane 4

Components

V, S, M

Casting Time

Attack action

Range

120 ft.

Area

120-ft.-radius emanation centered on you

Duration

24 hours

Saving Throw

None

Spell Resistance

No

Description

You immediately become aware of any attempt to observe you by means of scrying (including the Scrying spell). The spell's effect radiates from you and moves as you move. The spell also reveals the use of crystal balls or other magic scrying devices. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location. If the attempt originates outside this range, you and the scrier immediately make opposed caster level checks. If you match or beat the scrier's result, you get a visual image of the scrier and a sense of the scrier's direction and distance from you (accurate to within one-tenth the distance).

Material Components

A small shard of mirror and a miniature trumpet.

Divination

School

Divination

Level

Acolyte 4

Components

V, S, M

Casting Time

10 minutes

Range

Personal

Target

You

Duration

Instantaneous

Description

Similar to Augury but more powerful, a Divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. In all cases, the GM controls what information the caster receives. Note that if the caster doesn't act on the information, the conditions may change so that the information no longer proves useful.

The base chance for a correct divination is 70% + 1% per caster level. The GM adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against divination spells have been taken). If the dice roll fails, the caster knows the spell failed unless specific magic yielding false information is at work. As with Augury, multiple divinations about the same topic by the same caster use the same dice result as the first divination and yield the same answer each time.

Material Components

Incense and a sacrificial offering appropriate to the caster's religion (purchase DC 13).

Electromagnetic Pulse

School

Evocation [Electricity]

Level

Arcane 3

Components

V, S

Casting Time

Attack action

Range

Short (25 ft. + 5 ft./2 levels)

Area

20-ft. burst

Duration

Instantaneous

Saving Throw

Will negates (object)

Spell Resistance

Yes (object)

Description

When you cast Electromagnetic Pulse, you send a powerful burst of energy that ruins electronic circuitry within the spell's area. Any computer, telephone, television, or other device with a computer processor inside ceases to function immediately, and the contents of hard drives and other storage media are scrambled.

The Electromagnetic Pulse affects only devices with extensive circuitry, not everything that uses electricity. Ordinarily the lights stay on, although their electronic switches might not function. Automobiles continue to run, although their engines will run more roughly without electronic guidance. Most cars manufactured after the 1980s won't start after an Electromagnetic Pulse because they have electronic ignition systems.

Devices affected by an Electromagnetic Pulse can be fixed according to the table below. You can jury-rig repairs more quickly and cheaply, but the repairs may not last. See the description of the Repair skill for details.

Some military gear is immune to energy effects such as Electromagnetic Pulse thanks to a process called tempest hardening. Tempest hardening adds +1 to the purchase DC of an item and makes it Restricted (+2).

Table: Repairing Electromagnetic Pulsed Items

Repair Task (Example)	Relevant Skill	Purchase DC	Repair DC	Time
Simple processors (cars, elevator controls)	Repair	7	15	10 min.
Complex processors (computers, home theaters)	Repair	10	20	1 hr.
Data recovery (scrambled hard drive)	Computer Use	4	25	2 hr.

Faerie Fire

School

Evocation [Light]

Level

Divine 1

Components

V, S, DF

Casting Time

Attack action

Range

Long (400 ft. + 40 ft./level)

Area

Creatures and objects within a 5-ft.-radius burst

Duration

1 minute/level (D)

Saving Throw

None

Spell Resistance

Yes

Description

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally caused by darkness (but not magical darkness), blur, displacement, invisibility, or similar effects.

The light is too dim to have any special effect on undead or darkdwelling creatures. The faerie fire can be blue, green, or violet, according to your word at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

Gaseous Form

School

Transmutation

Level

Arcane 3

Components

S, M

Casting Time

Attack action

Range

Touch

Target

Willing corporeal creature touched

Duration

1 minute/level (D)

Saving Throw

None

Spell Resistance

No

Description

The subject and all his or her gear become insubstantial, misty (or smoky), and translucent. The subject gains damage reduction 10/+1. His or her material armor (including natural armor) becomes worthless, though his or her size, Dexterity, deflection bonuses, and Defense bonuses from force armor (for example, from the Mage Armor spell) still apply. He or she becomes immune to poison and critical hits. He or she can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. The subject loses supernatural abilities while in gaseous form. If he or she has a touch spell ready to use, it is discharged harmlessly when the spell takes effect.

The gaseous subject can't run but he or she can fly (speed 10 feet, perfect maneuverability). He or she can pass through small holes or narrow openings, even mere cracks, with all he or she was wearing or holding in her hands, as long as the spell persists. He or she is subject to wind. He or she can't enter water or other liquid.

Material Component

A bit of gauze or pinch of ash.

Haywire

School

Transmutation

Level

Arcane 0, Divine 0

Components

V, S, M

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One object of up to 100 lb./level

Duration

1 minute/level

Saving Throw

Will negates (object)

Spell Resistance

Yes (object)

Description

The Haywire spell causes a single device to behave randomly and erratically, defying any attempts to bring it under control. Cash registers display random prices and open their money drawers repeatedly. Escalators surge forward, then reverse themselves. Automatic teller machines flash random patrons' account balances on the screen as they spew forth receipts (not money, though).

It's impossible to describe the exact effects of Haywire on every modern device. In general, a machine subject to Haywire functions as if someone were pressing random buttons or otherwise manipulating it randomly.

Turning off a device subject to a Haywire spell doesn't work, because the spell disables the "off" switch. Cutting off the power supply (by unplugging it, for example) disables the device 1d4 rounds later, ending the spell.

Material Component

A small magnet.

Improved Arcane Lock

School

Abjuration

Level

Arcane 3

Range

Long (400 ft. + 40 ft./level)

Target

One door, cabinet, chest, or portal/level, up to 30 sq. ft./ level each

Duration

1 hour/level

Description

As Arcane Lock, except as described above. Additionally, Improved Arcane Lock closes all targeted doors or containers if they're open when the spell is cast, then locks them. Unlike most spells, the caster need not have an unblocked line of effect to each door targeted by the spell, but the caster must know the location of each door. Mages and Techno Mages often use Improved Arcane Lock to simultaneously close and lock every door in a building, either to trap something inside or lock something out.

Instant Connectivity

School

Conjuration (Teleporting)

Level

Arcane 5

Components

V, S, F

Casting Time

Attack action

Range

Touch (see text)

Target

Creature touched, or up to eight willing creatures joining hands

Duration

Instantaneous

Saving Throw

Will negates

Spell Resistance

Yes

Description

Instant Connectivity can only be cast through a computer network (see the Casting Spells Through Email section). With the aid of instant messaging software, you physically transport the subject or subjects from one place to another. If several willing persons link hands in a circle, up to eight creatures can be affected by the spell at the same time.

At least one of the creatures affected must be touching a computer with an Internet connection and active instant messaging (IM) software. The targets must be sent to a specific IM address that is currently active online. Instant connectivity causes the targets to appear in the room from which that IM address is being accessed, automatically gaining surprise on anyone else in that room.

Focus

A computer hard drive (purchase DC 23 or higher).

Instant Identify

School

Divination

Level

Arcane 1, Divine 1

Components

V, S, M/DF

Casting Time

Full-round action

Range

Touch

Target

One touched object

Duration

Instantaneous

Saving Throw

None

Spell Resistance

No

Description

The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate) and how many charges (if any) are left.

Arcane Material Component

A pearl (purchase DC 12).

Machine Invisibility

School

Illusion

Level

Arcane 2

Components

V, S, F

Casting Time

Attack action

Range

Personal or touch

Target

One creature or object weighing no more than 100 lb./level

Duration

1 minute/level (D)

Saving Throw

Will negates (harmless) or Will negates (harmless, object)

Spell Resistance

Yes (harmless) or Yes (harmless, object)

Description

The creature or object touched cannot be detected by video cameras, electronic sensors, or other high-tech detection machines. The creature is also invisible to mechanical constructs such as gear golems, digital homunculi, and mechanical homunculi. If the recipient is a creature carrying gear, the gear is likewise undetectable. The subject is missing from still photos taken while the spell is in effect, closed-circuit television monitors don't display the subject, and other machines are likewise fooled. The creature or object touched can stand on a scale and doesn't appear to weigh anything. Infrared and heat sensors detect only the ambient heat levels. X-ray machines don't reveal the presence of an object with machine invisibility. Microphones don't pick up sounds that the subject makes directly, although they will pick up sounds that subject makes by interacting with the environment. A hidden microphone wouldn't hear the subject's voice but would record the sound of that creature throwing a brick through a window. Items dropped or put down by an affected creature become visible to machine detectors; items picked up disappear if tucked into clothing or a bag carried by the creature. Light never becomes invisible, although a source of light can become so (thus, the effect in a photograph or video image is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope.

The spell ends if the subject attacks any creature. For purposes of this spell, an "attack" includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. If the subject attacks directly, however, the subject and its gear immediately becomes visible to machines.

While Machine Invisibility is useful for many tasks requiring stealth, it sometimes makes the subject's life more difficult. A stoplight sensor under an intersection might not pick up a motorcycle with machine invisibility. Automatic sliding doors at the supermarket won't open for the subject of machine invisibility. Talking on the telephone or radio is impossible.

Focus

A glass lens, which the caster fogs by breathing on it.

Magic Bullets

School

Transmutation

Level

Arcane 4, Divine 4

Components

V, S, F

Casting Time

Attack action

Range

Touch

Target

50 bullets, all of which must be in contact with each other at the time of casting

Duration

1 hour/level

Saving Throw

Will negates (harmless, object)

Spell Resistance

Yes (harmless, object)

Description

You enhance up to 50 individual bullets of the same caliber or a single magazine of up to 50 rounds with the power of a 1stlevel spell you already know. The bullets must be fired from a gun for the subsidiary magical effects to take hold. The related spells you must know to create magic bullets of a particular type are listed below.

Each time you cast the spell, all the bullets receive the same enchantment, but afterward it is possible to mix magic bullets with different effects in the same magazine. Be sure to note the order in which the bullets are loaded to correctly track the effect of each shot. Unless otherwise noted, magic bullets deal normal damage before they impart their magical effect. This spell can be used to create one type of bullet (as noted in the chart below), or others at the GM's discretion.

<u>Table: Magic Bullet Effects</u>		
Magic Bullet Type	Other Spell Known	Effect
Curing bullet (divine)	Cure Light Wounds	Bullet deals no damage and instead cures 1d8+5 points of damage.
Inflicting bullet (divine)	Inflict Light Wounds	Creature damaged by inflicting bullet must succeed at a Will save (DC 14) or take an additional 1d8+5 points of damage.
Knock-out bullet (arcane)	Sleep	Creature damaged by knock-out bullet must succeed at a Will save (DC 14) or fall into a comatose slumber. Creatures with 5 or more Hit Dice are immune to this effect.
Panic bullet (arcane)	Cause Fear	Creature damaged by panic bullet must succeed at a Will save (DC 14) or be panicked (-2 morale penalty on attack rolls, weapon damage rolls, and saves) for 1d4 rounds.

Magic Circle

School

Abjuration

Level

Divine 3

Components

V, S, DF

Casting Time:

Attack action

Range

Touch

Area

10-ft.-radius emanation from touched creature

Duration

10 minutes/level

Saving Throw

Will negates (harmless)

Spell Resistance

No (see text)

Description

This spell wards an area from attacks by creatures of a specific allegiance (chosen when the spell is cast), from mental control, and from summoned or conjured creatures. It creates a magical barrier around the subject at a distance of 10 feet. The barrier moves with the subject and has four major effects:

First, everyone inside the magic circle gains a +2 deflection bonus to Defense and a +2 resistance bonus on saves. Both these bonuses apply only against attacks made by creatures with the specified allegiance.

Second, the barrier blocks any attempt to possess creatures within the magic circle (as by a possession incantation). The barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

Third, the magic circle thwarts any attempt to exert mental control over creatures within its area. If a dominated creature enters the magic circle, mental control is lost for the duration of the Magic Circle spell or until the creature leaves the protected area.

Fourth, the spell prevents bodily contact by summoned or conjured creatures of the specified allegiance. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching a creature inside the magic circle. The protection against contact by summoned or conjured creatures ends if anyone inside the magic circle makes an attack against a blocked creature or the subject tries to force the barrier against the blocked creature.

Spell resistance can allow a creature to overcome this protection and reach and step inside the magic circle.

Magic ID

School

Illusion

Level

Arcane 0

Components

V, S, F

Casting Time

Attack action

Range

Touch

Effect

Illusory identification card

Duration

See description

Saving Throw

Will disbelief (if interacted with)

Spell Resistance

No

Description

With this glamor, you make a small card or slip of paper appear to be a valid identification card of your choosing. The card bears your name, likeness, and all other data expected by anyone examining such a card. However, it is only visually accurate and does not contain any valid machine-readable data or electronic coding. You cannot use this spell to make an electronic passkey. The illusion lasts only as long as you touch the card, to a maximum of 5 rounds.

Focus

A small card or slip of paper.

Magic Message

School

Illusion

Level

Arcane 2

Components

V, S, M

Casting Time

Full round action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One object (see text)

Duration

Permanent until discharged

Saving Throw

Will negates (object)

Spell Resistance

Yes (object)

Description

This spell imbues a modern device such as a television, radio, computer monitor, or news ticker with a message you set that's delivered when a specified event occurs. The message, which must be 25 words or less, is delivered in a manner appropriate to the device targeted by the spell. A newscaster on a targeted television will appear to speak the message. A stereo plays the message as a repetitive song lyric. An electronic traffic sign displays the message for all motorists to see.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or specific as desired, although only visual and audible triggers can be used such as the following: "Deliver the message when a man in a dark suit walks past with a gun drawn." Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger (it's common for a television to flicker to life in a dark apartment, delivering a magic message). Magical darkness and invisibility will defeat a visual trigger, however, and silent movement and magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises (footsteps, elevator music) or to a specific noise or a spoken word. Actions can serve as triggers if they are visible or audible. For example, "Deliver the message when any creature picks up the talking doll" is an acceptable command if the creature is visible. A magic message cannot distinguish class, level, Hit Dice, or allegiance.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a magic message to respond to triggers up to 90 feet away. Regardless of range, the magic message can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Material Component

A carved jade figurine (purchase DC 8).

Mask Metal

School

Illusion

Level

Arcane 1

Components

V, S, M

Casting Time

Attack action

Range

Touch

Target

A single metal object weighing no more than 10 lbs./level

Duration

10 minutes/ level (D)

Saving Throw

None or Will negates (harmless, object)

Spell Resistance

No or yes (harmless, object)

Description

This glamor makes a metal object undetectable to metal detectors. When any creature or character makes a Search or Spot check to detect the object, he or she does not gain equipment bonuses from any device that detects metal.

Material Component

A magnet.

Mending

School

Transmutation

Level

Arcane 0, Divine 0

Components

V, S

Casting Time

Attack action

Range

10 ft.

Target

One object of up to 1 pound/level

Duration

Instantaneous

Saving Throw

Will negates (harmless, object)

Spell Resistance

Yes (harmless, object)

Description

Mending repairs small breaks or tears in objects (not warps). In metallic objects, it will weld a broken chain link, a necklace, or a knife, providing but one break exists. Ceramic or wooden objects with multiple breaks can be rejoined to be as strong as new. A hole in a backpack or garment is completely healed over by Mending. The spell can repair a magic item, but the item's magical abilities are not restored. The spell has no effect on creatures (even constructs).

Nondetection

School

Abjuration

Level

Arcane 3

Components

V, S, M

Casting Time

Attack action

Range

Touch

Target

Creature or object touched

Duration

1 hour/level

Saving Throw

Will negates (harmless, object)

Spell Resistance

Yes (harmless, object)

Description

The warded creature or object becomes difficult to detect by divination and detection spells, such as scrying. Nondetection also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed at a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast Nondetection. If you cast Nondetection on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, Nondetection wards the creature's gear as well as the creature itself.

Material Component

A pinch of diamond dust (purchase DC 10).

Obscuring Mist

School

Conjuration (Creation)

Level

Arcane 1, Divine 1

Components

V, S

Casting Time

Attack action

Range

30 ft.

Effect

Cloud centered on you spreads 30 ft. and is 20 ft. high

Duration

1 minute/level

Saving Throw

None

Spell Resistance

No

Description

A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A Fireball, Flaming Wrath, or similar spell burns away the fog in the spell's area. A wall of fire burns away the fog in the area into which it deals damage.

This spell does not function underwater.

Phantasmal Killer

School

Illusion [Fear, Mind-Affecting]

Level

Arcane 4

Components

V, S

Casting Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Target

One living creature

Duration

Instantaneous

Saving Throw

Will disbelief (if interacted with), then Fortitude partial

Spell Resistance

Yes

Description

You create the phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can perceive the phantasmal killer. You see only a shadowy shape. The subject first gets a Will save to recognize the image as unreal. If the subject fails the Will save, the phantasm touches him, and he must succeed at a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

Phantom Chopper

School

Conjuration (Creation)

Level

Arcane 3

Components

V, S

Casting Time

10 minutes

Range

0 ft.

Effect

One quasi-real motorcycle

Duration

1 hour/level (D)

Saving Throw

None

Spell Resistance

No

Description

You conjure a quasi-real motorcycle. The motorcycle can be ridden only by you or the one person for whom you specifically create the cycle. A phantom chopper looks like a heavily customized motorcycle of indeterminate make and model. It has realistic-looking license plates, and you decide what the license plate says when you cast the spell.

The phantom chopper has a Defense of 10, hardness of 5, and 20 hit points +1 hit point per caster level. If it loses all its hit points, the phantom chopper disappears. A phantom chopper has a top speed of 40 feet per caster level, an initiative modifier of +0, and a maneuver modifier of +1.

The phantom chopper gains certain powers according to caster level. A motorcycle's abilities include those of motorcycles of lower caster levels.

7th Level

The motorcycle can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

8th Level

The motorcycle can ride over water as if it were firm, dry ground.

9th Level

The motorcycle can ride in the air as if it were firm land, so chasms and the like can be crossed without benefit of a bridge. The phantom chopper cannot take off and fly. It can only ride horizontally across the air. After 1 round in the air, the motorcycle falls.

Phantom Limousine

School

Conjuration (Creation)

Level

Arcane 5

Components

V, S, F

Casting Time

1 minute

Range

0 ft.

Effect

One quasi-real limousine

Duration

1 hour/level (D)

Saving Throw

None

Spell Resistance

No

Description

You conjure forth a quasi-real limousine that seats eight Medium characters (two in the front and six in a comfortable passenger area), four Large creatures (one in the front and three in the back), or sixteen Small creatures (four in the front and twelve in the back). The limousine has the exterior color and design details you choose when you prepare the spell, and the interior is one of opulent luxury. You decide what its license plates look like when you cast the spell.

The phantom limousine has a Defense of 6, hardness of 15, and 50 hit points +1 point per caster level. If it loses all its hit points, the phantom limousine disappears. A phantom limousine is much faster than it looks, with a top speed of 60 feet per caster level, an initiative modifier of -2, and a maneuver modifier of -2.

A phantom limousine has enough luxurious food and drink inside to provide a hearty meal for all passengers. It has all the powers of a phantom chopper (ability to drive over bad terrain, water, or air). Additionally, it is airtight and can even travel underwater at a speed of 10 feet per caster level.

Focus

A pair of car keys on a silver keychain.

Phantom Projectiles

School

Transmutation

Level

Arcane 5

Components

V, S, M

Casting Time

Attack action

Range

Touch

Target

50 projectiles, all of which must be in contact with each other at the time of casting

Duration

1 hour/level

Saving Throw

Will negates (harmless, object)

Spell Resistance

Yes (harmless, object)

Description

You turn ammunition (such as arrows, bolts, bullets, and shuriken) into incorporeal projectiles that damage only their intended targets.

Phantom projectiles pass through intervening obstacles (including armor) and thus ignore cover bonuses and equipment bonuses to Defense. Barriers of magical force, such as a wall of force, stops them. Phantom bullets count as having a +3 enhancement bonus for the purpose of overcoming damage reduction, although they don't actually receive the enhancement bonus on attacks or damage. Additionally, the phantom bullets disappear 1d4 rounds after being fired, making it impossible to gather ballistic evidence.

Material Component

In addition to the bullets, the caster needs a small chunk of lithium.

Rage of Bees

School

Conjuration (Summoning)

Level

Divine 5

Components

V, S, DF

Casting Time

Full-round action

Range

Long (400 ft. + 40 ft./level)

Effect

1d3 swarms of sentient killer bees, no two of which can be more than 30 ft. apart

Duration

1 minute/level

Saving Throw

None

Spell Resistance

No

Description

You summon 1d3 swarms of sentient killer bees, each one filling a 5-foot square within the spell's effect. The swarms independently attack targets designated by you.

Recharge

School

Conjuration (Healing)

Level

Divine 3

Components

V, S, F

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

Instantaneous and special (see text)

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

By converting electrical energy into eldritch power, you can recover quickly from debilitating physical effects. However, you must draw current from a wall socket to power this healing magic.

The Recharge spell instantly eliminates the following conditions: cowering, dazed, exhausted, fatigued, nauseated, shaken, and stunned. The caster can heal herself of some of these conditions, but others (such as stunned) don't allow spellcasting or other actions.

In addition, the Recharge spell instantly cures blindness or deafness caused by a spell or spell-like ability, and it grants a +4 bonus on Fortitude saves against poison for 1 minute.

Focus

An active electrical outlet.

Relay Text

School

Transmutation

Level

Arcane 2

Components

V, S

Casting Time

Attack action

Range

Unlimited

Effect

A text message reaches an electronic device of someone you know

Duration

Instantaneous

Saving Throw

None

Spell Resistance

No

Description

You cause a text message of up to 25 words to appear on the screen of an electronic device capable of receiving such messages, such as a cell phone, pager, PDA, or computer. If the device is turned on, the message appears instantly; if not, the message appears as soon as someone turns it on. The message remains onscreen until read, then disappears, leaving no electronic record of its appearance. You must have seen the device to send a message to it.

Sanctuary

School

Abjuration

Level

Divine 1

Components

V, S, DF

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

1 round/level

Saving Throw

Will negates

Spell Resistance

No

Description

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of the attacker's action is lost, and the attacker can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected.

This spell does not prevent the warded creature from being attacked or affected by area or effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act. This allows a warded acolyte to heal wounds, for example, or to bless, perform an augury, summon creatures, and so on.

Scrying

School

Divination

Level

Arcane 4, Divine 5

Components

V, S, M/DF, F

Casting Time

1 hour

Range

See text

Effect

Magical sensor

Duration

1 minute/level

Saving Throw

Will negates

Spell Resistance

Yes

Description

You can see and hear some creature, who may be at any distance. If the subject succeeds at a Will save, the scrying attempt fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane or in some other dimension (such as the extradimensional space created by a Clown Car spell), it gains a +5 circumstance bonus to its Will save.

If the save fails, you can see the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

The following spells, if active on the caster during the scrying, operate through the sensor: Darkvision, Read Magic, Tongues, and True Seeing. Detect Magical Aura has a 5% chance per caster level of operating correctly through the sensor.

Table: Scrying Check Modifiers

Knowledge of Subject	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5
*You must have some sort of connection to a creature you have no knowledge of.	

<u>Table: Scrying Check Modifiers</u>	
Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, nail clippings, etc.	-10

Arcane Material Components

Some droplets of nitric acid in an eyedropper.

Arcane Focus

A mirror of finely wrought silver (at least 2 feet by 4 feet) or an orb of polished crystal (at least 5 inches in diameter). Either item has a purchase DC of 19.

Divine Focus

A font filled with holy water (purchase DC 8).

Secret Pocket

School

Conjuration (Summoning)

Level

Arcane 3, Divine 3

Components

V, S, M/DF

Casting Time

Attack action

Range

Object touched

Target

One pocket on a garment

Duration

1 hour/level

Saving Throw

None

Spell Resistance

No

Description

The Secret Pocket spell creates an extradimensional space that only you can reach through a pocket in the target garment. The secret pocket can hold 1 pound per caster level, and you can put anything in it that will physical fit through the pocket opening. The item can be of any length and isn't otherwise restricted by the pocket's actual dimensions-it just has to be able to fit through the opening. The contents of the extradimensional space never cause the pocket to bulge, and items inside the secret pocket have no weight once they're placed inside (although the weight still counts against the capacity of the extradimensional space). Whenever you reach into the pocket, you access the extradimensional space rather than the actual pocket. Anyone else who examines the pocket finds it completely ordinary. If someone else puts something in the pocket, you can't reach it because your hand goes into the extradimensional space instead.

You can give the garment to someone else to wear if you like, but only you can access the extradimensional space through the pocket.

Arcane Material Component

A black handkerchief.

Secret Vault

School

Conjuration (Summoning)

Level

Arcane 5

Components

V, S, F

Casting Time

10 minutes

Range

See text

Target

One chest and up to 1 cu. ft. of goods/caster level

Duration

60 days or until discharged

Saving Throw

None

Spell Resistance

No

Description

You hide a briefcase, backpack, duffelbag, or similar item in an extradimensional space for up to 60 days and can retrieve it at will. The item used as a secret vault can contain up to 1 cubic foot of material per caster level (regardless of the item's actual size). If you put anything living inside the secret vault, the spell fails. Once you cast the spell, the item and its contents disappear. You can retrieve it anytime thereafter by concentrating (an attack or move action), and it appears next to you.

To create the secret vault, you cast the spell while touching both the full-size container and a minuscule replica of it. The container and anything within it or touching it (subject to the volume limitation above) vanishes into an extradimensional space. You need the miniature replica to recall the container. After 60 days, the container reappears in your hand whether you wish it to or not.

Focus

A briefcase, duffel bag, or similar container prepared with expensive and rare reagents, as well as a minuscule replica of it. The actual storage container and the miniature replica have a combined purchase DC of 25.

Seeming

School

Illusion

Level

Arcane 5

Components

V, S

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Targets

One creature/two levels, no two of which can be more than 30 ft. apart

Duration

12 hours (D)

Saving Throw

Will negates or Will disbelief (if interacted with)

Spell Resistance

Yes or No (see text)

Description

This glamor functions like the Change Self spell except you can change the appearance of other creatures as well. Affected creatures resume their normal appearances if slain. Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance.

Shadowmoth Plague

School

Conjuration (Summoning)

Level

Divine 3

Components

V, S, DF

Casting Time

Full-round action

Range

Long (400 ft. + 40 ft./level)

Effect

5- ft.-high cloud of shadowmoths filling a 10-ft.-radius spread

Duration

1 minute/level

Saving Throw

None

Spell Resistance

No

Description

You summon a number of shadowmoth swarms, each of which attacks any creature occupying its square. Each square of the spell's effect is filled with a swarm of shadowmoths, to a maximum of 12 swarms, assuming that the spell's effect isn't blocked by obstacles. The swarms are stationary after being summoned, and won't pursue creatures that flee.

Shatter

School

Evocation [Sonic/Concussion]

Level

Divine 2

Components

V, S, F

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Area or Target

5-ft.-radius spread or one solid object or one crystalline creature

Duration

Instantaneous

Saving Throw

Will negates (object) or Fortitude half (see text)

Spell Resistance

Yes (object)

Description

Shatter creates a loud, ringing noise that shatters brittle, nonmagical objects, sunders a single solid, nonmagical object, or damages a crystalline creature.

Used as an area attack, Shatter destroys nonmagical objects of glass, crystal, ceramic, or porcelain, such as vials, windows, mirrors, bottles, windshields, and so forth. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target Shatter against a single solid object, regardless of composition, weighing up to 10 pounds per caster level.

Targeted against a crystalline creature (of any weight), Shatter deals 1d6 points of sonic/concussion damage per caster level (maximum 10d6), with a Fortitude save for half damage.

Focus

A tuning fork.

Shield Other

School

Abjuration

Level

Divine 2

Components

V, S, F

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One creature

Duration

1 hour/level (D)

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

This spell creates a mystic connection between you and the subject so that some of the subject's wounds are transferred to you. The subject gains a +1 deflection bonus to Defense and a +1 resistance bonus on saving throws. Additionally, the subject takes only half damage from all wounds and attacks (including damage dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, and level draining are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

Focus

A pair of platinum rings (purchase DC 15 each) worn by both you and the warded creature.

Shutdown

School

Transmutation

Level

Arcane 3, Divine 3

Components

V, M/DF

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Area

15-ft.-radius emanation centered on a point in space

Duration

1 minute/level

Saving Throw

None

Spell Resistance

No

Description

All electrical devices within the spell's area-lights, computers, cell phones, digital watches, and so forth-do not function for the duration of the spell. The spell does not prevent devices outside of the area of effect from operating normally, even if they are on the same electrical circuit as those affected. (Even if the spell is cast on a generator supplying power to devices outside the area of effect, those outside devices continue to remain powered.) At the end of the spell's duration, the devices operate again as if their operation had not been interrupted. (Computers do not need to be restarted, and clocks display the correct time.) Many sophisticated mechanical devices, including automobiles and aircraft, rely on electrical components, and so are usually affected by this spell.

Arcane Material Components

The CONTROL, ALT, and DELETE keys from a computer keyboard.

Speak with Animals

School

Divination

Level

Divine 2

Components

V, S

Casting Time

Attack action

Range

Personal

Target

You

Duration

1 minute/ level

Description

You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn't make animals any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If the animal is friendly, it may do some favor or service for you (as determined by the GM).

This spell does not work on magical beasts or vermin.

Spell Immunity

School

Abjuration

Level

Divine 4

Components

V, S, DF

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

10 minutes/level

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, such immunity doesn't protect a creature from spells for which spell resistance doesn't apply.

Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks. Only a particular spell can be protected against, not a school of spells or a group of spells that are similar in effect.

A creature can have only one Spell Immunity spell in effect on it at a time.

Spell Resistance

School

Abjuration

Level

Divine 5

Components

V, S, DF

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

1 minute/level

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

The creature gains spell resistance equal to 12 + your caster level.

Summon Vivilor I

School

Conjuration (Summoning)

Level

Arcane 1, Divine 1

Components

V, S

Casting Time

Full-round action

Range

Close (25 ft. + 5 ft./2 levels)

Effect

One summoned creature

Duration

1 round/level

Saving Throw

None

Spell Resistance

No

Description

This spell summons a 1st-level vivilor, a strange creature from the edge of Shadow. The caster chooses the form the vivilor will take when it appears, and the vivilor maintains that shape for the duration of the spell. The vivilor appears where you designate and acts immediately, attacking your enemies unless you give it other orders. You can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The vivilor acts normally on the last round of the spell and dissipates into nothingness at the end of its turn.

You choose the form the vivilor will take.

Summon Vivilor II

School

Conjuration (Summoning)

Level

Arcane 2, Divine 2

Effect

One or more summoned creatures, no two of which can be more than 30 ft. apart

Description

As Summon Vivilor I, except you can summon one 2nd-level vivilor or 1d3 1st-level vivilors. If you create more than one vivilor, you can choose their forms separately; they need not be identical.

Summon Vivilor III

School

Conjuration (Summoning)

Level

Arcane 3, Divine 3

Effect

One or more summoned creatures, no two of which can be more than 30 ft. apart

Description

As Summon Vivilor I, except you can summon one 3rd-level vivilor, 1d3 2nd-level vivilors, or 1d4+1 1st-level vivilors. If you create more than one vivilor, you can choose their forms separately; they need not be identical.

Summon Vivilor IV

School

Conjuration (Summoning)

Level

Arcane 4, Divine 4

Effect

One or more summoned creatures, no two of which can be more than 30 ft. apart

Description

As Summon Vivilor I, except you can summon one 4th-level vivilor, 1d3 3rd-level vivilors, or 1d4+1 2nd-level vivilors. If you create more than one vivilor, you can choose their forms separately; they need not be identical.

Summon Vivilor V

School

Conjuration (Summoning)

Level

Arcane 5, Divine 5

Effect

One or more summoned creatures, no two of which can be more than 30 ft. apart

Description

As Summon Vivilor I, except you can summon one 5th-level vivilor, 1d3 4th-level vivilors, or 1d4+1 3rd-level vivilors. If you create more than one vivilor, you can choose their forms separately; they need not be identical.

Synchronicity

School

Abjuration

Level

Arcane 5, Divine 5

Components

V, S, F/DF

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

10 minutes/level

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

The Synchronicity spell subtly rearranges reality so that the subject isn't inconvenienced by the minor delays in modern life. For the subject of Synchronicity, the traffic light is always green and there's always a waiting elevator. On a city street, Synchronicity ensures that a taxicab pulls up within 1 round of the subject standing on the curb. The subway trains always run on time for the subject of Synchronicity, and waiters and clerks promptly arrive whenever they're needed.

Though designed for convenience, the Synchronicity spell offers advantages for a caster in harm's way. The subject of Synchronicity can run at full speed through even through a dense crowd, because people subconsciously move aside. The Synchronicity spell also provides a +4 bonus to Defense when the subject's movement provokes an attack of opportunity (just like the Mobility feat), because even enemies have a tendency to stay out of the subject's way.

Synchronicity is also useful during car chases. Because other cars naturally get out of the way and traffic lights always turn green, a driver with Synchronicity gains a +8 inherent bonus on Drive checks in urban areas and can make an unlimited number of Avoid Hazard and Hard Turn stunts (drivers are ordinarily limited to one or two stunts). When engaged in vehicular hide-and-seek, the Synchronicity spell provides a +8 inherent bonus on Bluff and Hide checks (if you're being chased) or Sense Motive and Spot checks (if you're pursuing another vehicle) because other cars and pedestrians naturally aid your efforts.

Arcane Focus

A gold-level credit card or garage door remote control.

Trace Purge

School

Transmutation

Level

Arcane 1, Divine 1

Components

V, S, M/DF

Casting Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Area

15-ft.-radius emanation centered on a point in space

Duration

Instantaneous

Saving Throw

None

Spell Resistance

No

Description

When you cast this spell, you touch one creature (yourself or someone else). The spell eliminates all physical evidence left by that person's body (fingerprints, fluids, hairs, and so forth) within the affected area along with any evidentiary materials accidentally deposited by that person's body, clothes, or gear (such as fibers, mud, dust, and so forth). The spell only affects materials no larger than a few strands of hair or a few ounces of dirt. It does not change any disturbances that person created (including footprints, tool marks, or broken items) or remove any object the target person deliberately left.

Arcane Material Component

A pair of tweezers.

Undetectable Magical Aura

School

Illusion

Level

Arcane 1

Components

V, S, F

Casting Time

Attack action

Range

Touch

Target

Object touched weighing up to 5 lb./level

Duration

1 day/level (D)

Saving Throw

None (see text)

Spell Resistance

No

Description

This glamer allows you to mask a magic item's aura from detection. It fools Detect Magical Aura spells such that the item appears nonmagical. If the object bearing Undetectable Magical Aura has Instant Identify cast on it, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds at a Will save.

Focus

A small square of silk that must be passed over the object.

Vampiric Touch

School

Necromancy

Level

Arcane 3, Divine 3

Components

V, S

Casting Time

Attack action

Range

Touch

Target

Living creature touched

Duration

Instantaneous and 1 hour (see text)

Saving Throw

None

Spell Resistance

Yes

Description

You must succeed at a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 5d6). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the target's current hit points +10, which is enough to kill the target. The temporary hit points disappear 1 hour later.

Via Negativa

School

Necromancy

Level

Arcane 4, Divine 4

Components

S, F/DF

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

1 round/level

Saving Throw

Fortitude half

Spell Resistance

Yes

Description

When you cast the Via Negativa spell, your right hand is covered with crackling black energy that causes intense pain to any living creature that comes into prolonged contact with it. Meanwhile, it imbues you with necromantic power.

The Via Negativa spell affects any living creature that you grapple, dealing 4d6 points of damage on round the grapple is initiated and each round the grapple is maintained. If your foe escapes the grapple, you can attempt to attain another hold. Furthermore, the Via Negativa spell grants a +5 enhancement bonus to Strength as long as you're grappling.

The somatic component for the Via Negativa spell begins with a handshake motion. If you use an innocuous handshake with someone to start an Via Negativa spell, your melee touch attack automatically succeeds and you don't provoke an attack of opportunity to start the grapple.

Arcane Focus

A ring with a black pearl (purchase DC 22).

Wall Walk

School

Transmutation

Level

Arcane 3, Divine 4

Components

V, S, M

Casting Time

Attack action

Range

Touch

Target

Creature touched

Duration

10 minutes/ level

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

An improved version of the Spider Climb spell, Wall Walk allows for faster, easier movement. The subject can travel on vertical surfaces or ceilings as well as they can walk on the ground. No matter how smooth the wall, the subject of a Wall Walk spell can run up it or even fight from a sideways position, never needing to make Climb checks to do so. The subject can switch from floor to walls to ceilings as many times as his or her speed allows.

Unlike the Spider Climb spell, Wall Walk doesn't require the subject to use his or her hands to climb, so the subject can hold items and wield weapons normally.

Material Component

A black strip of Velcro.

Wire Walk

School

Conjuration (Teleporting)

Level

Arcane 4

Components

V

Casting Time

Attack action

Range

Personal and touch

Target

You and touched objects or other touched willing creatures weighing up to 25 lb./level

Duration

Instantaneous

Saving Throw

None and Will negates (object)

Spell Resistance

No and yes (object)

Description

You and any other objects or creatures targeted by the spell teleport instantly to the location of a telephone you call. The telephone must be answered; the spell only works over an open line. You arrive adjacent to the device (within 5 feet of it), and any other creatures transported by the spell appear next to you.

For example, you might use a cell phone to call home. As soon as anyone answers the phone (including an answering machine), you could use the spell to teleport home. Willing subjects of the spell (and the objects they carry) need not make a saving throw, nor does spell resistance apply in this instance.

URBAN ARCANA - PSIONICS

Psionic Agent

The fastest path into this advanced class is from the Fast hero basic class, though other paths are possible. A good Wisdom is recommended to allow access to higher level powers.

Requirements

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

Base Attack Bonus

+2

Skill

Hide 6 ranks, Move Silently 6 ranks.

Feat

Wild Talent.

Class Information

The following information pertains to the Psionic Agent advanced class.

- **Hit Die:** 1d8
- **Action Points:** 6 + one-half character level, rounded down, every time the Psionic Agent attains a new level in this class.
- **Class Skills:** The Psionic Agent's class skills (and the key ability for each skill) are:
 - Autohypnosis (Wis)
 - Balance (Dex)
 - Climb (Str)
 - Concentration (Con)
 - Drive (Dex)
 - Escape Artist (Dex)
 - Hide (Dex)
 - Knowledge (current events, streetwise) (Int)
 - Listen (Wis)
 - Move Silently (Dex)
 - Profession (Wis)
 - Read/Write Language
 - Search (Int)
 - Sleight of Hand (Dex)
 - Speak Language
 - Spot (Wis)
 - Tumble (Dex)
- **Skill Points at Each Level:** 3 + Int modifier.

Class Features

The following features pertain to the Psionic Agent advanced class.

Psionic Skills

At 1st level, the Psionic Agent gains access to the Autohypnosis and Concentration skills, as described for the Battle Mind.

Psionic Powers

The Psionic Agent's key talent is the ability to manifest psionic powers related to movement and detection.

A psionic power is a one-time psionic effect. Psionic powers require power points to use. Unlike arcane spellcasters, psionists don't have spellbooks and they don't prepare powers ahead of time. A psionist's level limits the number of power points available for manifesting powers. In addition, a psionist must have a key ability score equal to at least 10 + the power's level to manifest a particular power. The Psionic Agent's selection of psionic powers is extremely limited and tied both to detection and avoiding being detected. The Psionic Agent knows two 0-level powers (called talents) of your choice. At each level, the Psionic Agent discovers one or more previously latent powers, as indicated on the table below.

The DC for saving throws to resist a psionic power is 10 + the power's level + the Psionic Agent's key ability modifier.

A Psionic Agent can manifest a certain number of powers per day based on his or her available power points. (0-level powers have a special cost.) He or she just pays the power point cost of a power to manifest it, no preparation necessary. The base number of power points available per day is shown below.

<u>Table: Psionic Agent Powers</u>					
Psionic Agent Level	Pts/Day	Powers Discovered by Level			
		0	1	2	3
1	2	2	-	-	-
2	3	3	-	-	-
3	4	3	1	-	-
4	5	3	2	-	-
5	8	3	3	1	-
6	11	3	3	2	-
7	16	3	3	2	1
8	21	3	3	3	1
9	26	3	3	3	2
10	33	3	3	3	2

Psionic Focus

At 2nd level, a Psionic Agent chooses two powers that share the same primary ability score, and adds +2 to the DC for all saving throws against those powers.

Bonus Feats

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

- Athletic
- Blind-Fight
- Cleave
- Combat Reflexes
- Double Tap
- Exotic Melee Weapons Proficiency
- Focused
- Point Blank Shot
- Precise Shot
- Shot on the Run
- Skip Shot
- Weapon Focus

The Psionic Agent may also take any metapsionic feats as bonus feats.

Draw Power

At 4th level, a Psionic Agent can spend an action point to regain a number of power points equal to his or her levels in this class. This is an attack action.

Charged Shot

At 5th level, a Psionic Agent may do additional damage with a ranged attack. Before making any single ranged attack, the Psionic Agent, as a free action, spends a power point to “charge” a weapon. The next attack deals an extra 1d4 points of damage if it hits (if it misses, it deals no damage, and the power point is still spent). The Psionic Agent may spend multiple free actions and power points in a single round if he or she has multiple attacks, but may only “charge” each attack once. A shot remains “charged” for a number of rounds equal to his or her levels in this class.

Combat Manifestation

At 7th level, a Psionic Agent becomes adept at manifesting psionic powers in combat. He or she gets a +4 bonus on Concentration checks to manifest a power while on the defensive.

Power Penetration

At 8th level, the Psionic Agent’s powers are more potent at breaking through power resistance (and spell resistance) of opponents. The Psionic Agent gains a +2 on manifester level checks to beat a creature’s power resistance. For those campaigns where spell resistance and power resistance are equal, it applies to spell resistance as well.

Deadly Aim

At 10th level, the Psionic Agent is capable of using his or her abilities to strike at the chinks in the defense of an opponent with a ranged weapon. At 10th level, the Psionic Agent may pay 5 power points to turn a ranged attack into a ranged touch attack.

Table: Psionic Agent

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Psionic skills, psionic powers	+1	+0
2nd	+1	+0	+3	+0	Psionic Focus, psionic powers	+2	+0
3rd	+2	+1	+3	+1	Bonus feat, psionic powers	+2	+0
4th	+3	+1	+4	+1	Draw power, psionic powers	+3	+0
5th	+3	+1	+4	+1	Charged shot, psionic powers	+4	+1
6th	+4	+2	+5	+2	Bonus feat, psionic powers	+4	+1
7th	+5	+2	+5	+2	Combat Manifestation, psionic powers	+5	+1
8th	+6	+2	+6	+2	Power penetration, psionic powers	+6	+1
9th	+6	+3	+6	+3	Bonus feat, psionic powers	+7	+2
10th	+7	+3	+7	+3	Deadly Aim, psionic powers	+7	+2

Battle Mind Power Lists

The listings for the Battle Mind are expanded to include the list presented here. Individuals who qualify may take the Artificer prestige class. However, they may only make psionic items and/or items with psionic powers stored within them. Powers printed in bold italic text can be found under Psionic Power Descriptions.

Level 0 Battle Mind Powers

- **Burst (Dex)**: Speed improves by 10 feet for 1 round.
- **Detect Psionics (Wis)**: You detect the presence of psionic activity.
- **Far Punch (Con)**: Telekinetic strike deals 1 damage.
- **Finger of Fire (Int)**: Deal 1d3 points of fire damage to target.
- **Lesser Natural Armor (Str)**: Gain +1 natural armor bonus to Defense.
- **Valor (Str)**: Gain a +1 morale bonus on saving throws.
- **Verve (Str)**: Gain 1 temporary hit point.

Level 1 Battle Mind Powers

- **Biofeedback (Str)**: Some damage taken as nonlethal.
- **Combat Precognition (Wis)**: Gain a +1 insight bonus to Defense.
- **Fire Bolt (Int)**: Deals 1d6+1 points of fire damage to target.
- **Lesser Bioweapon (Str)**: Create a staff of bioenergy that deals 1d4 points of bludgeoning damage.
- **Lesser Concussion (Con)**: Mentally pummel target for 1d6 points of damage.
- **Vigor (Str)**: Gain 3 temporary hit points.
- **White Noise (Con)**: Scramble electronic transmissions.

Level 2 Battle Mind Powers

- **Claws of the Bear (Str)**: Your claw attack deals 1d12 points of damage.
- **Combat Focus (Wis)**: Gain a +4 insight bonus on initiative checks.
- **Combat Prescience (Wis)**: Gain a +2 insight bonus on attack rolls.
- **Concussion (Con)**: Mentally pummel target for 3d6 points of damage.
- **Darkvision (Wis)**: See in the dark.
- **Electric Charge (Int)**: Shocking touch deals 2d6 points of damage to target.
- **Painful Touch (Str)**: Unarmed attack deals 1d6 points of additional nonlethal damage.

Level 3 Battle Mind Powers

- **Bite of the Tiger (Str)**: Bite for 2d8 points of damage.
- **Improved Biofeedback (Str)**: Larger amount of damage taken as nonlethal damage.
- **Lightning Strike (Int)**: Deals 3d6 points of electrical damage in a 30-foot radius.
- **Metaphysical Weapon (Int)**: Weapon gains a +3 enhancement bonus.
- **Mind Darts (Int)**: A flurry of mental bursts deals 2d6 points of damage to target.
- **Negate Psionics (Con)**: Cancels psionic powers and effects.
- **Whitefire (Int)**: Deals 5d4 points of fire damage in 20-foot radius.

Level 4 Battle Mind Powers

- **Fire Storm (Int):** Deals 5d6 points of fire damage in 30-foot radius.
- **Greater Bioweapon (Str):** Creates a staff of bioenergy that deals 2d8 points of bludgeoning damage.
- **Natural Armor (Str):** You gain a +4 natural armor bonus to Defense.
- **Psychofeedback (Str):** Use power points to boost Str, Dex, and/or Con modifiers.
- **Short Sharp Shock (Con):** Deal 2d10 points of nonlethal damage, and destroy electronic records.

Psionic Agent Power Lists

The listings for the Psionic Agent are presented here. Individuals who qualify may take the Artificer prestige class. However, they may only make psionic items and/or items with psionic powers stored within them. Powers printed in bold italic text can be found under Psionic Power Descriptions.

Level 0 Psionic Agent Powers

- **Burst (Dex):** Speed improves by 10 feet for 1 round.
- **Detect Poison (Wis):** Detect the presence of poisons.
- **Detect Psionics (Wis):** Detect the presence of psionic activity.
- **Far Punch (Con):** Telekinetic strike deals 1 point of damage.
- **Finger of Fire (Int):** Deal 1d3 points of fire damage to target.
- **Missive (Cha):** Send a one-way telepathic message.
- **Verve (Str):** Gain 1 temporary hit point.

Level 1 Psionic Agent Powers

- **Call Weaponry (Dex):** Summon weapon to your hand.
- **Combat Precognition (Wis):** Gain a +1 insight bonus to Defense.
- **Feather Fall (Dex):** Objects or creatures fall slowly.
- **Identify (Wis):** Identify single feature of magical or psionic item.
- **Lesser Concussion (Con):** Mentally pummel target for 1d6 points of damage.
- **Object Reading (Wis):** Reveal an object's past.
- **Spider Climb (Dex):** Walk on walls and ceilings.

Level 2 Psionic Agent Powers

- **Chameleon (Str):** Gain +10 bonus on Hide checks
- **Combat Focus (Wis):** Gain a +4 insight bonus on initiative checks.
- **Combat Prescience (Wis):** Gain a +2 insight bonus on attack rolls.
- **Darkvision (Wis):** See in the dark.
- **Knock (Dex):** Open locked doors.
- **Levitate (Dex):** Target moves up or down at your direction.
- **Sensitivity to Psychic Impressions (Wis):** Reveal an area's past.

Level 3 Psionic Agent Powers

- **Dimension Slide (Dex):** Move to spot within range you can see.
- **Fly (Dex):** Subject flies at speed of 90 ft.
- **Instant Reload (Dex):** Reload your weapon automatically.
- **Invisibility Purge (Wis):** Dispels invisibility within 5 ft./ level.
- **Metaphysical Weapon (Int):** Weapon gains a +3 enhancement bonus.
- **Prowess (Wis):** Take an extra attack of opportunity
- **Ubiquitous Vision (Wis):** You have all-around vision.

Level 4 Psionic Agent Powers

- ***Dimension Door (Dex)***: Teleports you and up to 500 lbs. a short distance
- ***Fate of One (Wis)***: Reroll a failed roll.
- ***Freedom of Movement (Dex)***: Move normally despite impediments.
- ***Ghost Shot (Dex)***: Create intangible bullets.
- ***Immovability (Str)***: Become impossible to move.
- ***Steadfast Perception (Wis)***: +4 bonus against illusions, +2 bonus on Search and Spot checks.

Telepath Power Lists

The listings for the Telepath are expanded to include the list presented here. Individuals who qualify may take the Artificer prestige class. However, they may only make psionic items and/or items with psionic powers stored within them. Powers printed in **bold italic text** can be found under Psionic Power Descriptions.

Level 0 Telepath Powers

- **Burst (Dex)**: Speed improves by 10 feet for 1 round.
- **Daze (Cha)**: Target loses next action.
- **Detect Psionics (Wis)**: You detect the presence of psionic activity.
- **Distract (Cha)**: Target's mind wanders, imparting a -1 penalty on certain actions.
- **Far Hand (Con)**: Minor telekinesis.
- **Finger of Fire (Int)**: You deal 1d3 points of fire damage to one target.
- **Missive (Cha)**: Send a one-way telepathic message.
- **Telempathic Projection (Cha)**: Modify the subject's emotions.
- **Verve (Str)**: Gain 1 temporary hit point.

Level 1 Telepath Powers

- **Attraction (Cha)**: Target develops an attraction you specify.
- **Charm Person (Cha)**: Makes target your friend.
- **Conceal Thoughts (Cha)**: Hide your motives.
- **Control Object (Con)**: Telekinetically animate a small object.
- **Lesser Body Adjustment (Str)**: Heal 1d8 hp, or gain +1 bonus on next Fortitude save to resist poison or disease, or heal 1 point of ability damage.
- **Lesser Mindlink (Cha)**: Forge a limited mental bond with target.
- **Object Reading (Wis)**: Reveal an object's past.
- **White Noise (Con)**: Scramble electronic transmissions.

Level 2 Telepath Powers

- **Brain Lock (Cha)**: Target can't move or take any mental actions.
- **Clairaudience/Clairvoyance (Wis)**: Hear or see at a distance.
- **Detect Thoughts (Cha)**: Detect target's surface thoughts.
- **Electronic Fog (Con)**: Scramble electronic signals.
- **Inflict Pain (Cha)**: Mental attack deals 3d6 points of damage to target.
- **Levitate (Dex)**: Target moves up or down at your direction.
- **Sensitivity to Psychic Impressions (Wis)**: Reveal an area's past.
- **Suggestion (Cha)**: Compels target to follow suggested action.

Level 3 Telepath Powers

- **Charm Creature (Cha)**: Make creature believe you to be an ally.
- **False Sensory Input (Cha)**: Falsify one of the target's senses.
- **Lesser Domination (Cha)**: Forces target to obey your will.
- **Mental Blast (Cha)**: Target stunned for 3d4 rounds.
- **Mindlink (Cha)**: Forge a mental bond with others.
- **Negate Psionics (Con)**: Cancels psionic powers and effects.

Level 4 Telepath Powers

- **Domination (Cha):** Subject obeys your will.
- **Forced Mindlink (Cha):** Forge mental bond with unwilling target.
- **Inertial Barrier (Con):** Subject gains DR 10/-.
- **Mindwipe (Cha):** Subject's recent experiences are wiped away.
- **Tailor Memory (Cha):** Plant false memory in target.
- **Telekinesis (Con):** Lift or move 25 pounds per level at long range.

Level 5 Telepath Powers

- **Catapsi (Cha):** Reduce power manifestation of others.
- **Mind Probe (Cha):** Discover a target's secret thoughts.
- **Power Resistance (Wis):** Target gains power resistance 12.
- **Sending (Dex):** Deliver short message anywhere instantly.
- **Signal Feed (Cha):** Cameras show what you want them to show.

Psionic Power Descriptions

Psionic power descriptions supplement those presented in Psionics.

Biofeedback

Key Ability

Strength

Level

Battle Mind 1

Display

Material, Visual

Manifestation Time

Attack action

Range

Personal

Target

You

Duration

1 minute/level (D)

Power Point Cost

1

Description

You can constrict bleeding around wounds, lessening their impact. You take a portion of any attack that deals damage as points of nonlethal damage, equal to your Strength modifier. Thus, a character with a Strength score of 15 who is dealt 10 points of damage actually takes 8 points of lethal damage and 2 points of nonlethal damage. This power is not retroactive to damage received prior to manifesting Biofeedback. The total damage is still used to determine the effects of massive damage.

Bite of the Tiger

Key Ability

Strength

Level

Battle Mind 3

Display

Material, Visual

Manifestation Time

Attack action

Range

Personal

Target

You

Duration

1 hour/level

Saving Throw

None

Power Resistance

No

Power Point Cost

5

Description

Your posture becomes stooped forward, and you grow a tigerlike muzzle complete with rending fangs. The power grants you a bite attack (which does not draw an attack of opportunity) with 2d8 points of slashing damage. You can use this power in conjunction with feats, powers, or spells allowing additional attacks in one round, and it can be used with multiple attacks gained through level advancement.

Call Weaponry

Key Ability

Dexterity [Teleportation]

Level

Telepath 1/Psionic Agent 1

Display

Audible, Material

Manifestation Time

Attack action

Range

Touch

Effect

1 unattended weapon (see text)

Duration

1 hour/level (see text) (D)

Saving Throw

None

Power Resistance

No

Power Point Cost

1 (see text)

Description

You call a weapon “from thin air” into your waiting hand (actually, it is a real weapon hailing from some other random location) as a free action. You don’t have to see or know of a weapon to call it—in fact, you can’t ever call a specific weapon. You just specify the type. If the specified weapon type is one you can call at your level, it appears. If you call a projectile weapon, it comes loaded with a clip, box, or chamber of ammunition, as appropriate (the ammunition does not have an enhancement bonus, even at 10th level and above). If you relinquish your grip on the weapon you called for 2 or more rounds, it automatically returns to wherever it originally came from.

As your level increases, you can summon better weapons, although the power point cost is also greater. Weapons gained by Call Weaponry are distinctive due to the low hum they emit.

<u>Table: Call Weaponry Possibilities</u>			
Level	Weapons	Example	Power Point Cost
1-3	Simple melee	Knife	1
4-6	Handgun	Colt Python	3
7-9	SMG, rifle, shotgun	Winchester 94	7
10	Exotic or Archaic melee	Katana	11

Catapsi

Key Ability

Charisma [Mind-Affecting]

Level

Telepath 5

Display

Mental, Visual

Manifestation Time

Attack action

Range

Medium 100 feet

Area

100-ft.-radius emanation centered on you

Duration

1 minute/level

Saving Throw

Will negates (see text)

Power Resistance

Yes

Power Point Cost

9

Description

With Catapsi [kat-ah-sigh], you generate psychic static, making it more difficult for other psionic characters to manifest their powers (you are not affected by your own Catapsi manifestation). All psionic activity within the area requires twice as many power points to manifest, unless opponents make a successful Will save each time they manifest a power. Freely manifesting 0-level powers takes 1 full round, instead of 1 action, in a Catapsi field. If two or more fields of Catapsi overlap, one field cancels out the other (determine randomly).

Catapsi affects psionic abilities that require power points only, and have no effect on magical abilities or natural psionic abilities.

Chameleon

Key Ability

Strength

Level

Telepath 2

Display

Olfactory

Manifestation Time

Attack action

Range

Personal

Target

You

Duration

10 minutes/level (D)

Power Point Cost

3

Description

Your skin and equipment take on the color and texture of nearby objects, including floors and walls. You receive a +10 enhancement bonus on Hide checks.

Charm Creature

Key Ability

Charisma [Telepathy (Compulsion, Mind-Affecting)]

Level

Telepath 3

Display

Mental

Target

One living creature

Duration

1 day/level

Saving Throw

Will negates

Power Resistance

Yes

Power Point Cost

5

Description

As Charm Person, except that the power is not restricted by creature type or size, and you need not speak the creature's language.

Conceal Thoughts

Key Ability

Charisma

Level

Telepath 1

Display

Visual

Manifestation Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One living creature

Duration

1 hour/level

Saving Throw

Yes (harmless)

Power Resistance

Yes (harmless)

Power Point Cost

1

Description

You protect your thoughts from analysis. While the duration lasts, you gain a +20 circumstance bonus on Bluff checks against those attempting to discern your true intentions with Sense Motive. You also gain a +4 bonus on your saving throw against any power used to read your mind (such as Detect Thoughts or Mind Probe).

Detect Poison

Key Ability

Wisdom

Level

Psionic Agent 0

Display

Olfactory

Manifestation Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target or Area

One creature, one object, or a 5-foot cube

Duration

Instantaneous

Saving Throw

None

Power Resistance

No

Power Point Cost

1

Description

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a successful Wisdom check (DC 20). A character with the Craft (chemical) skill may additionally try an Craft (chemical) check, DC 20.

Note

The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Dimension Door

Key Ability

Dexterity [Teleportation]

Level

Psionic Agent 4

Display

Visual

Manifestation Time

Attack action

Range

Long (400 ft. + 40 ft./level)

Target

You and touched objects or other touched willing creatures (see text)

Duration

Instantaneous

Power Point Cost

7

Description

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired-whether by simply visualizing the area or by stating direction, such as "900 feet straight downward," or "upward to the northwest, 45-degree angle, 1,200 feet." You can bring along up to 500 pounds of nonliving matter or 250 pounds of living matter. After using this power, you can't take any other actions until your next turn.

If you arrive in a place that is already occupied by a solid body, the power does not function.

Dimension Slide

Key Ability

Dexterity

Level

Psionic Agent 3

Display

Visual

Manifestation Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

You (see text)

Duration

Instantaneous

Power Point Cost

5

Description

You instantly transfer yourself from your current location to any other spot within range that you can see directly. You arrive at exactly the spot desired, if you can see it. You cannot Dimension Slide through solid objects; even a curtain blocks you. You cannot bring along more than your medium load carrying capacity, nor can you bring along any living matter that weighs more than 20 pounds. After using this power, you can't take any other actions until your next turn.

If you somehow attempt to transfer yourself to a location occupied by a solid body (perhaps your perceptions are being controlled by a Telepath), the power simply fails to function.

Electronic Fog

Key Ability

Constitution

Level

Telepath 2

Display

None

Manifestation Time

Attack action

Range

Personal

Area

5-ft.-radius/level

Duration

1 minute/level

Saving Throw

None

Power Resistance

No

Power Point Cost

3

Description

An intensified version of White Noise, this bubble of low-level electromagnetic radiation is still below the detection level of most humans but will jam electronic communication devices, including those that rely upon cables or other hard-wired transmissions, including televisions, video cameras, and monitors. It will also cause photographic film to fog and magnetic tape to blur. It does not cause electronic devices to malfunction, only to report scrambled signals and white noise.

Fate of One

Key Ability

Wisdom

Level

Telepath 4

Display

Mental, Visual

Manifestation Time

See text

Range

Personal

Target

You

Duration

Instantaneous

Power Point Cost

7

Description

Your limited omniscience allows you to reroll a saving throw, attack roll, or skill check, and use the better of the two rolls for your result.

You can manifest this power instantly, quickly enough to gain its benefits in a clutch situation. Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

Feather Fall

Key Ability

Dexterity

Level

Psionic Agent 1

Display

Audible

Manifestation Time

See text

Range

Close (25 ft. + 5 ft./2 levels)

Targets

Any free-falling objects or creatures in a 10-ft. radius whose weight does not total more than 300 lb./level

Duration

Until landing or 1 round/level

Saving Throw

Will negates (object)

Power Resistance

Yes (object)

Power Point Cost

1

Description

The targeted creatures or objects affected fall slowly. The rate of fall is instantly changed to a mere 60 feet per round (equivalent to the end of a fall from a few feet), with no damage incurred upon landing while the power is in effect. However, when the duration expires, a normal rate of fall occurs.

You can manifest this power instantly, quickly enough to save yourself if you unexpectedly fall. Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

This power has no special effect on ranged weapons unless they are falling quite a distance. If manifested on a falling item, the item does half normal damage based on weight (1d6 per 400 pounds) with no bonus for the height of the drop.

The power works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Fly

Key Ability

Dexterity

Level

Psionic Agent 3

Display

Visual

Manifestation Time

Attack action

Range

Touch

Target

Creature touched

Duration

10 minutes/level

Saving Throw

None

Power Resistance

Yes (harmless)

Power Point Cost

5

Description

The power's subject can fly at a speed of 90 feet (60 feet if the creature wears medium or heavy armor). The subject can fly up at half speed and descend at double speed. The flying subject's maneuverability is good. Using the Fly power requires as much concentration as walking, so the subject can attack or manifest powers normally. The subject of Fly can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the duration expire while the subject is still aloft, the psionic effect fails slowly. The subject drops 60 feet per round for 1d6 rounds. If it reaches the ground in this time, it is safe. If not, it falls the rest of the distance (falling damage is 1d6 per 10 feet of fall). Since negating a power effectively ends it, the subject falls immediately if Fly is negated.

Freedom of Movement

Key Ability

Dexterity

Level

Psionic Agent 4

Display

Audible

Manifestation Time

Attack action

Range

Personal or touch

Target

You or creature touched

Duration

10 minutes/level

Saving Throw

None

Power Resistance

No or Yes (harmless)

Power Point Cost

7

Description

This power enables you or the creature you touch to move and attack normally for the duration of the power, even under the influence of psionics that usually impede movement. The power also allows a character to move and attack normally while underwater, even with cutting weapons such as axes and swords and with smashing weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The power does not, however, allow water breathing without further appropriate psionic adaptation.

Ghost Shot

Key Ability

Dexterity

Level

Psionic Agent 4

Display

Visual

Manifestation Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One firearm

Duration

1 minute/level

Saving Throw

Will negates (harmless, object)

Power Resistance

Yes (harmless, object)

Power Point Cost

7

Description

This power makes bullets intangible to nonliving material, negating cover, equipment, and shield bonuses to the target. It affects all bullets in the magazine for the duration of the spell, or until they are expended.

Identify

Key Ability

Wisdom

Level

Psionic Agent 1

Display

Material, Mental

Manifestation Time

8 hours

Range

Touch

Target

Up to 1 touched object per level

Duration

Instantaneous

Saving Throw

None

Power Resistance

No

Power Point Cost

1

Description

This power determines the single most basic function of a psionic item, including how to activate that function (if appropriate), and how many charges are left (if any). In campaigns where psionics and magical energies are similar, magical properties may be identified.

If a psionic item has multiple different functions that are equally basic, Identify determines the lowest-level function. If these functions are also of equal level, the DM decides randomly which is identified.

Immovability

Key Ability

Strength

Level

Psionic Agent 4

Display

Visual

Manifestation Time

Attack action

Range

Personal

Target

You

Duration

1 hour/level (D)

Power Point Cost

7

Description

You are almost impossible to move. Your weight does not vary: instead, you mentally attach yourself to the underlying fabric of reality. Thus, you could conceivably anchor yourself in midair. You oppose any attempt to move you by a Strength check modified by a bonus equal to three times your manifester level. Once immovable, you can't move to a new location unless you first dismiss the power or its duration expires.

While you are immovable, you lose all Dexterity bonuses to Defense. Neither can you attack or make any other movement. However, your anchored body gains DR 10/+3.

Improved Biofeedback

Key Ability

Strength

Level

Battle Mind 3

Duration

1 hour/level (D)

Power Point Cost

5

Description

As Biofeedback, except you take a portion of each damaging attack as nonlethal damage equal to twice your Strength modifier, and the duration is extended.

Inertial Barrier

Key Ability

Constitution

Level

Telepath 4

Display

Audible, Mental

Manifestation Time

Attack action

Range

Touch

Target

Creature touched

Duration

10 minutes/level or until discharged

Saving Throw

Will negates (harmless)

Power Resistance

Yes (harmless)

Power Point Cost

7

Description

You create a psychokinetic barrier around the subject that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling. The subject gains DR 10/-. Once the power has prevented a total of 10 points of damage per manifester level (maximum 150 points), it is discharged. Inertial Barrier also absorbs up to half the damage from a fall. Damage absorbed from a fall counts toward discharging the effect. The psychokinetic barrier delays the effects of gases in the atmosphere for 2d4 rounds.

Instant Reload

Key Ability

Dexterity

Level

Psionic Agent 3

Display

Audible, Material

Manifestation Time

Attack action

Range

Touch

Target

One ranged weapon with ammunition

Duration

1 hour/level

Saving Throw

None

Power Resistance

No

Power Point Cost

5

Description

You can reload your weapon as an attack action, calling the ammunition from another location in the same manner as Call Weaponry. The ammunition and its location must be designated at the time the spell is cast, but it may be any distance away. Any amount may designated, but only one type of ammunition (as far as caliber is concerned) may be used per manifestation. When activated, the power automatically reloads the clip, chamber, or action of the weapon with the full number of shots that it can hold.

Invisibility Purge

Key Ability

Wisdom

Level

Psionic Agent 3

Display

Visual

Manifestation Time

Attack action

Range

Personal

Target

You

Duration

1 minute/level (D)

Power Point Cost

5

Description

You surround yourself with a sphere of power with a radius of 5 feet per manifester level that negates all forms of invisibility. Anything invisible becomes visible while in the area.

Knock

Key Ability

Dexterity

Level

Telepath 2

Display

Material

Manifestation Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Target

One door, box, or chest with an area of up to 10 sq. ft./level

Duration

Instantaneous (see text)

Saving Throw

None

Power Resistance

No

Power Point Cost

3

Description

The Knock power opens stuck, barred, locked, or mechanically or electronically sealed doors, as well as those with hidden mechanisms. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). In all other cases, the door does not relock itself or becomes stuck again on its own. Knock does not raise barred gates or similar impediments, nor does it affect ropes, vines, and the like. Note that the effect is limited by the area. Each power can undo up to two means of preventing egress through a portal.

Lesser Natural Armor

Key Ability

Strength

Level

Battle Mind 0

Display

Material, Olfactory

Manifestation Time

Attack action

Range

Personal

Target

You

Duration

1 minute

Power Point Cost

1

Description

Your skin grows thick ridges, providing a +1 natural armor bonus to your Defense. Unlike mundane armor, natural armor entails no armor penalty or speed reduction.

Mindwipe

Key Ability

Charisma

Level

Telepath 4

Display

Audible, Material, Visual

Manifestation Time

Attack action

Range

Close (25 ft. + 5 ft./2 levels)

Target

One living creature

Duration

Instantaneous

Saving Throw

Fortitude negates

Power Resistance

Yes

Power Point Cost

7

Description

You partially wipe your victim's mind of past experiences, bestowing one negative level per two manifester levels (maximum five negative levels).

If the subject has at least as many negative levels as HD, he or she dies. Each negative level gives a creature the following penalties: -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of power, spells, or special abilities). The creature also loses 5 hit points. Additionally, a psionic character or creature loses one power from his or her highest available level (spellcaster loses one spell or spell slot from his or her highest available level). Negative levels stack. Assuming the subject survives, he or she regains lost levels after a number of hours equal to your manifester level. Usually, negative levels have a chance of permanently draining the subject's levels, but the negative levels from Mindwipe don't last long enough to do so.

Painful Touch

Key Ability

Strength

Level

Battle Mind 2

Display

Material, Visual

Manifestation Time

Attack action

Range

Personal

Target

You

Duration

1 round/level (D)

Power Point Cost

3

Description

Your unarmed attacks cause additional pain. When you make a successful unarmed attack that deals damage (or in conjunction with any bite or claw powers), you deal an additional 1d6 points of nonlethal damage to the target. The total amount of damage dealt is used to determine the effects of massive damage.

Prowess

Key Ability

Wisdom

Level

Psionic Agent 3

Display

Mental

Manifestation Time

See text

Range

Personal

Target

You

Power Point Cost

5

Description

If an enemy provokes an attack of opportunity, you can take it, even if you've already taken your allotted number of attacks of opportunity this round (usually one). You may not make two attacks of opportunity against the same target in one round even if using this power, unless the target provokes two separate attacks.

You can manifest this power instantly, quickly enough to gain an extra attack of opportunity in the same round.

Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

Short Sharp Shock

Key Ability

Constitution

Level

Battle Mind 4

Display

Visual, Olfactory

Manifestation Time

Attack action

Range

Touch

Target

One object or creature

Duration

Instantaneous

Saving Throw

Fortitude half

Power Resistance

No

Power Point Cost

7

Description

You channel a burst of electromagnetic radiation into a target object or creature. The shock delivers 2d10 points of nonlethal damage. More importantly, this power destroys electronic devices, fries motherboards, erases electronic data such as hard disks, and fogs chemical media such as photographic film (but not final prints) on a successful manifester level check (DC 15). Shielded or otherwise protected electronics may require higher DCs.

Signal Feed

Key Ability

Charisma [Mind-Affecting]

Level

Telepath 5

Display

Visual

Manifestation Time

Attack action

Range

Close (25 ft. +5 ft./2 levels)

Target

One communication device.

Duration

1 round/level

Saving Throw

Will negates

Power Resistance

Yes

Power Point Cost

9

Description

You can create false images or sounds on an electronic device. The spell affects those that are watching or listening the device at the time of the power's manifestation-those who arrive later or make their saving throw see or hear what is really there. Recordings of the signal feed will show distortion, as well as the "real" image. Other powers may not be used through a signal feed.

Spider Climb

Key Ability

Dexterity

Level

Telepath 1

Display

Material

Manifestation Time

Attack action

Range

Touch

Target

Creature touched

Duration

10 minutes/level

Saving Throw

Will negates (harmless)

Power Resistance

Yes (harmless)

Power Point Cost

1

Description

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have bare hands and feet to climb in this manner. The subject climbs at half his or her speed. A creature with a Strength score of at least 20 +1 per manifester level can pull the subject off a wall.

Steadfast Perception

Key Ability

Wisdom

Level

Psionic Agent 4

Display

Visual

Manifestation Time

Attack action

Range

Personal

Target

You

Duration

1 hour/level (D)

Power Point Cost

7

Description

Your gaze suffers no distractions, granting you a +4 enhancement bonus on your saving throw to resist all illusory effects. Moreover, your Search and Spot skills receive a +2 enhancement bonus while this power remains in effect.

Telepathic Projection

Key Ability

Charisma [Mind-Affecting]

Level

Telepath 0

Display

Visual

Manifestation Time

Attack action

Range

Medium (100 ft. + 10 ft./level)

Area

One living creature

Duration

1 minute/level

Saving Throw

Will negates

Power Resistance

Yes

Power Point Cost

1

Description

You can alter the subject's mood. An affected creature feels the new emotion, but Telepathic Projection cannot radically change its emotional state. Instead, you adjust its emotions by one step. For instance, an unfriendly creature might be made indifferent, or a hostile creature simply unfriendly. You can grant up to a +1 bonus on your own (or others') attempts at Bluff, Diplomacy, Intimidate, and Perform actions with affected creatures, assuming you adjust the subject's emotions in the proper direction (you could also cause a -1 penalty on similar interactions, if you so choose).

Ubiquitous Vision

Key Ability

Wisdom

Level

Psionic Agent 3

Display

Visual

Manifestation Time

Attack action

Range

Personal

Target

You

Duration

2 rounds/level (D)

Saving Throw

None

Power Resistance

No

Power Point Cost

5

Description

You have “eyes in the back of your head,” and in the sides and top as well (though only in effect, not literally). In effect, you have a 360-degree sphere of sight, allowing you perfect view of creatures that might otherwise flank you. Thus, flanking opponents gain no bonus on their attack rolls, and you do not lose your bonus to Dexterity unless you are caught flat-footed. Your Spot checks gain a +3 enhancement bonus, and your Search checks gain a +1 enhancement bonus. Concurrently, you suffer a -4 enhancement penalty on saves against all gaze attacks and visual attacks during the power’s duration.

White Noise

Key Ability

Constitution

Level

Battle Mind 1, Telepath 1

Display

None

Manifestation Time

Attack action

Range

Personal

Area

5-ft.- radius/level

Duration

1 minute/level

Saving Throw

None

Power Resistance

No

Power Point Cost

1

Description

You surround yourself with a bubble of low-level electromagnetic radiation, not enough to be detected by normal individuals but sufficient to defeat most electronic transmissions (like cell phones, radio broadcasts, and television signals). Hardwired effects such as cable TV or telephones, or self-contained devices such as video cameras are unaffected by this power. Those using the affected devices get scrambled signals and white noise, and are aware that they are being jammed.

URBAN ARCANA - INCANTATIONS

Incantations function like spells, except a character need not be a spellcaster to cast them. Anyone can cast an incantation simply by performing the correct ritual gestures and phrases. Incantations don't use spell slots, so they don't have to be prepared ahead of time, and there's no limit on the number of times one can cast an incantation per day. Since they do not use up spell slots, incantations cannot be improved using metamagic feats. Finally, incantations generally have more powerful, far-reaching effects than even 5th-level spells.

There is, of course, a catch. Incantations take much longer to cast than normal spells. Success with an incantation is never assured, and the consequences for failure can be dramatic. The most powerful incantations can require rituals involving multiple participants, strange or expensive material components, or other aspects that make them difficult to cast.

Discovering Incantations

The instructions for performing incantations are generally found in various obscure tomes. Such books are filled with "magic spells," and most of them are utterly bogus. But hidden among the dross is the real stuff, and discerning whether an incantation found in a book will actually work is a matter for experts in arcane lore.

Finding a set of instructions for a particular incantation requires a successful Research check with a DC equal to the Knowledge (arcane lore) DC for the incantation -10. Just learning of the existence of a particular incantation is an easier Research check, with a DC equal to the Knowledge (arcane lore) DC -15.

Casting an Incantation

At its core, casting an incantation means having the required incantation components, then succeeding at a number of Knowledge (arcane lore) checks during the incantation's casting time. Each incantation lists how many Knowledge (arcane lore) checks are required to cast the incantation successfully.

Unless otherwise specified, the caster makes Knowledge (arcane lore) checks every 10 minutes. Failing a Knowledge (arcane lore) check doesn't mean that the entire incantation is a failure, just that the previous 10 minutes have been wasted. However, if you fail two Knowledge (arcane lore) checks in a row, the incantation immediately fails. The consequences for failure are detailed in the description of the specific incantation. Even if the incantation fails, material components and experience points are still lost and the backlash still takes effect.

Incantation Components

Most incantations require components not unlike spells, including verbal, somatic, focus, and material components. In addition, some require secondary casters (abbreviated SC), cause some sort of backlash (abbreviated B), or cost the caster some experience points (abbreviated XP).

Secondary Casters

Some incantations require multiple participants to cast successfully. These secondary casters (abbreviated SC) are indispensable to the success of the spell. No matter how many people are gathered in the dark room, chanting with candles, only one character—generally the one with the highest Knowledge (arcane lore) check—is the primary caster who'll make the relevant checks. Secondary casters can't help the primary caster with the Aid Another rules, but their presence is required for certain aspects of the ritual nonetheless. If an incantation requires some other skill check, any of the secondary casters can make that check if they have a higher bonus than the primary caster. Even if you're not a required caster of the spell, you can step in and make the non-Knowledge check if you're better at the relevant skill than the actual caster.

Backlash

Some spells damage or drain the caster in some way. They have a backlash component, generally damage, negative levels, or some other condition. The caster takes the backlash regardless of the success or failure of the spell.

Saves and Spell Resistance

If the incantation allows a save, the formula to calculate it is included in the spell's description. For checks to overcome spell resistance, divide the incantation's Knowledge (arcane lore) DC by 2 to get the effective caster level for the spell resistance check.

Incantations as Spell-Like Abilities

Some creatures have spell-like abilities that duplicate the effects of incantations. There's no chance of failure and no backlash for such spell-like abilities, which don't require components of any kind and take only an attack action to activate.

Failed Incantations

Each incantation has its own consequences for failure (two failed skill checks in a row). In general, they can be divided into the following categories.

Attack

A creature is called from elsewhere to battle the caster (and often any bystanders and secondary casters). The incantation's description tells the GM what Challenge Rating the creature should have, how it behaves, and how long it persists.

Augment

The incantation was supposed to weaken or destroy its target, but it makes it more powerful instead. A damaging spell might heal its target or cause it to grow in size, for example.

Betrayal

The incantation seemingly succeeds, but the subject of the incantation (or in rare cases the caster) loses all allegiances and gains their opposites. In general, the subject now hates all it loved before the incantation. The subject may keep its new allegiances a secret. Whenever a character attempts an incantation with a chance of betrayal failure, the GM should make the relevant die rolls in secret.

Damage

The simplest consequence of failure, damage is dealt to the caster or the target, depending on the incantation.

Death

Someone—usually the caster or the target—dies. Depending on the incantation, a successful saving throw may avoid the effect of failure.

Delusion

The caster believes the incantation had the desired effect, but in fact it had no effect or a very different one.

Falsehood

Common with divinations, the incantation delivers false results to the caster, but the caster believes the results are true. Whenever a character attempts an incantation with a chance of falsehood failure, the GM should make the relevant die rolls in secret.

Hostile Spell

The caster of the incantation is targeted by a harmful spell or incantation. The spell description specifies the specific spell or incantation, save DC, and so on.

Mirrorcast

The spell has the opposite effect of that intended.

Reversal

The spell targets the caster, rather than the intended target of the incantation.

Incantation Descriptions

Baleful Polymorph

School

Transmutation

Skill Check

Knowledge (arcane lore) DC 41, 6 successes, and Knowledge (earth and life sciences), 1 success

Failure

Two consecutive failed skill checks

Components

V, S, M, F, SC

Casting Time

70 minutes (minimum)

Range

Touch

Target

Helpless creature touched

Duration

Permanent

Saving Throw

Fortitude negates (DC 17 + caster's Cha modifier) and see text

Spell Resistance

Yes

Description

As the Polymorph incantation, except that you change the subject into a Small or smaller animal of no more than 1 HD (such as a dog, lizard, monkey, toad, or viper). If the new form would prove fatal to the creature (such as polymorphing a landbound target into a fish), the subject gets a +4 bonus on the save. If the incantation succeeds, the target must also make a Will save. If this second save fails, the creature gains the Intelligence, Wisdom, and Charisma scores of its new form. It still retains its class and level, hit points, base attack bonus, base save bonuses, allegiances, extraordinary abilities, supernatural abilities, and spell-like abilities, as well as any spellcasting ability possessed.

Note that incorporeal or gaseous creatures are immune to being polymorphed, and a shapeshifter (such as a werewolf) can revert to its natural form as a move action.

Material Component

Laboratory equipment and alchemical supplies (purchase DC 25).

Focus

Part of the kind of creature that the target will turn into, such as a hair, scale, or feather. If you have a living, helpless creature that can serve as a model for the target creature, you gain a +2 bonus on the Knowledge (arcane lore) checks required for this incantation.

Secondary Casters

12 required (not including the primary caster).

Failure

Reversal on all secondary casters, using the same saving throw DC.

Bibliolalia

School

Divination

Skill Check

Knowledge (arcane lore) DC 33, 6 successes

Failure

Two consecutive failed skill checks

Components

V, S, F, XP

Casting Time

60 minutes (minimum)

Range

Personal

Target

You

Duration

Instantaneous

Saving Throw

None

Spell Resistance

No

Description

The Bibliolalia incantation puts you in an oracular trance as you pore through books in a library. At the incantation's conclusion, you uncover lore about an important person, place, or thing beyond the limits of mundane research.

The information gleaned through a Bibliolalia incantation isn't necessarily known to anyone, and it may not be in any of the books in the library. Nonetheless, something within the books triggers the burst of magical inspiration that reveals the information.

No set of rules can adequately describe how much information the Bibliolalia incantation provides. If you have the item or person at hand, you'll learn more than if you just have a name or a cryptic clue.

Focus

A large library with at least a token occult section (purchase DC 25).

Experience Point Cost

200 XP.

Failure

Falsehood. The Bibliolalia incantation reveals information that seems accurate, but is actively misleading.

Body Double

School

Conjuration (Creation)

Skill Check

Knowledge (arcane lore) DC 39, 6 successes (and see text) and Disguise DC 39, 1 success

Failure

Two consecutive failed skill checks

Components

V, S, M (see text), XP

Casting Time

7 hours (minimum)

Range

Touch

Effect

One duplicate creature

Duration

12 days

Saving Throw

None

Spell Resistance

No

Description

The Body Double incantation creates a duplicate of any creature formed from mystic clay, with alchemical blood and an eldritch life of its own. At first glance, the duplicate appears to be exactly the same as the creature you modeled it after, but there are differences

The body double has only half the level or Hit Dice (which affects its skills, feats, and class features). It has the surface mannerisms and personality of the real creature, but its Intelligence, Wisdom, and Charisma scores are all 5. Creatures familiar with the original might detect the ruse with a successful Spot check. You must make a Disguise check when you cast the incantation to determine how good the likeness is, and this Disguise check sets the DC for Spot checks (to notice imperfections in the duplication) and Sense Motive checks (to discern that the body double is behaving oddly).

At all times the body double remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. The body double has no ability to become more powerful. It cannot earn experience points. If destroyed, it reverts to clay and melts into a vaguely humanoid lump within 1 minute. The body double doesn't naturally heal and responds to neither conventional medicine nor natural healing. A complex process requiring at least one day, materials (purchase DC 5 + 1 per hit point), and a fully equipped magical laboratory can repair damage to the body double.

Material Component

The spell is cast over an elaborate clay simulacrum of the creature to be duplicated, and some piece of the creature (a hair or fingernail, for instance) must be placed within the clay. Additionally, the incantation requires rare earths and unguents (purchase DC 30).

Experience Point Cost

1,000 XP

Failure

Betrayal. The body double has allegiances opposite the original creature and a pathological hatred of both the original creature and the caster. Furthermore, the body double isn't under the command of the caster, although it may play along for a while while it learns about its new enemies.

Caduceus

School

Conjuration (Healing)

Skill Check

Knowledge (arcane lore) DC 31, 4 successes, and Treat Injury DC 31, 2 success

Failure

Two consecutive failed skill checks

Components

V, S, F

Casting Time

6 hours (minimum)

Range

Touch

Target

Living creature

Duration

Instantaneous

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

Caduceus enables you to channel magic into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: temporary ability damage (but not permanent ability drain), blindness (including dazzled effects), confusion or insanity, daze, deafness, fatigue, exhaustion, feeblemindedness, nausea, and poison. It also cures up to 150 points of damage. A single casting of the incantation is enough to simultaneously achieve all these effects.

Caduceus also removes negative levels, but it does not restore permanently drained levels.

The Caduceus incantation has no effect on undead or constructs.

Focus

Medical equipment found in a hospital emergency room (purchase DC 25).

Failure

Death. Target must succeed at a Fortitude save (DC 15) or die. If the save succeeds, the target is reduced to -1 hit points, unless he or she was already below that.

Cast Into Shadow

School

Abjuration

Skill Check

Knowledge (arcane lore) DC 33, 6 successes (see text)

Failure

Two consecutive failed skill checks

Components

V, S, M, XP, B

Casting Time

1 hour (minimum)

Range

55 ft.

Target

One or more outsiders, no two of which can be more than 30 ft. apart

Duration

Permanent

Saving Throw

Fortitude negates (DC 17 + caster's Cha modifier) and see text

Spell Resistance

Yes

Description

The Cast Into Shadow incantation enables you to force outsiders (usually, but not always, fiends) away from the world you know, trapping them in some distant dimension. Up to 2 HD of creatures per caster level can be sent away in this fashion.

To target a creature, you must present at least one object or substance that it hates, fears, or otherwise opposes.

If you successfully overcome the target's spell resistance, and the target fails its save, the target disappears. In general, targets never find their way back from beyond Shadow-or if they do, they don't remember their previous time here.

Options

If the target or targets are all helpless, the DC for the incantation is reduced by -6. At the GM's option, certain rare items might work twice as well (each providing +2 against spell resistance and +4 on the spell's DC).

Material Component

An object the creature hates, fears, or opposes. Discovering such an item may require a Research check.

Experience Point Cost

1,000 XP.

Backlash

Caster is exhausted.

Failure

Attack from an outsider of the same allegiance. The attacking outsider has a Challenge Rating equal to the average party level +1. It attacks the caster within a few rounds of the incantation's failure. It has been brought to this world by the failed incantation, so it may retreat and try to make a home for itself here. It will always bear a grudge against the caster for bringing it here, however, and it is a potential source of later mischief.

Control Weather

School

Evocation

Skill Check

Knowledge (arcane lore) DC 34, 6 successes

Failure

Two consecutive failed skill checks

Components

V, S, SC

Casting Time

60 minutes (minimum)

Range

Two miles

Area

Two-mile-radius circle, centered on you

Duration

24 hours (D)

Saving Throw

None

Spell Resistance

No

Description

You change the weather in the local area. It takes 10 minutes for the effects to manifest after the incantation is completed. The current, natural weather conditions are determined by the GM. You can call forth weather appropriate to the climate and season of the area you are in.

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use an attack action to designate a new kind of weather (which fully manifests itself 10 minutes later).

Contradictory conditions are not possible simultaneously—fog and strong wind, for example.

Control Weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Table: Control Weather Effects	
Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

Secondary Casters

12 required (not including the primary caster).

Failure

Mirrorcast. The opposite weather effect manifests over the course of 10 minutes (rain rather than a heat wave, for example, or a thaw rather than a blizzard). This weather persists for 4d12 hours and cannot be dismissed.

Create Clone

School

Necromancy

Skill Check

Knowledge (arcane lore) DC 32, 7 successes, and Knowledge (earth and life sciences) DC 32, 1 success

Failure

Two consecutive failed skill checks

Components

V, S, M, F, XP

Casting Time

8 hours (minimum) and see text

Range

Touch

Effect

One clone

Duration

Instantaneous

Saving Throw

None

Spell Resistance

No

Description

This incantation makes an inert duplicate of a creature. If the original individual has been slain, the original's soul transfers to the clone, creating a replacement. The original's physical remains, should they still exist, become inert matter and cannot thereafter be restored to life.

To create the duplicate, you must have a piece of flesh (not hair, nails, scales, or the like) taken from the original's living body, with a volume of at least 1 cubic inch. The piece of flesh need not be fresh, but it must be kept from rotting (through periodic applications of Cure Minor Wounds or more advanced medical means). Prior to the incantation being cast, the duplicate body must be grown in a laboratory for 2d4 months.

When the clone is completed, if the original is dead, the original's soul enters the clone. The clone has the personality, memories, skills, and levels the original had at the time the piece of flesh was taken. However, the replacement must be at least one level lower than the original was at the time of death. If the original was 1st level, the clone's Constitution score drops by 1; if this would give the clone a Constitution score of 0, the incantation fails. If the original creature has lost levels since the flesh sample was taken and died at a lower level than the clone would otherwise be, the clone is at the level at which the original died.

The spell duplicates only the original's body and mind, not its equipment.

A duplicate can be grown while the original still lives, or when the original soul is somehow unavailable, but the resulting creature is merely a soulless bit of inert flesh, which rots if not somehow preserved.

Material Component

The piece of flesh and various laboratory supplies (purchase DC 25).

Focus

Genetics laboratory (purchase DC 30).

Experience Point Cost

500 XP.

Failure

Betrayal, and possibly reversal as well. If the caster and cloned creature were allies or neutral toward one another, then the cloned creature gains allegiances opposite the ones it once had. If the caster and cloned creature were enemies, then each one gains the allegiances the other one had (although neither one knows the other has new allegiances).

Create Golem

School

Conjuration (Creation)

Skill Check

Knowledge (arcane lore) DC 32, 7 successes

Failure

Two consecutive failed skill checks

Components

V, S, M, XP

Casting Time

7 hours (minimum)

Range

Touch

Target

One corpse

Duration

Instantaneous

Saving Throw

None

Spell Resistance

No

Description

This incantation fuses an elemental spirit with a patchwork collection of body parts knitted into a single bipedal form. Create Golem brings a flesh golem to life under your command. The golem can follow simple instructions. It does not speak.

Options

If you want to create a gear golem rather than a flesh golem, increase the DC of the Knowledge (arcane lore) check by +8 and increase the experience point cost to 700 XP. If you want to create an advanced golem, increase the DC of the Knowledge (arcane lore) check by +2 for each additional Hit Die.

Material Component

The body of the golem must be made to exacting eldritch specifications, with rare ingredients and unusual components (purchase DC 25).

Experience Point Cost

400 XP.

Failure

Attack. The golem immediately goes berserk, attacking everyone and everything.

Create Undead

School

Necromancy [Evil]

Skill Check

Knowledge (arcane lore) DC 31, 7 successes

Failure

Two consecutive failed skill checks

Components

V, S, M, XP

Casting Time

7 hours (minimum)

Range

Touch

Target

One corpse or skeleton

Duration

Instantaneous

Saving Throw

None

Spell Resistance

No

Description

Much more potent than the Animate Dead spell, this evil incantation allows you to create a powerful undead creature from the creature's dead remains. The incantation raises a corpse as a liquefied zombie, mummy, or vampire. It turns a skeleton into an ash wraith or spirit, and the bones turn to dust upon completion of the incantation.

You can create an undead creature of up to 20 Hit Dice, and you may control up to 20 Hit Dice of undead at a time. If you create new undead in excess of this amount, older undead slip from your control.

This incantation must be cast at night.

Options

The type of undead you're creating has a great influence on the Knowledge (arcane lore) check DC. Apply the following modifiers: animating spirit -10, frightful spirit -8, groaning spirit -6, Small or smaller liquefied zombie -4, Medium liquefied zombie -2, weakening spirit +0, mummy +0, Large liquefied zombie +0, possessing spirit +2, Huge liquefied zombie +2, ash wraith +4, Gargantuan liquefied zombie +8, Colossal liquefied zombie +10. If you're creating a vampire, increase the DC of the Knowledge (arcane lore) check by the vampire's Hit Dice + 4.

Material Components

A clay pot filled with grave dirt and another filled with brackish water. The spell requires a creature's corpse or complete skeletal remains. You must place a black onyx gem (purchase DC 20) into the mouth of the corpse or skeleton. The magic of the spell turns the gem into a worthless shell.

Experience Point Cost

100 XP.

Failure

Betrayal and attack. The undead creature rises and attacks the caster immediately, fighting until slain.

Dedicate Site

School

Evocation [Good]

Skill Check

Knowledge (arcane lore) DC 35, 5 successes, and Spellcraft DC 35, 1 success

Failure

Two consecutive failed skill checks

Components

V, S, M, SC, B

Casting Time

6 hours (minimum)

Range

Touch

Area

120-ft.- radius emanation centered on touched point

Duration

One year

Saving Throw

See text

Spell Resistance

See text

Description

Dedicate Site makes a particular place, building, or structure particularly attuned to a specific allegiance. This has two major effects.

First, the site or structure is guarded by a magic circle effect (as the spell) against any allegiance you choose.

Second, you may choose to fix a single spell effect to the dedicated site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share an allegiance with you, or creatures that have another allegiance. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting the Dedicate Site incantation again.

Spell effects that may be tied to a dedicated site include Aid, Bane, Bless, Cause Fear, Darkness, Daylight, Detect Magical Aura, Discern Lies, Dispel Magic, Freedom of Movement, Remove Fear, Resist Energy, Silence, Tongues, and Zone of Truth. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one Dedicate Site incantation (and its associated spell effect) at a time.

Material Component

Various symbols relevant to your allegiance (purchase DC 25).

Secondary Casters

11 required (not including the primary caster).

Backlash

All casters are exhausted.

Failure

Hostile spell. The primary caster is targeted with a Bestow Curse spell, but does not get a saving throw or spell resistance. The GM chooses the exact curse.

Greater Dispel Magic

School

Abjuration

Skill Check

Knowledge (arcane lore) DC 31, 4 successes, and Spellcraft DC 31, 2 successes

Failure

Two consecutive failed skill checks

Components

V, S, M, B

Casting Time

60 minutes (minimum)

Range

220 ft.

Target

One spellcaster, creature, or object or 30-ft.-radius burst

Duration

Instantaneous

Saving Throw

None

Spell Resistance

No

Description

As the Dispel Magic spell, except that the bonus on the dispel check is +15, not the caster level. Additionally, Greater Dispel Magic has a chance to dispel any effect that Remove Curse can remove, even if Dispel Magic can't dispel that effect.

Material Component

Various rare incenses, herbs, and reagents (purchase DC 20).

Backlash

Caster takes 4d6 points of damage.

Failure

Augment. One characteristic of the magical effect targeted (area, range, duration, etc.) doubles. The target spell might deal twice as much damage or a curse might bestow twice the penalty, for example. The GM determines which aspect of the target spell is so augmented.

Mystic Veil

School

Illusion

Skill Check

Knowledge (arcane lore) DC 34, 7 successes (and see text)

Failure

Two consecutive failed skill checks

Components

V, S, M (see text), B

Casting Time

70 minutes (minimum)

Range

55 ft.

Effect

Visual and audible figment that covers 12 10-foot cubes (S)

Duration

12 hours

Saving Throw

None or Will disbelief (if interacted with) (see text)

Spell Resistance

No

Description

This incantation combines several elements to create a powerful protection from scrying and direct observation. When casting the incantation, you dictate what will and will not be observed in the incantation's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created. A band of people standing in a meadow could be concealed as an empty meadow with birds chirping, for instance.

Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Certainly onlookers in the area would become suspicious if marching soldiers disappeared at one point to reappear at another. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Options

You can create the material component for the Mystic Veil illusion yourself at no cost. If you do, the incantation also requires a successful Craft (visual arts) check (DC 34).

Material Component

Realistic paintings, digitally-altered photos, or other representations of the desired illusion (purchase DC 17).

Backlash

Caster takes 2d6 points of damage.

Failure

Delusion. The caster and anyone else present at the conclusion of the incantation believe the mystic veil is effective, but no one else is fooled.

Polymorph

School

Transmutation

Skill Check

Knowledge (arcane lore) DC 31, 5 successes, and Knowledge (earth and life sciences) DC 31, 1 success

Failure

Two consecutive failed skill checks

Components

V, S, M, F

Casting Time

60 minutes (minimum)

Range

Touch

Target

Willing creature touched

Duration

12 minutes

Saving Throw

Fortitude negates

Spell Resistance

Yes

Description

The Polymorph incantation gives a creature another form that you designate, which must be within one size category of the subject's normal size. The new form can have no more Hit Dice than you or the subject has (whichever is greater), and in any case the assumed form cannot have more than 15 Hit Dice. You can transform the subject into an average member of its own species. The new form cannot be an elemental, outsider, or undead unless the subject is that type already. The new form can't be incorporeal or gaseous.

The subject's Strength, Dexterity, and Constitution scores change to the average scores for the new form.. The subject doesn't gain or lose any hit points, regardless of its new Constitution score.

The subject retains its own Intelligence, Wisdom, and Charisma scores. The subject's class and level, hit points, alignment, base attack bonus, and base save bonuses all remain the same. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) The subject also retains all extraordinary, supernatural, and spell-like abilities, as well as any spellcasting ability.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but must fall within the norms for the new form's species. The subject is effectively disguised as an average member of the new form's race. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

The subject acquires the physical qualities of the new form while retaining its own mind. Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, up to a maximum speed of 120 feet for flying or 60 feet for nonflying), darkvision and/or low-light vision, natural armor bonus, natural weapons (such as claws, bite, and so on), species skill bonuses, species bonus feats, and any gross physical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow a character to make more attacks (or more advantageous two-weapon attacks) than normal.

The subject also gains any extraordinary special qualities possessed by the new form. You do not gain any extraordinary special qualities not listed above under physical qualities, such as blindsight, fast healing, regeneration, energy resistance, scent, or spell resistance. You do not gain any supernatural abilities or spell-like abilities of the new form.

If the new form is capable of speech, the subject can communicate normally. Though the subject retains any spellcasting ability he or she had in his or her original form, the form must be able to speak intelligibly (that is, speak a language) to use verbal components and must have humanlike hands to use somatic or material components.

When the Polymorph occurs, the subject's equipment, if any, either remains worn or held by the new form (if the new form is capable of wearing or holding the item), or melds into the new form and becomes nonfunctional. When the subject reverts to his or her true form, any objects previously melded into the new form reappear in the same locations they previously were and are once again functional. Any new items he or she wore in polymorphed form and can't wear in his or her normal form fall off and land at his or her feet; any that he or she could wear in either form or carried in a body part common to both forms (mouth, hands, or the like) at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its original form.

Options

If you have a living, helpless creature that can serve as a model for the target creature, the DC on the Knowledge (arcane lore) checks for this incantation is reduced by -2.

Material Component

Part of the kind of creature that the target will turn into, such as a hair, scale, or feather.

Focus

Laboratory equipment (purchase DC 25).

Failure

Damage. The target takes 12d6 points of damage.

Possession

School

Necromancy

Skill Check

Knowledge (arcane lore) DC 34, 6 successes

Failure

Two consecutive failed skill checks

Components

V, S, M, XP

Casting Time

60 minutes (minimum)

Range

Touch

Target

One helpless creature of fewer Hit Dice than you

Duration

12 hours (D)

Saving Throw

Will negates (DC 16 + caster's Charisma modifier)

Spell Resistance

Yes

Description

By casting the Possession incantation, you place the subject's soul in a receptacle (a gem or large crystal) while your soul inhabits the subject's body, leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the receptacle. The spell ends when you send your soul back to your own body (restoring the subject's soul to its body and causing the receptacle to crumble into dust).

You possess the body and force the creature's soul into the receptacle unless the subject succeeds at a Will save. Failure to take over the host leaves your life force in your body, and the receptacle turns to dust. If successful, your life force occupies the host body, and the host's life force is imprisoned in the receptacle. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities.

The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As an attack or move action, you can send the trapped soul back to its body and return to yours. This ends the spell.

If the host body is slain, you return to your body and the life force of the host departs (that is, it is dead). If the spell ends while you are in a host, you return to your body and the soul in the receptacle returns to its body. Destroying the receptacle ends the spell and returns both souls to their original bodies. The spell can be dispelled at either the receptacle or the host.

When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

Material Component

A large gem or crystal (purchase DC 25).

Experience Point Cost

1,000 XP.

Failure

Mirrorcast. You wind up trapped inside the receptacle, and the subject's soul inhabits your body.

Quartz Compulsion

School

Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]

Skill Check

Knowledge (arcane lore) DC 33, 6 successes, and Intimidate DC 33, 2 successes

Failure

Two consecutive failed skill checks

Components

V, S, F, B

Casting Time

80 minutes (minimum)

Range

Unlimited

Target

One creature with fewer Hit Dice than you

Duration

16 hours (see text)

Saving Throw

Will partial (DC 18 + caster's Cha modifier)

Spell Resistance

Yes

Description

The Quartz Compulsion incantation lets you telepathically contact the subject by gazing through a quartz shard, regardless of where the subject is located. You can telepathically converse for 16 minutes with the subject. Your telepathic contact can also contain a suggestion (as per the Suggestion psionic power), which the subject does his or her best to carry out. A successful Will save negates the suggestion effect but not the contact itself. Telepathic communication is possible even if the creature's Intelligence score is as low as 1, but you must have a language in common with the subject to communicate. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the quartz compulsion comes, the message is understood but the suggestion is ineffective.

Focus

A carefully cut shard of quartz (purchase DC 22).

Backlash

Caster is exhausted.

Failure

Reversal. You converse with the subject normally, but the suggestion attempt automatically fails, and the subject can instead compel you (as per the Suggestion psionic power). You don't get a saving throw, and spell resistance does not apply. Depending on the specific suggestion, you may not realize that your attempt failed or that you've been compelled.

Satellite Tracking

School

Divination

Skill Check

Knowledge (arcane lore) DC 34, 6 successes, and Computer Use DC 34, 2 successes

Failure

Two consecutive failed skill checks

Components

V, S, F

Casting Time

80 minutes (minimum)

Range

Unlimited

Target

One living creature or object

Duration

Instantaneous

Saving Throw

None

Spell Resistance

No

Description

A Satellite Tracking incantation is among the most powerful means of locating creatures or objects. You learn the exact location of a single individual or object. Satellite Tracking circumvents normal means of protection from scrying or location.

The incantation reveals global positioning system (GPS) coordinates for the subject, and a successful computer search (Computer Use check, DC 15) supplies the name of the location (place, name, business name, building name, or the like), community, county (or similar political division), and country where the subject lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched the object at least once.

Focus

A satellite dish, computer, and telemetry software (purchase DC 25).

Failure

Falsehood. The caster obtains bogus GPS data. At the GM's discretion, the bogus data may lead the caster to a creature or object thematically similar to the intended target.

Sigil of Algos

School

Enchantment (Compulsion) [Mind-Affecting]

Skill Check

Knowledge (arcane lore) DC 32, 6 successes

Failure

Two consecutive failed skill checks

Components

V, S, M, XP

Casting Time

60 minutes (minimum)

Range

Touch

Effect

60 ft. burst centered on magic rune (see text)

Duration

12 minutes (and see text)

Saving Throw

Will negates (DC 16 + caster's Charisma modifier)

Spell Resistance

Yes

Description

This incantation, named after the Greek god of pain, allows you to scribe a potent rune of power upon a surface. When triggered, the Sigil of Algos causes one or more creatures within 60 feet of the rune (treat as a burst) to suffer wracking pain if they fail a Fortitude save. The pain imposes a -4 penalty on attack rolls, skill checks, and saving throws. These effects last for 12 hours after the creature leaves the area of the spell.

Once triggered, the symbol becomes active and glows, lasting for 12 minutes. Any creature who enters the area while the Sigil of Algos is active is subject to its effects, whether or not that creature was in the area when it was triggered. A creature need only save against the symbol once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Until it is triggered, the Sigil of Algos is inactive (though visible and legible at a range of up to 60 feet). To be effective, a Sigil of Algos must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders it ineffective (unless a creature removes the covering, in which case the Sigil of Algos works normally).

As a default, a Sigil of Algos is triggered whenever a creature does one or more of the following, as you select: looks at the rune, reads the rune, touches the rune, passes over the rune, or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a Sigil of Algos can't trigger it (even if they meet one or more of the triggering conditions, such as reading it). Once the incantation is complete, the triggering conditions cannot be changed.

In this case, “reading” the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a Sigil of Algos to render it inoperative triggers it if it reacts to touch. You can’t use a Sigil of Algos offensively: for instance, a touch-triggered rune remains untriggered if an item bearing the Sigil of Algos is used to touch a creature. Likewise, a Sigil of Algos cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a Sigil of Algos can be based on a creature’s name, identity, or allegiances, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don’t qualify.

When scribing a Sigil of Algos, you can specify a password or phrase that prevents a creature using it from triggering the rune. Anyone using the password remains immune to that particular rune’s effects so long as the character remains within 60 feet of the Sigil of Algos. If the character leaves the radius and returns later, he must use the password again. You also can attune any number of creatures to the Sigil of Algos, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (up to ten creatures) extends the casting time by 1 hour. Attuning a large group (up to 25 creatures) takes one day. Attuning larger groups takes proportionately longer, as the GM sees fit. Any creature attuned to a Sigil of Algos cannot trigger it and is immune to its effects, even if within its radius when triggered. You are automatically considered attuned to your own sigils, and thus always ignore the effects and cannot inadvertently trigger them.

Read Magic allows you to identify a Sigil of Algos with a successful Spellcraft check (DC 16). Of course, if the Sigil of Algos is set to be triggered by reading it, this will trigger the symbol.

The Sigil of Algos can be removed by a successful Dispel Magic targeted solely on the rune. A Clean spell has no effect on a Sigil of Algos. Destruction of the surface where a Sigil of Algos is inscribed destroys the rune but also triggers its effects.

Note

Magic traps such as Sigil of Algos are hard to detect and disable. Characters can use the Search skill to find a Sigil of Algos and the Disable Device skill to thwart it. The DC in each case is 31.

Material Component

Rare alchemical paints and herbs (purchase DC 20).

Experience Point Cost

500 XP.

Failure

Reversal. The sigil affects anyone, including the caster and any bystanders, who looks at it or reads it.

Sigil of Lyssa

School

Enchantment (Compulsion) [Mind-Affecting]

Skill Check

Knowledge (arcane lore) DC 35, 7 successes (and see text)

Failure

Two consecutive failed skill checks

Components

V, S, M, XP

Casting Time

70 minutes (minimum)

Range

Touch

Effect

60 ft. burst centered on magic rune (see text)

Duration

16 minutes (and see text)

Saving Throw

Will negates (DC 18 + caster's Charisma modifier)

Spell Resistance

Yes

Description

As the Sigil of Algos incantation, except that the rune causes creatures within 60 feet of the rune (treat as a burst) to go temporarily insane if they fail their Will saves. Creatures affected by this spell behave randomly for the next 16 hours, as indicated on the table below.

Except on a result of 1, roll again each round on the creature's turn to see what the subject does that round. Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them. Behavior is checked at the beginning of each creature's turn. Any confused creature that is attacked automatically attacks its attackers on its next turn. Remove Curse won't end the insanity, but a Break Enchantment spell or Heal incantation will.

Once triggered, the symbol becomes active and glows, lasting for 16 minutes. Any creature that enters the area while the Sigil of Lyssa is active is subject to its effects, whether or not that creature was in the area when it was triggered. A creature need only save against the symbol once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Read Magic allows you to identify a Sigil of Lyssa with a successful Spellcraft check (DC 18). Of course, if the Sigil of Lyssa is set to be triggered by reading it, this will trigger the symbol.

<u>Table: Sigil of Lyssa Behaviors</u>	
1d10	Behavior
1	Wander away for 1 minute (unless prevented)
2-6	Do nothing for 1 round
7-9	Attack nearest creature for 1 round
10	Act normally for 1 round

Note

Magic traps such as Sigil of Lyssa are hard to detect and disable. Characters can use the Search skill to find a Sigil of Lyssa and Disable Device to thwart it. The DC in each case is 33.

Material Component

Rare alchemical paints and herbs (purchase DC 25).

Experience Point Cost

700 XP.

Failure

Reversal. The sigil affects anyone, including the caster and any bystanders, who looks at it or reads it.

Subjugate Outsider

School

Conjuration (Calling)

Skill Check

Knowledge (arcane lore) DC 33, 6 successes

Failure

Two consecutive failed skill checks

Components

V, S, M, SC, B

Casting Time

6 hours (minimum)

Range

55 ft.

Target

One outsider of up to CR 6 (see text)

Duration

Instantaneous (see text)

Saving Throw

Will negates (DC 16 + caster's Charisma modifier)

Spell Resistance

Yes

Description

Casting this incantation attempts a dangerous act: to lure a creature from another dimension or plane to a specifically prepared trap. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

The trap is a ward similar to a Magic Circle spell, but focused inward. The type of creature to be bound must be known and stated. If it has a specific, proper, or given name, this must be uttered during the incantation. If you wish to call a vivilor with this incantation, you can choose its abilities just as if you had cast a Summon Vivilor spell.

The target creature must attempt a Will saving throw. If the saving throw succeeds, the creature resists the incantation. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep the creature from being called). The creature can escape from the trap with a successful spell resistance roll or a successful Charisma check (DC 20 + the caster's Charisma modifier). It can try each method once per day. If it breaks loose, it can flee or attack you.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The GM then assigns a bonus based on the service and reward, from +0 to +6. This bonus applies to your Charisma check. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell or incantation. Impossible demands or unreasonable commands are never agreed to. If you roll a 1 on the Charisma check, the creature breaks free of the trap and can escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete through its own actions, the incantation remains in effect for a maximum of ten days, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

Options

If you call an outsider of CR 11 to CR 15, the DC for the incantation is increased by +4. If you call an outsider of CR 16 or higher, the DC for the incantation is increased by +8.

Material Component

Various rare alchemical pigments (purchase DC 25), which are used to trace a series of symbols in a circle on the floor. This circle is the trap for the outsider.

Secondary Casters

12 required (not including primary caster).

Backlash

All casters (primary and secondary) receive one negative level (Fortitude save, DC 15, to remove).

Failure

Attack. The called outsider immediately attacks the casters, and thereafter roams the world freely for 10 days before returning to its home plane or dimension.

Teleport

School

Conjuration (Teleporting)

Skill Check

Knowledge (arcane lore) DC 31, 5 successes, and Navigate DC 31, 1 success

Failure

Two consecutive failed skill checks

Components

V, S, SC, B

Casting Time

60 minutes (minimum)

Range

Personal and Touch

Target

You, up to six touched willing creatures, and touched objects weighing up to 500 lb./level

Duration

Instantaneous

Saving Throw

None

Spell Resistance

No

Description

This incantation instantly transports you to a designated destination up to 1,000 miles away. You can bring along up to 500 pounds of touched objects and up to six additional willing creatures (and their gear or objects up to their maximum load). All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. The creatures may be the secondary casters of the incantation, but they don't need to be.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

Options

If you have global positioning system coordinates for your destination, decrease the Knowledge (arcane lore) and Navigate check DCs by -2.

Secondary Casters

Three required (not including primary caster).

Backlash

All casters take 2d6 points of damage.

Failure

Mirrorcast. If the second consecutive Knowledge (arcane lore) check fails by 5 or less, you arrive off target, appearing safely a random distance away from the destination in a random direction. Distance off target is $1d10 \times 1d10\%$ of the distance that was to be traveled. The GM determines the direction off target randomly, such as by rolling 1d8 and designating 1 as north, 2 as northeast, and so forth.

If the second Knowledge (arcane lore) check fails by 6 or more, you wind up in an area that's visually or thematically opposite to the destination. The GM determines the point of arrival.

Creating New Incantations

Designing unique incantations is a tricky balancing act. Incantations are intentionally constructed to be much more idiosyncratic than spells. Since incantations hinge on Knowledge (arcane lore) checks, it's possible for characters to gain access to powerful magic before they are ready for it.

Incantations are built from building blocks called seeds, which describe in general terms the magic effect you're trying to create. When you're designing your own incantation, you'll first choose which seed (or seeds) you want for the incantation.

Each seed comes with its own Knowledge (arcane lore) DC, which will serve as the base DC for the incantation you're designing. If you're designing an incantation with more than one seed, choose the most important one to provide the Knowledge (arcane lore) DC. Other seeds add one-third their Knowledge (arcane lore) DC to the total.

Next you'll apply a number of factors: modifications to the Knowledge (arcane lore) DC based on the specifics of your ritual. Increasing the base range of an incantation, for example, is a factor that will increase the Knowledge (arcane lore) DC. Reducing the duration of the incantation, on the other hand, is a factor that reduces the Knowledge (arcane lore) DC.

The third step is to identify components and options for the incantation. Some of your choices here may modify the Knowledge (arcane lore) DC further.

Next, you'll set the effective level of the incantation. In some respects, incantations are like 6th- through 9th-level spells. Assess how powerful the incantation is, and assign it an effective level. The effective level determines a number of relatively minor aspects to the incantation: how many total successes are required, the exact save DC of the incantation, and sometimes its precise range and duration.

Total Successes

Equal to the incantation's effective level (minimum 6).

Save DC

Equals 10 + incantation's effective level + caster's Charisma modifier.

Duration and Range

Assume a caster level of twice the spell's level, using the same formula a spell would. For example an incantation built from a seed with a duration of "minutes" would last 12 minutes if it's effectively a 6th-level spell. The same incantation with Medium range can affect a target up to 220 feet away.

Finally, you'll decide how to put the new incantation in your game. Usually, a Research check will suffice to reveal it to the characters, but some incantations can be powerful tools in the hands of NPCs.

Create with Caution

Fundamentally, it's important to realize that this system is meant as a starting point, not the last word. Anytime you have multiple modifiers to a single DC, the potential for accidental consequences or intentional abuse is there.

To keep incantations under control in your campaign, avoid creating incantations with Knowledge (arcane lore) DCs lower than 30. Conversely, don't allow any feat, class feature, or magic item that provides a large bonus to Knowledge (arcane lore) checks. Bonuses of +2 or even +4 are fine, but larger bonuses might unbalance your game.

GMs should emphasize how much faster, easier, and safer spells are than incantations. Every incantation you create should have at least one component that's difficult for the caster to deal with, such as an experience point cost, expensive material component, or significant backlash. Because incantations don't require spell slots-or even spellcasting ability-you need to make sure that characters can't simply cast incantations repeatedly, stopping only to sleep.

Seed Descriptions

Each seed description hereafter describes the relevant Knowledge (arcane lore) check DC for incantations using the seed and describes typical effects that incantations with that seed produce. Most of the parameters of the seed (range, duration, and so on) can be modified for a specific incantation by applying factors, described in the seed description and in Table: General Incantation Factors.

The following seeds can be used alone or in combination to create incantations for any purpose. If you're seeking an effect not described below, simply choose a seed that approximates what you're looking for, then apply an ad-hoc adjustment as you see fit.

Incantation Definitions

The following terms are used extensively in this section of the chapter:

Incantation

Powerful ritual magic that requires successful Knowledge (arcane lore) checks to cast. Incantations don't require spellcasting ability, don't take up spell slots, can't be improved using metamagic feats, and need not be prepared ahead of time.

Factor

An aspect of the incantation that's built in when the incantation is designed. Casters have no control over factors; they're an indelible part of the incantation. When a GM designs an incantation, factors are useful ways to customize an incantation.

Option

Aspects of the incantation that make it easier or harder, depending on choices the caster makes. Options provide modifiers to the caster's Knowledge (arcane lore) check.

Seed

The building blocks of incantation, seeds describe magical effects in general terms.

Table: General Incantation Factors

Factor	DC modifier
Skill Checks: Requires skill check other than Knowledge (arcane lore)	-1
Casting Time: 1 hour between checks	-1
Range: Touch to Close/Close to Touch	+2/-2
Range: Close to Medium/Medium to Close	+2/-2
Range: Medium to Long/Long to Medium	+2/-2
Target: Unwilling target must be helpless	-2
Target: Limited targets (by HD, creature type, etc.)	-3
Target: Single target to multiple targets	+4
Duration: Rounds to minutes/minutes to rounds	+2/-2
Duration: Minutes to hours/hours to minutes	+4/-2
Duration: Hours to days /days to hours	+6/-2
Duration: Days to permanent/permanent to days	+10/-4
Material Components: Expensive (purchase DC 20-24)	-1
Material Components: Expensive (purchase DC 25-29)	-2
Material Components: Expensive (purchase DC 30+)	-4
Material Focus: Expensive (purchase DC 25-29)	-1
Material Focus: Expensive (purchase DC 30+)	-2
XP Cost: per 100 XP (max 1,000 XP)	-1
Extra Casters: Up to 10 secondary casters	-2
Extra Casters: 11-100 secondary casters	-6
Extra Casters: 101+ secondary casters	-10
Backlash: Per 2d6 points of damage	-1
Backlash: Caster is exhausted	-2
Backlash: Per negative level caster suffers	-2
Backlash: Caster reduced to -1 hp	-3
Backlash: Caster infected with disease	-4
Backlash: Affects secondary casters too	-1

Seed: Afflict

School

Enchantment (Compulsion) [Fear, Mind-Affecting]

Knowledge (arcane lore) DC

30

Range

Close

Target

One living creature

Duration

Minutes

Saving Throw

Will negates

Spell Resistance

Yes

Description

You afflict the target with a -2 morale penalty on attack rolls, checks, and saving throws. For each additional -1 penalty assessed on either the target's attack rolls, checks, or saving throws, increase the Knowledge (arcane lore) check DC by +2.

You may also develop an incantation with this seed that afflicts the target with a -1 penalty on caster level checks, a -1 penalty to an ability score, a -1 penalty to spell resistance, or a -1 penalty to some other aspect of the target. For each additional -1 penalty assessed in one of the above categories, increase the Knowledge (arcane lore) check DC by +4.

You can afflict a character's ability scores to the point where they reach 0, save for Constitution where 1 is the minimum. If you're applying ability penalties, you can't lengthen the duration. Instead, you can increase the Knowledge (arcane lore) check DC by +2 to turn the penalties into temporary ability damage, or increase the Knowledge (arcane lore) DC by +10 to turn the penalties into permanent ability drain. If you increase the Knowledge (arcane lore) check DC by +2, you can afflict whichever one of the target's senses you select: sight, touch, hearing, taste, touch, or a special sense the target possesses. If the target fails its saving throw, the sense you select doesn't function for the spell's duration, with all attendant penalties that apply for losing the specified sense.

Options

Useful options for incantations with the Afflict seed include having a hair, fingernail, or other part of the target (+2 bonus); having the target present and helpless during the incantation (+6 bonus); or building an elaborate model or doll of the target (+4 bonus).

Seed: Animate Dead

School

Necromancy

Knowledge (arcane lore) DC

34

Range

Touch

Targets

One or more corpses touched

Duration

Instantaneous

Saving Throw

None

Spell Resistance

No

Description

You can turn the bones or bodies of dead creatures into undead that follow your spoken commands. The undead can follow you, or they can remain in an area and attack any creature (or a specific type of creature) entering the place. The undead remain animated until they are destroyed. (A destroyed undead can't be animated again.) Intelligent undead can follow more sophisticated commands.

The Animate Dead seed (which is more potent than the Animate Dead spell) allows you create 20 HD of undead. For each additional 1 HD of undead created, increase the Knowledge (arcane lore) check DC by +1. The undead you create remain under your control indefinitely.

You can naturally control 20 HD of undead creatures you've personally created, regardless of the method you used. If you exceed this number, newly created creatures fall under your control, and excess undead from previous castings become uncontrolled (you choose which creatures are released). Any undead you command through a class-based ability to command or rebuke undead do not count toward the limit.

For each additional 2 HD of undead to be controlled, increase the Knowledge (arcane lore) check DC by +1. Only undead in excess of 20 HD created with this seed can be controlled using this DC adjustment. If you want to both create and control more than 20 HD of undead, increase the Knowledge (arcane lore) DC by +3 per additional 2 HD of undead.

Type of Undead

All types of undead can be created with the Animate Dead seed, although creating more powerful undead increases the Knowledge (arcane lore) check DC, according to the chart below. The GM must set the Knowledge (arcane lore) check DC for undead not included on the chart, using similar undead as a basis for comparison.

Table: Animate Dead Knowledge (arcane lore) Modifiers

Undead	Modifier
Medium or smaller skeleton	-12
Medium or smaller zombie	-12
Animating spirit	-10
Frightful spirit	-8
Large skeleton	-8
Large zombie	-6
Groaning spirit	-6
Small or smaller liquefied zombie	-4
Medium liquefied zombie	-2
Weakening spirit	+0
Mummy	+0
Large liquefied zombie	+0
Possessing spirit	+2
Huge skeleton	+2
Huge liquefied zombie	+2
Ash wraith	+4
Huge zombie	+4
Gargantuan or Colossal skeleton	+6
Gargantuan or Colossal zombie	+8
Gargantuan liquefied zombie	+8
Colossal liquefied zombie	+10
Vampire	Hit Dice +4

Seed: Armor

School

Conjuration (Creation)

Knowledge (arcane lore) DC

30

Range

Touch

Target

Creature touched

Duration

Hours (D)

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

You grant a creature additional armor, providing a +4 bonus to Defense. The bonus is either an equipment bonus or a natural armor bonus, whichever you select. Unlike mundane armor, the Armor seed provides an intangible protection that entails no armor check penalty, arcane spell failure chance, or speed reduction. Incorporeal creatures can't bypass the Armor seed the way they can ignore normal armor. For each additional point of Defense bonus, increase the Knowledge (arcane lore) check DC by +2.

You can also grant a creature a +1 bonus to Defense with different bonus types, including deflection, insight, sacred, or others. For each additional point of Defense bonus in one of these types, increase the Knowledge (arcane lore) check DC by +10.

Seed: Banish

School

Abjuration

Knowledge (arcane lore) DC

34

Range

Close

Targets

One or more summoned or called creatures, no two of which can be more than 30 ft. apart

Duration

Instantaneous

Saving Throw

Will negates

Spell Resistance

Yes

Description

You force summoned or called creatures back to where they came from. You can banish up to 14 HD of such creatures. For each additional Hit Die of creatures you banish, increase the Knowledge (arcane lore) check DC by +1. To banish a creature that's not summoned or called, increase the Knowledge (arcane lore) check DC by +6 if the target creatures are limited to elementals and outsiders, or by +10 if the target creatures are of a different type.

In general, creatures return whence they came. Some creatures, such as vivifiers, return to the edge of Shadow. Elementals fade into nothingness, their elemental nature suffusing and dispersing throughout the immediate area. Outsiders likewise disappear to a place beyond Shadow, though some eventually find their way back with dim memories of their previous sojourn in the mundane world. Other creatures simply reappear wherever they were before they were summoned.

Seed: Compel

School

Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]

Knowledge (arcane lore) DC

30

Range

Close

Target

One living creature

Duration

Hours (D)

Saving Throw

Will negates

Spell Resistance

Yes

Description

You compel a target to follow a specified course of activity.

At the basic level of effect, an incantation using the Compel seed must be worded in such a manner as to make the activity sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect. However, urging a dragon to stop attacking your friends so that everyone could jointly assault a mob safehouse elsewhere is a reasonable use of the incantation's power.

The compelled course of activity can continue for the entire duration, such as in the case of the dragon mentioned above. If the compelled activity can be completed in a shorter time, the incantation ends when the subject finishes what he was asked to do. You can instead specify conditions that will trigger a special activity during the duration. For example, you might compel a rock star to give the first panhandler she meets a ride in her limo. If the condition is not met before the incantation using this seed expires, the activity is not performed.

Seed: Conceal

School

Illusion

Knowledge (arcane lore) DC

30

Range

Personal or touch

Target

You or a creature or object up to 2,000 lb.

Duration

Minutes

Saving Throw

None or Will negates (harmless, object)

Spell Resistance

No or Yes (harmless, object)

Description

You can conceal a creature or object touched from sight, even from darkvision. If the target is a creature carrying gear, the gear vanishes, too, rendering the creature invisible, with all the rules that apply to invisibility. An incantation using the Conceal seed ends if the subject attacks any creature. Actions directed at unattended objects do not break the incantation, and causing harm indirectly is not an attack. To create invisibility that lasts regardless of the actions of the subject, increase the Knowledge (arcane lore) check DC by +4.

Alternatively, you can conceal the exact location of the subject so that it appears to be about 2 feet away from its true location; this increases the Knowledge (arcane lore) check DC by +2. The subject benefits from a 50% miss chance as if it had full concealment. However, unlike actual full concealment, this displacement effect does not prevent enemies from targeting him or her normally.

The Conceal seed can also be used to block out divinatory spells such as scrying spells, spell-like effects, and incantations developed using the Reveal seed; this increases the Knowledge (arcane lore) check DC by +6. In all cases where incantations are used against the subject of a incantation using the Conceal seed for this purpose, an opposed Knowledge (arcane lore) check determines which incantation works.

Seed: Conjure

School

Conjuration (Creation)

Knowledge (arcane lore) DC

30

Range

0 ft.

Effect

Unattended, nonmagical object of nonliving matter, 20 cu. ft.

Duration

Hours

Saving Throw

None

Spell Resistance

No

Description

You create a nonmagical, unattended object of up to 20 cubic feet. You must succeed at an appropriate skill check to make a complex item, such as a Craft (mechanical) check to make a motorcycle. The object can be composed of any organic or manufactured substance (or combination of substances) with a hardness of 10 or less. For each additional cubic foot of matter created, increase the Knowledge (arcane lore) DC by +2.

Attempting to use any created object as a material component causes the spell or incantation to fail and the object to disappear.

Seed: Contact

School

Divination

Knowledge (arcane lore) DC

30

Range

See text

Targets

One other creature

Duration

Hours

Saving Throw

None

Spell Resistance

No

Description

You forge a telepathic bond with a particular creature with whom you are familiar (or can currently see directly or through magical means) and can converse back and forth. The subject recognizes you if it knows you. It can answer in like manner immediately, though it does not have to.

You can forge a communal bond among more than two creatures. For each additional creature contacted, increase the Knowledge (arcane lore) check DC by +1. The bond can be established only among willing subjects. For telepathic communication through the bond regardless of language, increase the Knowledge (arcane lore) check DC by +4. No special influence is established as a result of the bond, only the power to communicate at a distance.

Seed: Delude

School

Illusion

Knowledge (arcane lore) DC

30

Range

Long

Effect

Visual figment that can extend up to 12 10-ft. cubes (S)

Duration

Minutes

Saving Throw

Will disbelief (if interacted with)

Spell Resistance

No

Description

An incantation developed with the Delude seed creates the visual illusion of an object, creature, or force, as visualized by you. You can move the image within the limits of the size of the effect by concentrating (the image is otherwise stationary).

The image disappears when struck by an opponent unless you cause the illusion to react appropriately. For an illusion that includes audible, olfactory, tactile, taste, and thermal aspects, increase the Knowledge (arcane lore) check DC by +2 per extra aspect. Even realistic tactile and thermal illusions can't deal damage, however.

For each additional image with the effect, increase the Knowledge (arcane lore) check DC by +1. For an illusion that follows a script determined by you, increase the Knowledge (arcane lore) check DC by +2. The illusion can include intelligible speech if you wish.

For an illusion that makes any area appear to be something other than it is (such as making a swamp appear as a grassland or a village), increase the Knowledge (arcane lore) check DC by +4. Additional components, such as sounds, can be added as noted above. Concealing creatures requires additional incantation development using this or other seeds.

Seed: Destroy

School

Transmutation

Knowledge (arcane lore) DC

30

Range

Long

Targets

1 creature, or up to a 10-foot cube of nonliving matter

Duration

Instantaneous

Saving Throw

Fortitude half

Spell Resistance

Yes

Description

You deal 10d6 points of damage to the target. The damage is of no particular type or energy-it is purely destructive. For each additional 1d6 points of damage dealt, increase the Knowledge (arcane lore) check DC by +2. If the target is reduced to -10 hit points or less (or a construct, object, or undead is reduced to 0 hit points), it is destroyed as if disintegrated, leaving behind only a trace of fine dust. Up to a 10-foot cube of nonliving matter is affected, so an incantation using the Destroy seed destroys only part of any very large object or structure targeted.

The Destroy seed affects even magical matter, energy fields, and force effects that are normally immune to damage, such as Wall of Force. Such effects are automatically destroyed. Incantations using the Ward seed may also be destroyed, though you must succeed at an opposed Knowledge (arcane lore) check against the other caster to bring down such an effect.

Seed: Dispel

School

Abjuration

Knowledge (arcane lore) DC

30

Range

Medium

Target

One creature or object

Duration

Instantaneous

Saving Throw

None

Spell Resistance

No

Description

You can end ongoing spells and incantations that have been cast on a creature or object, temporarily suppress the magical abilities of a magic item, or end ongoing spells and incantations (or at least their effects) within an area. A dispelled spell ends as if its duration had expired. The Dispel seed can defeat all spells, even those not normally subject to Dispel Magic.

The Dispel seed can dispel (but not counter) the ongoing effects of supernatural abilities as well as spells, and it affects spell-like effects just as it affects spells.

One object, creature, or spell is the target of the Dispel seed. You make a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20 + 10 against a DC of 11 + the target spell's caster level. For each additional +1 on your dispel check, increase the Knowledge (arcane lore) check DC by +1.

If you target an object or creature that is the effect of an ongoing spell (such as a vivitor summoned by a Summon Vivitor spell), make a dispel check to end the spell that conjured the object or creature.

If the object you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An extradimensional space targeted by the dispel is destroyed, and anything within it is instantly ejected. A magic item's physical properties are unchanged.

You automatically succeed at your dispel check against any spell that you cast yourself.

Seed: Energy

School

Evocation [Acid, Fire, Electricity, Cold, or Sonic/Concussion]

Knowledge (arcane lore) DC

30

Range

Medium, or touched creature or object of up to 2,000 lbs.

Area

A bolt 5 ft. wide to 300 ft. long, or 5-ft.-radius emanation, or a wall whose area is up to one 200-ft. Square, or a sphere or hemisphere with a radius of up to 20 ft.

Duration

Instantaneous or hours

Saving Throw

Reflex half

Spell Resistance

Yes

Description

You can work with whichever one of five energy types you choose: acid, cold, electricity, fire, or sonic/concussion. You can cast the energy forth as a bolt, imbue an object with the energy, or create a freestanding manifestation of the energy.

If your incantation developed using the Energy seed releases a bolt, that bolt instantaneously deals 10d6 points of damage of the appropriate energy type, and all creatures in bolt's area must make a Reflex save for half damage. For each additional 1d6 points of damage dealt, increase the Knowledge (arcane lore) check DC by +2. The bolt begins at your fingertips.

If you wish to imbue another creature with the ability to use an energy bolt as a spell-like ability at its option or when a particular condition is met, increase the Knowledge (arcane lore) check DC by +12.

You can also cause a creature or object to emanate the specific energy type to a radius of 10 feet. The emanated energy deals 2d6 points of energy damage per round against unprotected creatures (the target creature is susceptible if not separately warded or otherwise resistant to the energy). For each additional 1d6 points of damage emanated, increase the Knowledge (arcane lore) check DC by +2.

You may also create a wall, half-circle, circle, dome, or sphere of the desired energy that emanates the energy. One side of the wall, selected by you, sends forth waves of energy, dealing 2d4 points of energy damage to creatures within 10 feet and 1d4 points of energy damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and each round that a creature enters or remains in the area. In addition, the wall deals 6d6 points of energy damage to any creature passing through it. The wall deals double damage to undead creatures, provided the undead creature is not immune to the selected energy type. For each additional 1d6 points of damage, increase the Knowledge (arcane lore) check DC by +2.

You can also use the Energy seed to create an incantation that carefully releases and balances the emanation of cold, electricity, and fire, creating specific weather effects for a period of 24 hours. Using the Energy seed this way has a base Knowledge (arcane lore) check DC of 34. The area extends to a two-mile-radius centered on you. Once the incantation is cast, the weather takes 10 minutes to manifest.

With the base use, you can't directly target a creature or object, though indirect effects are possible. But you can create cold snaps, heat waves, thunderstorms, fogs, blizzards -even a tornado that moves randomly in the affected area. Creating targeted damaging effects requires an additional use of the Energy seed.

Seed: Foresee

School

Divination

Knowledge (arcane lore) DC

32

Range

Personal

Target

You

Duration

Instantaneous (see text)

Description

You can foretell the immediate future, or gain information about specific questions.

You are 90% likely to receive a meaningful reading of the future of the next 30 minutes. If successful, you know whether a particular action will bring good results, bad results, or no result. For each additional 30 minutes into the future, multiply the Knowledge (arcane lore) check DC by 2.

For better results, you can pose up to ten specific questions (one per round while you concentrate), but the base Knowledge (arcane lore) check DC for such an attempt is 32.

Your questions reverberate through dimension interstices beyond the veil of Shadow, seeking an answer from some willing entity. The answers return in a language you understand, but use only one-word answers such as “yes,” “no,” “maybe,” “never,” “irrelevant,” or some other one-word answer. All questions answered are 90% likely to be answered truthfully. However, a specific incantation using the Foresee seed can only be cast once every five weeks.

The Foresee seed is also useful for incantations requiring specific information before functioning, such as those that use the Reveal and Transport seeds.

You can also use the Foresee seed to gain one basic piece of information about a living target: location, level, class, alignment, or other special ability (or an object’s magical abilities, if any). For knowledge revealed in each additional category, increase the Knowledge (arcane lore) check DC by +2. To obtain information about an object, increase the Knowledge (arcane lore) check DC by +4.

Seed: Fortify

School

Transmutation

Knowledge (arcane lore) DC

30

Range

Touch

Target

Creature touched

Duration

Hours

Saving Throw

Will negates (harmless)

Spell Resistance

Yes (harmless)

Description

Incantations using the Fortify seed grant a +1 enhancement bonus to whichever one of the following you choose:

- Any one ability score.
- Any one kind of saving throw.
- Spell resistance.
- Natural armor bonus.

The Fortify seed can also grant energy resistance 1 for one energy type or 1 temporary hit point. For each additional +1 bonus, point of energy resistance, or hit point, increase the Knowledge (arcane lore) check DC by +2.

The Fortify seed has a base Knowledge (arcane lore) check DC of 34 if it grants a +1 bonus of a type other than enhancement (such as luck or insight). For each additional +1 bonus of a type other than enhancement, increase the Knowledge (arcane lore) check DC by +4. If you apply a factor to make the duration permanent, the bonus must be an inherent bonus, and the maximum inherent bonus allowed is +5.

The Fortify seed can also grant SR 22, and each additional point of spell resistance increases the Knowledge (arcane lore) check DC by +4 (each -1 to spell resistance reduces the Knowledge (arcane lore) check DC by -2). If an incantation with the Fortify seed grants an inanimate object an ability score it wouldn't normally possess (such as Intelligence), the incantation must also incorporate the Life seed.

The Fortify seed can also grant damage reduction 10/+1. For each additional point of damage reduction, increase the Knowledge (arcane lore) check DC by +1. For each additional point of required weapon enhancement above +1, increase the Knowledge (arcane lore) check DC by +3.

Seed: Heal

School

Conjuration (Healing)

Knowledge (arcane lore) DC

32

Range

Touch

Target

Creature touched

Duration

Instantaneous

Saving Throw

Yes (harmless: see text)

Spell Resistance

Yes (harmless)

Description

Incantations developed with the Heal seed channel positive energy into a creature to wipe away disease and injury. Such an incantation completely cures all diseases, blindness, deafness, hit point damage, and temporary ability damage. To restore permanent ability damage, increase the Knowledge (arcane lore) check DC by +4. The Heal seed neutralizes poisons in the subject's system so that no additional damage or effects are suffered.

It offsets feeble-mindedness and cures mental disorders caused by spells or injury to the brain. It dispels all magical effects penalizing the character's abilities, including effects caused by spells and even incantations developed with the Afflict seed. Only a single application of the incantation is needed to simultaneously achieve all these effects. It does not restore levels or Constitution points lost due to death.

To dispel all negative energy levels afflicting the target, increase the Knowledge (arcane lore) check DC by +2.

Seed: Life

School

Conjuration (Healing)

Knowledge (arcane lore) DC

33

Range

Touch

Target

Dead creature touched

Duration

Instantaneous

Saving Throw

None (see text)

Spell Resistance

Yes (harmless)

Description

An incantation developed with the Life seed will restore life and complete vigor to any deceased creature. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be returned to life, but the portion receiving the incantation must have been part of the creature's body at the time of death.

The creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. However, the subject loses 1 level (or 1 point of Constitution if the subject was 1st level). You cannot revive someone who has died of old age.

You can also use the Life seed to give an animal or plant a soul, personality, and sentience. For each point of Intelligence, Wisdom, or Charisma you give your creation, increase the Knowledge (arcane lore) check DC by +1. You can't create a creature with a higher Intelligence, Wisdom, or Charisma than you have.

The newly sentient animal or plant is friendly toward you. The newly sentient creature understands one language automatically; to give the creature the ability to speak, increase the Knowledge (arcane lore) check DC by +1.

Seed: Reflect

School

Abjuration

Knowledge (arcane lore) DC

32

Range

Personal

Target

You

Duration

Until expended or 12 hours

Description

Attacks targeted against you rebound on the original attacker. Each use of the Reflect seed in an incantation is effective against one type of attack only: spells (and incantations and spell-like effects), ranged attacks, or melee attacks. To reflect an area spell, where you are not the target but are caught in the vicinity, increase the Knowledge (arcane lore) check DC by +8. A single successful use of Reflect expends its protection.

Incantations developed with the Reflect seed against spells and spell-like effects return spell effects of up to 1st level. For each additional level of spells to be reflected, increase the Knowledge (arcane lore) check DC by +6. Other incantations are treated as 6th-level spells for this purpose.

Against 0- to 5th-level spells, the desired effect is automatically reflected. An opposed Knowledge (arcane lore) check is required when the Reflect seed is used against another incantation. If the enemy caster gets his or her incantation through by winning the Knowledge (arcane lore) check, the incantation using the Reflect seed is not expended, just momentarily suppressed.

If the Reflect seed is used against a melee attack or ranged attack, five such attacks are automatically reflected back on the original attacker. For each additional attack reflected, increase the Knowledge (arcane lore) check DC by +4. The reflected attack rebounds on the attacker using the same attack roll. Once the allotted attacks are reflected, the incantation using the Reflect seed is expended.

Seed: Reveal

School

Divination

Knowledge (arcane lore) DC

30

Range

See text

Effect

Magical sensor

Duration

Minutes (D)

Saving Throw

None

Spell Resistance

No

Description

You can hear or see some distant location almost as if you were there. To both hear and see, increase the Knowledge (arcane lore) check DC by +2. Distance is not a factor, but the locale must be known—a place familiar to you or an obvious one (such as behind a door, around a corner, or in a grove of trees). The incantation creates an invisible sensor, similar to that created by a Scrying spell, that can be dispelled. Lead sheeting or magical protection (such as Nondetection) blocks the incantation, and you sense that the incantation is so blocked.

If you prefer to create a mobile (speed 30 feet) sensor that you control, increase the Knowledge (arcane lore) check DC by +2. To allow magically enhanced senses to work through an incantation built with the Reveal seed, increase the Knowledge (arcane lore) check DC by +4.

To cast any spell whose range is Touch or greater from the sensor instead of you, increase the Knowledge (arcane lore) check DC by +6; however, you must maintain line of effect to the sensor at all times. If your line of effect is obstructed, the incantation ends.

Increase the Knowledge (arcane lore) check DC by +6 if you use the Reveal seed to pierce illusions and see things as they really are. You can see through normal and magical darkness, notice secret doors hidden by magic, see the exact locations of creatures or objects under blur or displacement effects, see invisible creatures or objects normally, see through illusions, and see the true form of polymorphed, changed, or transmuted things. The range of such sight is 120 feet. The Reveal seed cannot identify creatures or objects within extradimensional spaces.

Seed: Slay

School

Necromancy [Death]

Knowledge (arcane lore) DC

34

Range

Medium

Target

One living creature

Duration

Instantaneous

Saving Throw

Fortitude partial

Spell Resistance

Yes

Description

An incantation developed using the Slay seed snuffs out the life force of a living creature, killing it instantly. The Slay seed kills a creature of up to 20 HD. The subject is entitled to a Fortitude saving throw to survive the attack. If the save is successful, it instead takes 4d6 points of damage. For each additional 20 HD affected (or each additional creature affected), increase the Knowledge (arcane lore) check DC by +8.

Alternatively, you can use the Slay seed in an incantation to suppress the life force of the target by bestowing 2d4 negative levels on the target (the incantation bestows half as many negative levels on a successful Fortitude save). For each additional 1d4 negative levels bestowed, increase the Knowledge (arcane lore) check DC by +4. If the subject has at least as many negative levels as Hit Dice, it dies. Assuming the subject survives, the negative levels will become permanently drained levels 24 hours later if the subject fails a Fortitude saving throw.

Seed: Summon

School

Conjuration (Summoning)

Knowledge (arcane lore) DC

32

Range

Close

Effect

One summoned creature

Duration

Rounds (D)

Saving Throw

Will negates (see text)

Spell Resistance

Yes (see text)

Description

You can summon an outsider. It appears where you designate and acts immediately, on your turn, if its spell resistance is overcome and it fails a Will saving throw. It attacks your opponents to the best of its ability. If you can communicate with the outsider, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The incantation conjures an outsider you select of CR 6 or less. For each +1 CR of the summoned outsider, increase the Knowledge (arcane lore) check DC by +2.

If you increase the Knowledge (arcane lore) check DC by +6, you can summon a creature of CR 6 or less from another monster type, such as giant, aberration, or undead.

For each +1 CR of the summoned creature, increase the Knowledge (arcane lore) check DC by +2. The summoned creature is assumed to have been plucked from some faraway place (perhaps somewhere beyond Shadow). The summoned creature attacks your opponents to the best of its ability, or if you can communicate with it, it will perform other actions.

However, the summoning ends if the creature is asked to perform a task inimical to its nature, such as commanding a good creature to attack an innocent, or commanding any creature to commit suicide.

Seed: Transform

School

Transmutation

Knowledge (arcane lore) DC

32

Range

Close

Target

One creature or inanimate, nonmagical object

Duration

Hours

Saving Throw

Fortitude negates (and see text)

Spell Resistance

Yes

Description

Incantations using the Transform seed change the subject into another form of creature or object. The new form can range in size from Diminutive to one size larger than the subject's normal form. If you want transform a creature into a nonmagical, inanimate object, increase the Knowledge (arcane lore) check DC by +10. If you want to change a creature of one type into another type (for example, undead to outsider), increase the Knowledge (arcane lore) check DC by +5.

Transformations involving nonmagical inanimate substances with hardness are more difficult; for each 2 points of hardness, increase the Knowledge (arcane lore) check DC by +1.

The Transform seed can also change its target into someone specific. To transform an object or creature into the specific likeness of another individual, increase the Knowledge (arcane lore) check DC by +6. If the transformed creature doesn't have the level or Hit Dice of its new likeness, it can only use the abilities of the creature at its own level or Hit Dice.

If slain or destroyed, the transformed creature or object reverts to its original form. The subject's equipment, if any, remains untransformed.

The transformed creature or object acquires the physical and natural abilities of the creature or object it has been changed into while retaining its own mind and mental ability scores. Mental abilities include personality, Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in its Constitution score), alignment, base attack bonus, base saves, extraordinary abilities, spells, and spell-like abilities, but not its supernatural abilities. Physical abilities include natural size and Strength, Dexterity, and Constitution scores. Natural abilities include armor, natural weapons, and similar gross physical qualities (presence or absence of wings, number of extremities, etc.), and possibly hardness. Creatures transformed into inanimate objects do not gain the benefit of their untransformed physical abilities, and may well be blind, deaf, dumb, and unfeeling.

The transformed subject can have no more Hit Dice than you have or that the subject has (whichever is greater). In any case, for each Hit Die the assumed form has above 15 HD, increase the Knowledge (arcane lore) check DC by +2.

Seed: Transport

School

Conjuration (Teleporting)

Knowledge (arcane lore) DC

32

Range

Touch

Target

You and touched objects or other touched willing creatures weighing up to 500 lb.

Duration

Instantaneous

Saving Throw

None and Will negates (object, subject)

Spell Resistance

No and Yes (object, subject)

Description

Incantations using the Transport seed instantly transport you to a designated destination up to 1,000 miles away. For each additional 500 miles you wish to travel, increase the Knowledge (arcane lore) check DC by +2.

For each additional 50 pounds in objects (beyond the base 500 pounds), increase the Knowledge (arcane lore) check DC by +2. To bring along willing creatures, increase the Knowledge (arcane lore) check DC by +2 per three additional creatures.

You need not make a saving throw, nor is spell resistance applicable to you. Only objects worn or carried (attended) by another unwilling creature receive saving throws and spell resistance. For an incantation intended to transport unwilling creatures, increase the Knowledge (arcane lore) check DC by +6.

You must have at least a reliable description of the place to which you are transporting. If you attempt to use the Transport seed with insufficient or misleading information, you disappear and simply reappear in your original location.

Seed: Ward

School

Abjuration

Knowledge (arcane lore) DC

30

Range

Touch

Target

Creature or object of 1,000 lbs. or less touched, or 10-ft.-radius spherical emanation, centered on you

Duration

Hours (D)

Saving Throw

None

Spell Resistance

Yes

Description

You can grant a creature protection from damage of a specified type. You can protect a creature from standard damage or from energy damage. You can protect a creature or area from magic. Alternatively, you can hedge out a type of creature from a specified area.

A ward against standard damage protects a creature from two of the following damage types: ballistic, bludgeoning, piercing, and slashing. For a ward against all types, increase the Knowledge (arcane lore) check DC by +4. Each round, the incantation created with the Ward seed absorbs the first 5 points of damage the creature would otherwise take, regardless of whether the source of the damage is natural or magical. For each additional point of protection, increase the Knowledge (arcane lore) check DC by +2.

A ward against energy grants a creature protection from whichever one you select of the five energy types: acid, cold, electricity, fire, or sonic/concussion. Each round, the incantation absorbs the first 5 points of damage the creature would otherwise take from the specified energy type, regardless of whether the source of damage is natural or magical. The incantation protects the recipient's equipment as well. For each additional point of protection, increase the Knowledge (arcane lore) check DC by +1.

A ward against a specific type of creature prevents bodily contact from whichever one of several monster types you select. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection ends if the warded creature makes an attack against or intentionally moves within 5 feet of the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

A ward against magic creates an immobile, faintly shimmering magical sphere (with radius 10 feet) that surrounds you and excludes all spell effects of up to 1st level. Alternatively, you can ward just the target and not create the radius effect. For each additional level of spells to be excluded, increase the Knowledge (arcane lore) check DC by +6. The area or effect of any such spells does not include the area of the ward, and such spells fail to affect any target within the ward. This includes spell-like abilities and spells or spell-like effects from magic items. However, any type of spell can be cast through or out of the ward. You can leave and return to the protected area without penalty (unless the incantation specifically targets a creature and does not provide a radius effect).

Instead of creating an incantation that uses the Ward seed to nullify all spells of a given and lower level, you can create a ward that nullifies a specific spell (or specific set of spells). For each specific spell so nullified, increase the Knowledge (arcane lore) check DC by only +1 per spell level above 1st. For example, if you want to create an incantation that protects you specifically against Charm Person and Dominate, the Knowledge (arcane lore) check DC would increase by +0 and +4, respectively.

The ward could be brought down by a targeted Dispel Magic spell. Incantations using the Dispel seed may bring down a ward if the enemy spellcaster succeeds at a caster level check.

URBAN ARCANA - EQUIPMENT

Ranged Weapons

Descriptions of ranged weapons follow. Some are considered simple weapons (covered by the Simple Weapon Proficiency feat), some are archaic (covered by the Archaic Weapons Proficiency), and some are special in that they do not require a feat to be used effectively.

Air Pistols and Air Rifles

These low powered weapons are used to fire darts or pellets, typically to deliver a chemical payload (see Craft (chemical)). They are very quiet when fired. Air pistols require a CO2 cartridge to operate, which allows the gun to fire 10 times before needing to be replaced (purchase DC 3).

Bolas

A bolas consists of two or more wooden spheres connected by lengths of cord. The bolas is a ranged weapon that can be used to entangle a Small or larger opponent. First, you make a ranged touch attack against the target. The target must be at least 10 feet away, as the bolas cannot be used against adjacent opponents. If the attack roll succeeds, the target is entangled. A target can free itself from the bolas as a full-round action or make an Escape Artist check (DC 15) on its turn to escape from the bolas as an attack action. The bolas has 5 hit points and can be broken with a successful Strength check (DC 20) as a full-round action.

If you entangle a creature with the bolas, you may attempt to trip it on your next attack. A failed trip with bolas does not allow the target to make a trip attack against you.

Blowgun

The blowgun is a long tube through which you fire needles. A needle can deliver poison of either the injury or contact type (see Craft [chemical] for poisons).

Crossbow, Grapple-Firing

This device helps heroes scale unclimbable walls, bridge chasms, escape down buildings, and the like. A grapple-firing crossbow is a heavy crossbow modified to fire a special, grapple-headed metal bolt attached to 100 feet of thin, light line.

A successful shot at an appropriate target indicates that the grapple has hooked onto something, anchoring the rope firmly enough for a character to ascend it with a successful Climb check (DC 15). Failure brings one of three results: the grapple simply failed to snag anything, it has lodged but is not secure enough to support a character's weight, or there's simply nothing up there for it to catch onto. In the first case, the user can simply recoil the rope and try again. In the second case, a successful Intelligence check (DC 10) made before anyone tries to climb reveals the instability. The user cannot free that grapple but may try to fire another. (Should anyone try to climb the unstable rope, the grapple gives way after the climber has progressed 2d10 feet. Determine damage normally for the resulting fall.) In the third case, retries automatically fail.

A character can easily anchor a grapple-bolt by hand in a niche or use pitons to secure it on smooth stone. This provides the same aid for descent without the need to fire the weapon.

Crossbow, Hand

This exotic weapon is common among spies and others who favor stealth over power. Assassins also use these weapons to launch poison-coated bolts at the target. You can draw a hand crossbow back manually. Loading a hand crossbow is a move action that provokes attacks of opportunity.

Crossbow, Repeating

The repeating crossbow holds five crossbow bolts. When loaded, you can shoot the crossbow according to your normal number of attacks without reloading. Loading a new case of five bolts is a full-round action that provokes attacks of opportunity.

Flare Gun

Normally used as a signaling device, a flare gun can be used as a weapon in a pinch. If fired in the air, it releases a brightly colored flame that can be seen for miles, depending on surrounding terrain. A flare gun automatically ignites flammable items.

Net

A fighting net has small barbs in the weave and a trailing rope to control netted opponents. You use it to entangle opponents.

When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet, and you suffer no range penalties to throw it even to its maximum range. If you hit, the target is entangled. An entangled creature suffers a -2 penalty on attack rolls and a -4 penalty on effective Dexterity.

The entangled creature can only move at half speed and cannot charge or run. If you control the trailing rope by succeeding at an opposed Strength check while holding it, the entangled creature can only move within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or the spell fails.

The entangled creature can escape with an Escape Artist check (DC 20) that requires a full-round action. The net has 5 hit points and can be burst with a Strength check (DC 25, also a full-round action).

A net is only useful against creatures within one size category of you. For instance, a Small character wielding a net can entangle Tiny, Small, and Medium creatures.

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 suffer 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.

Net Launcher

This is a bulky, compressed air rifle with a conical muzzle that throws a weighted net when fired. Police and animal control personnel use net launchers, as well as big game hunters and the occasional field researcher hoping to bag a live Shadow creature.

Net launchers have a much greater range than a regular thrown net. It takes 10 minutes to reset a net that was previously fired or 1 minute to set the net launcher with a prepackaged net (purchase DC 6, 2 lbs. per package).

Paintball Gun

Paintball guns offer a way for the average person to experience what it's like to be in a "live fire" scenario, but without the possibility of taking lethal damage. A paintball deals no damage, but a successful hit will spatter the target with a large splotch of bright, degradable paint. Getting struck with a paintball stings and, if the target is not aware of the circumstance, they might believe they have been shot with an actual bullet.

A critical hit with a paintball gun deals 1d6 points of nonlethal damage.

Sling

The sling, commonly used by primitive people, hurls lead bullets to kill small game. It's not as easy to use as the crossbow or as powerful as a bow, but it's cheap and easy to improvise from common materials.

You can hurl ordinary stones with a sling. Stones are not as dense or as round as bullets, so you deal only 1d3 points of damage and suffer a -1 penalty on attack rolls.

Slingshot

Less powerful than a regular sling, a slingshot has a strong pair of rubber bands attached to a V-shaped handle. The damage listed in the table is for lead bullets (as the sling above), but you can also hurl other small objects like firecrackers, paintballs, rocks, and the like.

Speargun

A speargun uses a powerful set of bands to propel a stainless steel shaft at the target. Most speargun shafts are tied to a thin, strong line (DC 20 Strength check to break). This line is attached to a reel, allowing the shooter to draw the shaft back.

If you deal damage to your opponent, the shaft may lodge in the victim if the victim fails a Reflex saving throw against a DC equal to 10 + the damage dealt. The creature moves at only half speed and cannot charge or run while a spear is lodged in its body. If you control the trailing rope by succeeding at an opposed Strength check while holding it, the harpooned creature can only move within the limits that the rope allows (the trailing rope is 30 feet long). If the speared creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or the spell fails.

The speared creature can pull the shaft from its wound if it takes a full-round action, but in so doing it deals 2d6 points of damage to itself. Reloading a speargun is a full-round action.

Sticky Foam Sprayer

This bulky and unusual weapon looks similar to a flamethrower, with a fuel tank and sprayer nozzle. However, instead of jellied flaming fuel, the sticky foam sprayer launches a stream of liquid goop that hinders movement and can create impromptu barriers.

The sticky foam sprayer has a range of 15 feet and fills a 5-foot square per round. A creature hit by the sticky foam suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. The entangled character must make a Reflex save (DC 15) or be glued to the floor, unable to move. A creature simply moving into a square with the foam also must make this save, but does not suffer the penalty to attack rolls or Dexterity. Even with a successful save, it can only move at half speed. Creatures that are Huge or larger are unaffected by sticky foam.

A character who is glued to the floor can break free with a successful Strength check (DC 20) or by dealing 15 points of damage to the sticky foam with a slashing weapon. A character trying to scrape sticky foam off him or herself, or another character assisting, does not need to make an attack roll; hitting the sticky foam is automatic, after which the character who hit rolls damage to see how much of the goo he or she scraped off.

A character capable of spellcasting who is bound by the sticky foam must make a Concentration check (DC 15) to cast a spell. The sticky foam becomes brittle and breaks apart easily after 10 minutes.

Super Watergun

The super watergun is a toy gun that shoots a thin stream of water. The tank holds enough water to shoot 5 times before needing to be refilled. A super watergun has a maximum range of 10 feet. No attack roll is required to hit, and thus no feat is required to operate one effectively. Any creature caught in the path of the stream can make a Reflex save (DC 15) to take half damage (if applicable). Creatures with cover get a bonus on their Reflex save.

Regular water deals no damage, but special substances (such as holy water) can be used for different effects. If you make a full-round attack against a target, it deals the same amount of damage as a vial of the substance—an attack action does not produce enough of a stream to deal damage.

The super watergun has a handle that must be pumped to shoot, thus requiring both hands to use effectively. A super watergun cannot hold acid, which will eat through the thin plastic tank in a matter of seconds. The entire tank of water must contain the given substance to be effective—mixing with regular water will negate the effect.

Water Cannon

Used for crowd control and riot dispersion, water cannons are essentially mounted fire hoses built into vehicles with a large tank. A water cannon can fire continuously for 2 minutes before needing to be refilled.

A person struck by a water cannon takes 1d10 points of nonlethal damage per round, and must make a Reflex save (DC 15) or be knocked prone by the force of the blast. A water cannon that is attached to a vehicle cannot be removed. Use these same statistics if attacking someone with a firehose.

Table: Ranged Weapons

Weapon	Dmg.	Crit.	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purch. DC	Restrict
Air pistol (simple)*	1d2	20	Piercing	30 ft.	1	1 Int.	Small	2 lbs.	7	-
Air rifle (simple)*	1d2	20	Piercing	50 ft.	1	1 Int.	Large	5 lbs.	8	-
Blowgun (simple)*	1	20	Piercing	10 ft.	1	1 Int.	Small	2 lbs.	4	-
Bolas (archaic)*	*	-	*	10 ft.	1	-	Small	2 lbs.	3	-
Crossbow, grapple-firing (archaic)*	1d3	*	Piercing	120 ft.	1	1 Int.	Med.	12 lbs.	12	-
Crossbow, hand (archaic)	1d4	19-20	Piercing	30 ft.	1	1 Int.	Tiny	3 lbs.	11	-
Crossbow, repeating (exotic)	1d8	19-20	Piercing	80 ft.	1	5 Int.	Med.	16 lbs.	13	-
Flare gun (simple)*	1d8	20	Fire	30 ft.	1	1 Int.	Small	2 lbs.	11	-
Net (archaic)*	*	-	*	10 ft.*	1	-	Med.	10 lbs.	6	-
Net launcher (grenade launcher)	*	-	-	10 ft.	1	1 Int.	Large	20 lbs.	15	Lic (+1)
Paint ball gun (simple)	-	20*	*	30 ft.	Semi	40 Int.	Small	2 lbs.	8	
Sling (archaic)	1d4	20	Ballistic	50 ft.	1	-	Small	-	3	-
Slingshot (simple)	1d3	20	Ballistic	50 ft.	1	-	Tiny	1 lb.	4	-
Speargun (simple)*	2d6	20	Piercing	10 ft.	1	1 Int.	Large	5 lbs.	10	-
Super watergun (no feat required)*	*	*	*	10 ft.	1	5 Int.	Med.	2 lbs.	4	-
Water cannon (simple)*	*	-	*	10 ft.	*	20 Int.	Huge	50 lbs.	19	Lic (+1)

*See weapon description for more information.

Ammunition

This section covers unique and exotic ammunition that a hero might use during an adventure.

Armor Piercing

Armor-piercing ammunition reduces the effectiveness of armor. When fired at an opponent wearing any type of armor, the attack receives a +2 bonus. It has no benefit against targets that are not wearing armor.

Beanbag

Riot police use this type of ammunition for crowd control. Loads are available for shotguns and grenade launchers only. It deals the same amount of damage as a normal load, but the damage dealt is nonlethal.

Birdshot

This is a lighter shotgun ammunition. It reduces the damage dealt by a shotgun by 1 die.

Flechette

Flechette rounds fire bundles of razor-sharp, fin-stabilized tungsten darts. A weapon that fires this ammunition improves its critical threat range by one, but takes a -1 penalty on attack rolls.

Frangible

This ammunition scatters through a target rather than punching through and hitting something else. It increases the damage dealt to unarmored targets by +1. This bonus is negated if the target is wearing any sort of armor or has a natural armor bonus of +2 or more.

High Explosive

High explosive ammunition is used mostly in grenade launchers and occasionally shotguns, but can be found for other weapons. It is very expensive and difficult to come by. High explosive ammunition deals 1 extra die of damage of the appropriate type for the weapon.

Rubber Rounds

Rubber rounds exist for all types of handguns and longarms. Rubber ammunition deals nonlethal damage.

Silver

Silver ammunition is useful for dealing with some types of Shadow creatures. Silvered ammunition deals lethal damage to regular targets and bypasses the damage reduction of any creature that is vulnerable to silver. It is never mass-produced and must be made by hand, as reflected by its high cost. Because silvered ammunition must be manufactured by hand, it is not licensed. It requires a Craft (mechanical) check (DC 12) to manufacture a single silver bullet.

Subsonic

Assassins and snipers use subsonic ammunition; it is rarely found outside those circles. Its primary use is to reduce the noise of a shot, making it more difficult to spot the shooter after the gun is fired. Subsonic ammunition reduces damage dealt by -2 points, but the DC to Listen checks to hear the gunshot is increased by +10. Subsonic ammunition decreases the range increment by 20 feet. It is available for handguns and longarms, except shotguns.

Tracer

These phosphorous-coated rounds aid the shooter of an automatic weapon in leading bullets to a target, but makes them easier to spot in turn. Tracer ammunition provides a +1 bonus to attack rolls made with a weapon when fired on auto-fire only. Opponents gain a +5 circumstance bonus on Spot checks when trying to find someone firing tracer ammunition.

Tranquilizer

This ammunition is actually a large dart with a reservoir that is used to deliver a tranquilizer (or poison) to the target. It is only available for air rifles and pistols. For more information on poisons, see the Craft (chemical) skill.

White Phosphorous (WP)

White phosphorous-tipped rounds can inflict terrible burns on a target. These rounds go off if they strike anything between the shooter and the target. Any target damaged by a “Willie P” shot takes an additional 1d6 points of fire damage and risks catching on fire.

<u>Table: Ammunition</u>		
Ammunition Type	Purch. DC Modifier	Restrict.
Armor Piercing	+3	Res (+2)
Beanbag	+2	Res (+2)
Birdshot	-1	Lic (+1)
Flechette	+4	Mil (+3)
Frangible	+2	Res (+2)
High Explosive	+5	Mil (+3)
Rubber Round	+1	Res (+2)
Silver	+6	-
Subsonic	+4	Mil (+3)
Tracer	+1	Mil (+3)
Tranquilizer	7*	Res (+2)
White Phosphorous (WP)	+5	Mil (+3)
*This is the regular purchase DC, not modifier.		

Melee Weapons

Melee weapons are used in close combat and are generally among the simplest weapons to use. The feat that provides proficiency with these weapons varies from weapon to weapon; some are considered simple weapons (covered by the Simple Weapon Proficiency feat); others are archaic (covered by the Archaic Weapons Proficiency feat) or exotic (covered by the Exotic Melee Weapons feat).

Simple

Club, Spiked

Also called a morningstar, this simple weapon combines the impact of a club with the piercing force of spikes.

Dagger, Punching

Also called a katar, the punching dagger puts the full force of the wielder's punch behind it, making it capable of deadly strikes.

Gauntlet

These metal gloves protect your hands and let you deal lethal damage with unarmed strikes rather than nonlethal damage. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy archaic armors (except breastplates) come with gauntlets.

Gauntlet, Spiked

Your opponent cannot use a disarm action to disarm you of spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack that deals lethal damage.

Ketch-All Pole

A ketch-all pole is designed to capture opponents with a minimum of harm. A wielder who hits an opponent with a ketch-all pole can immediately initiate a grapple (as a free action) without provoking an attack of opportunity. In addition to the normal options available to a grappler, the wielder of a ketch-all pole can attempt to pull his or her target to the ground (the equivalent of a trip attack, though no attack roll is necessary).

The ketch-all pole has reach and cannot be used against adjacent opponents. A ketch-all pole can only be used against opponents within one size category of the wielder.

Quarterstaff

You can strike with either end of a quarterstaff, allowing you to take full advantage of openings in your opponent's defenses. A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon. A creature using a double weapon in one hand, such as a Large creature using a quarterstaff, can't use it as a double weapon.

Shortspear

A smaller spear that can be thrown.

Sickle

This weapon is like a farmer's sickle, but it is strengthened for use as a weapon.

Table: Simple Melee Weapons

Weapon	Damage	Crit.	Damage Type	Range Increment	Size	Weight	Purch. DC
Club, spiked	1d8	20	Bludgeoning, Piercing	-	Med.	8 lbs.	5
Dagger, punching	1d4	20/x3	Piercing	-	Tiny	2 lbs.	5
Gauntlet	*	*	Bludgeoning	-	*	2 lbs.	5
Gauntlet, spiked	1d4	20	Piercing	-	Tiny	2 lbs.	6
Ketch-all pole*	1d4*	20	Bludgeoning	-	Large	8 lbs.	11
Mace, heavy	1d8	20	Bludgeoning	-	Med.	8 lbs.	5
Mace, light	1d6	20	Bludgeoning	-	Small	6 lbs.	4
Quarterstaff*†	1d6/1d6	20	Bludgeoning	-	Large	4 lbs.	3
Shortspear	1d8	20/x3	Piercing	20 ft.	Large	5 lbs.	5
Sickle	1d6	20	Slashing	-	Small	3 lbs.	3

*See the description of this weapon for special rules. †Double weapon.

Archaic

Battleaxe

The battleaxe has a large metal head and is popular with cultists and others who like to leave big, bloody wounds.

Cutlass

The cutlass is a short, heavy, slightly curved blade useful for both stabbing and slashing. Its heavy basket hilt gives the wielder a +2 equipment bonus on any checks to resist being disarmed.

Falchion

This sword, which is essentially a two-handed scimitar, has a curve that gives it a keener edge.

Flail, Light and Heavy

With a flail, you gain a +2 bonus on your opposed attack roll when attempting to disarm an enemy (including the roll to avoid being disarmed if you fail to disarm your enemy). You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

Glaive

A glaive has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Greataxe

This big, heavy axe is a favorite of large Shadow creatures or anybody else who wants the capability to deal out incredible damage.

Greatclub

A greatclub is a two-handed version of a regular club.

Greatsword

This huge sword, including the Scottish claymore, can deal tremendous damage in the right hands.

Guisarme

A guisarme has reach. You can strike opponents 10 feet away with it, but you can't use it against adjacent foes. Because of the guisarme's curved blade, you can also use it to make trip attacks. If you are tripped during your own trip attack, you can drop the guisarme to avoid being tripped.

Halberd

Halberds are extremely rare outside of ceremonial functions or museums, although some Shadow creatures wield them. Normally, you strike with the halberd's axe head, but the spike on the end is useful against charging opponents. Because of the hook on the back of the halberd, you can use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.

Lance, Heavy and Light

A lance deals double damage when used from the back of a charging mount or vehicle (like a motorcycle or bicycle). A heavy lance has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. Light lances are primarily for Small riders.

Maul

Bigger than a sledgehammer, the maul is a two-handed warhammer of enormous size. Ogres and other brutes favor it.

Naginata

A naginata is a finely crafted Japanese polearm. A naginata has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Pick

A pick is designed to concentrate its force on a small, penetrating point. It is a small, one-handed instrument that includes rock cutting picks and picks designed for combat.

Pickaxe

This is a heavy, two-handed tool commonly used for mining and digging dirt. The version listed here is strengthened for martial use.

Ranseur

This curious-looking polearm has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

With a ranseur, you get a +2 bonus on your opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent).

Saber

The saber is a long, heavy sword specialized for use in mounted combat. You gain a +1 equipment bonus on your attack rolls when you use a saber while mounted (horse or a vehicle such as a motorcycle).

Scimitar

A curved sword. The curve on this blade makes the weapon's edge effectively sharper.

Scythe

The scythe can be a powerful weapon in the right hands. The design of the scythe focuses tremendous force on the sharp point as well as allowing devastating slashes with the blade edge.

Sword, Short

This sword is popular with heroes for its concealability.

Trident

This three-tined piercing weapon can be thrown just as a shortspear can be, but its range increment is shorter because it's not as aerodynamic. Scuba divers and aquatic Shadow creatures make use of tridents.

Wakizashi

The wakizashi is a Japanese masterwork short sword, granting a +1 bonus on your attack rolls. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

A samurai's wakizashi is part of a matched pair with his katana, and-like the katana-is an important part of his honor. Its most prominent use is in the suicide ritual called seppuku.

Warhammer

This is a one-handed sledge with a large, heavy head. It includes large work hammers such as those that can be found around construction sites.

Table: Archaic Melee Weapons

Weapon	Damage	Crit.	Damage Type	Range Increment	Size	Weight	Purch. DC
Battleaxe	1d8	20/x3	Slashing	-	Med.	7 lbs.	11
Cutlass*	1d6	19-20	Piercing, Slashing	-	Small	3 lbs.	11
Falchion	2d4	18-20	Slashing	-	Large	16 lbs.	12
Flail, heavy*	1d10	19-20	Bludgeoning	-	Large	20 lbs.	8
Flail, light*	1d8	20	Bludgeoning	-	Med.	5 lbs.	7
Glaive†	1d10	20/x3	Slashing	-	Large	15 lbs.	9
Greataxe	1d12	20/x3	Slashing	-	Large	20 lbs.	12
Greatclub	1d10	20	Bludgeoning	-	Large	10 lbs.	6
Greatsword	2d6	19-20	Slashing	-	Large	15 lbs.	13
Guisarme*†	2d4	20/x3	Slashing	-	Large	15 lbs.	9
Halberd*†	1d10	20/x3	Piercing, Slashing	-	Large	15 lbs.	10
Lance, heavy	1d8	20/x3	Piercing	-	Med.	10 lbs.	7
Lance, light	1d6	20/x3	Piercing	-	Small	5 lbs.	6
Maul	1d10	20/x3	Bludgeoning	-	Large	20 lbs.	10
Naginata†	1d10	20/x3	Slashing	-	Large	15 lbs.	13
Pick	1d4	20/x4	Piercing	-	Small	4 lbs.	6
Pickaxe	1d6	20/x4	Piercing	-	Med.	6 lbs.	7
Ranseur†	2d4	20/x3	Piercing	-	Large	15 lbs.	9
Saber*	1d8	19-20	Slashing, Piercing	-	Med.	4 lbs.	11
Scimitar	1d6	18-20	Slashing	-	Med.	4 lbs.	12
Scythe	2d4	20/x4	Piercing, Slashing	-	Large	12 lbs.	7
Sword, short	1d6	19-20	Piercing	-	Small	3 lbs.	10
Trident	1d8	20	Piercing	10 ft.	Med.	5 lbs.	7
Wakizashi	1d6	19-20	Slashing	-	Small	3 lbs.	11
Warhammer	1d8	20/x3	Bludgeoning	-	Med.	8 lbs.	9
*See the description of this weapon for special rules. †Reach weapon.							

Exotic

Axe, Orc Double

An orc double axe is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if you were wielding a one-handed weapon and a light weapon. A creature using a double weapon in one hand, such as an ogre using an orc double axe, can't use it as a double weapon.

Flail, Dire

A dire flail is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if you were using a one-handed weapon and a light weapon. A creature using a double weapon in one hand can't use it as a double weapon.

With a dire flail, you gain a +2 bonus on your opposed attack roll when attempting to disarm an enemy (including the opposed attack roll to avoid being disarmed if you fail to disarm your enemy).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the dire flail to avoid being tripped.

Hammer, Gnome Hooked

A gnome hooked hammer is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if you were using a one-handed weapon and a light weapon. A creature using a double weapon in one hand, such as a human using a gnome hooked hammer, can't use it as a double weapon. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (x3 crit). Its hook is a piercing weapon that deals 1d4 points of damage (x4 crit). You can use either head as the primary weapon head. The other head is the off-hand weapon.

Khopesh

This bizarre sword is popular with cultists of Egyptian gods. The khopesh looks like a normal longsword whose blade suddenly turns sickle-shaped about a foot from the hilt. It is heavy and awkward to use without a lot of training. You can use the khopesh to make trip attacks due to its hooklike blade.

Nekode

A nekode is a strap or glove fitted with spikes in the palm, favored as both a weapon and a climbing tool by ninja. Your opponent cannot use a disarm action to disarm you of a nekode. An attack with a nekode is considered an armed attack. Using a pair of nekodes while climbing gives a +1 equipment bonus on Climb checks. This bonus does not stack with the +2 bonus provided by a climber's kit. The bagh nakh ("tiger's claws") is similar to the nekode, but wielded more like brass knuckles. Its statistics are the same, but it does not give a bonus on Climb checks.

Ninja-to

The ninja-to is a short, straight sword similar to a wakizashi—is the standard sword of the ninja. True to a ninja's methods, the scabbard of the ninja-to is a multipurpose tool. It is open at both ends, allowing it to be used as a blowpipe for powders or poisons or as a breathing tube. It is also stiff and strong, allowing it to be used as the rung of a ladder or even as a weapon (use the statistics for a club).

Scourge

A scourge is a multitailed, barbed whip. The scourge is often dipped in a poison delivered via injury. With a scourge, you get a +2 bonus on your opposed attack roll when attempting to disarm an enemy (including the roll to avoid being disarmed if you fail to disarm your foe). You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the scourge to avoid being tripped.

Shikomi-zue

This ninja weapon appears to be a stout bamboo or wooden staff, but a quick twist or press of a button causes a spearhead to spring from one end. Without the blade, the shikomi-zue deals the same damage as a quarterstaff (1d6, x2 crit), and can be used as a double weapon. With the blade out, it has the statistics shown on Table: Exotic Melee Weapons.

Sword, Bastard

A bastard sword is too large to use in one hand without special training, thus it is an exotic weapon. A Medium character can use a bastard sword two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

Sword, Two-Bladed

A two-bladed sword is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you were using a one-handed weapon and a light weapon. A creature using a double weapon in one hand can't use it as a double weapon.

Urgosh, Dwarven

A dwarven urgosh is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you were using a one-handed weapon and a light weapon. A creature using a double weapon in one hand can't use it as a double weapon.

The urgosh'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 head. The other is the off-hand weapon. If you use an urgosh against a charging character, the spear head is the part of the weapon that does damage. An urgosh is also called a spear-axe.

Waraxe, Dwarven

A dwarven waraxe is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a dwarven waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

War Fan

This weapon appears to the untrained eye as nothing more than a beautifully crafted fan. In fact, the vanes of the fan are crafted from steel, and the tips are needle-sharp. When first brought into melee, the wielder may attempt a Bluff check against an opponent's Sense Motive check. If the wielder wins the contest, he adds a +4 bonus to the attack roll for his first round's attack(s).

Table: Exotic Melee Weapons

Weapon	Damage	Critical	Damage Type	Range Increment	Size	Weight	Purch. DC
Axe, orc double*†	1d8/1d8	20/x3	Slashing	-	Large	25 lbs.	15
Flail, dire*†	1d8/1d8	20	Bludgeoning	-	Large	20 lbs.	15
Hammer, gnome hooked*†	1d6/1d4	x3/x4*	Bludgeoning, Piercing	-	Med.	6 lbs.	15
Khopesh*	1d8	19-20	Slashing	-	Med.	12 lbs.	11
Nekode*	1d4	20	Piercing	-	Tiny	2 lbs.	8
Ninja-to*	1d6	19-20	Slashing	-	Small	3 lbs.	10
Scourge*	1d8	20	Slashing	-	Med.	2 lbs.	6
Shikomi-zue	1d8	20/x3	Piercing	-	Large	5 lbs.	12
Sword, bastard*	1d10	19-20	Slashing	-	Med.	10 lbs.	15
Sword, two-bladed*†	1d8/1d8	19-20	Slashing	-	Large	15 lbs.	16
Urgosh, dwarven*†	1d8/1d6	20/x3	Slashing, Piercing	-	Large	15 lbs.	15
Waraxe, dwarven*	1d10	20/x3	Slashing	-	Med.	15 lbs.	15
War fan*	1d6	20/x3	Slashing	-	Small	3 lbs.	12
*See the description of this weapon for special rules. †Double weapon.							

Armor and Protective Gear

Three feats cover proficiency in the use of armor: Armor Proficiency (light), Armor Proficiency (medium), and Armor Proficiency (heavy). A creature that is proficient in medium or heavy armor is also proficient in the use of shields.

Light Armor

Fire Resistant Suit

This bulky, silver-coated suit provides fire resistance 10, but does not protect against any other type of damage. It is used primarily by fire fighters.

NBC Suit

Although technically not armor, this oversized suit does protect the wearer from nuclear (radiation), biological, and chemical hazards. When worn and completely sealed, it grants a +10 equipment bonus on Fortitude saves against radiation, disease, chemicals, or poisons (airborne or contact only). An NBC suit comes with an internal air supply that lasts for one hour. The suit takes 5 minutes to don with someone's aid or 10 minutes without. If an NBC suit takes 4 points of damage from ballistic, slashing, or piercing weapons, the benefits it provides are negated. If the suit has been exposed to some hazard, it must be cleaned and neutralized, taking 1 hour and requiring special chemicals (purchase DC 15) and high-pressure water hoses.

Padded

Padded armor features layers of cloth and batting. Armor used for training attack dogs and extremely heavy winter clothing fall under this classification of armor.

Studded Leather

This armor is made from tough but flexible leather (not hardened leather as with normal leather armor) reinforced with close-set metal rivets. Some heavily studded motorcycle gear can be considered studded leather.

<u>Table: Light Armor</u>										
Armor	Type	Equip. Bonus	Nonprof. Bonus	Max Dex Bonus	Armor Penalty	Arcane Spell Failure	Speed (30 ft.)	Weight	Purch. DC	Restrict.
Padded	Impromptu	+1	+1	+8	-3	5%	30	10 lbs.	9	-
Studded leather	Archaic	+3	+1	+5	-1	15%	30	20 lbs.	13	-
NBC suit	Tactical	-	-	+5	-4	40%	30	10 lbs.	15	Res (+2)
Fire resistant suit	Tactical	-	-	+5	-4	40%	30	10 lbs.	13	-

Medium Armor

Breastplate

A breastplate covers your front and your back. It comes with a helmet and greaves (plates to cover your lower legs). A light suit or skirt of studded leather beneath the breastplate protects your limbs without overly restricting movement.

Hide

This armor is prepared from multiple layers of leather and animal hides. It is stiff and hard to move in. Shadow creatures and other primitive individuals that are unconcerned about appearance or hygiene commonly wear hide armor.

Lamellar

Similar to splint armor, lamellar consists of small, overlapping plates of metal sewn together or stitched to a backing of leather or cloth.

Scale Mail

This is a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. It includes gauntlets.

Table: Medium Armor

Armor	Type	Equip. Bonus	Nonprof. Bonus	Max Dex Bonus	Armor Penalty	Arcane Spell Failure	Speed (30 ft.)	Weight	Purch. DC	Restrict.
Hide	Impromptu	+3	+2	+4	-3	20%	20	25 lbs.	10	-
Lamellar	Archaic	+5	+2	+3	-4	30%	20	35 lbs.	20	-
Scale mail	Archaic	+4	+2	+3	-4	25%	20	30 lbs.	16	-
Breastplate	Archaic	+5	+2	+3	-4	25%	20	30 lbs.	18	-

Heavy Armor

Banded Mail

This armor is made of overlapping strips of metal sewn to a backing of leather and chainmail. The strips cover vulnerable areas, while the chain and leather protect the joints and provide freedom of movement. Straps and buckles distribute the weight evenly. A suit of this armor includes gauntlets.

Half-Plate

This armor is a combination of chainmail with metal plates (breastplate, epaulettes, elbow guards, gauntlets, tasses, and greaves) covering vital areas. Buckles and straps hold the whole suit together and distribute the weight, but the armor still hangs more loosely than full plate. It includes gauntlets.

O-Yoroi

O-yoroi, also called great armor, is a full suit of armor formed from small metal plates tied together with colored leather lacings and lacquered to seal them from moisture. The full suit consists of a corselet (do-maru, covering the stomach, chest, shoulders, and back), large rectangular shoulder pieces (sode), an apron of large plates to cover the thighs and knees (haidate), a great helmet with a face mask (kabuto), and shin guards made of metal splints (sune-ate). Wearing great armor is a badge of honor for bushi of the samurai caste of Japan, and they frown on anyone else wearing such a suit.

Splint Mail

This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chainmail protects the joints. It includes gauntlets.

Table: Heavy Armor

Armor	Type	Equip. Bonus	Nonprof. Bonus	Max Dex Bonus	Armor Penalty	Arcane Spell Failure	Speed (30 ft.)	Weight	Purch. DC	Restrict.
Splint mail	Archaic	+6	+3	+0	-7	40%	20	45 lbs.	18	-
Banded mail	Archaic	+6	+3	+1	-6	35%	20	35 lbs.	19	-
Half-plate	Archaic	+7	+3	+0	-7	35%	20	50 lbs.	21	-
O-yoroi	Archaic	+7	+3	+2	-5	40%	20	45 lbs.	28	-

Shields

Buckler

This small metal shield is strapped to your forearm. You can use a pistol, longarm, or melee weapon without penalty. You can also use an off-hand weapon, but you suffer a -1 penalty on attack rolls because of the extra weight on your arm. This penalty stacks with those for fighting with your offhand and for fighting with two weapons. In any case, if you use a weapon in your off-hand, you don't get the buckler's shield bonus for the rest of the round.

Shield

You strap a shield to your forearm and grip it with your hand.

Impromptu

This includes "picked up" shields like garbage can lids or stop signs. They are bulky, unwieldy, and tend to fall apart after a few hits (hardness 5, 3 hp).

Large

A large shield is too heavy for you to use your shield hand for anything else.

Riot

A riot shield is a large shield made of tough, transparent plastic, providing cover without hindering sight.

Small

A small shield's light weight lets you carry other items in that hand (although you cannot use weapons).

Wooden or Steel

Wooden and steel shields offer the same protection, although they respond differently to special attacks.

<u>Table: Shields</u>										
Shield	Type	Equip. Bonus	Nonprof. Bonus	Max Dex Bonus	Armor Penalty	Arcane Spell Failure	Speed (30 ft.)	Weight	Purch. DC	Restrict.
Buckler	Shield	+1	+0	-	-1	5%	-	5 lbs.	9	-
Shield, impromptu	Shield	+1	+0	-	-2	5%	-	varies	-	-
Shield, small	Shield	+1	+0	-	-1	5%	-	6 lbs.	5	-
Shield, large	Shield	+2	+1	-	-2	15%	-	15 lbs.	7	-
Shield, riot	Shield	+3	+1	-	-1	30%	-	6 lbs.	10	Res (+2)

General Equipment

Many of the items in this section are battery operated. Any device that uses batteries comes with them. As a general rule, ignore battery life—assume characters are smart enough to recharge or replace their batteries between adventures, and that the batteries last as long as needed during adventures. If battery life is important in your game, roll 1d20 every time a battery-operated item is used. On a result of 1, the battery charge runs out and the item is useless. New batteries have a purchase DC of 2.

General equipment is described through a number of stats (see the equipment tables).

- **Weight:** This column gives the item's weight.
- **Purchase DC:** This is the purchase DC to buy the item.
- **Restriction:** The restriction rating for the item.

Clothing

Here are some additional outfits that heroes might wear during their adventures.

Stealth

Worn by anyone who wants to go someplace without being seen. Includes long-sleeved shirt, cargo pants, tabi shoes, and ski mask. All these items are tight-fitting and matte black.

Double-sided

Any type of clothing can be made double-sided, allowing quick-change artists to switch outfits by turning their clothes inside out. It takes one minute to swap clothing to the other side and grants a +2 equipment bonus on Disguise checks. Double-sided clothing adds +1 to the purchase DC of an outfit, but does not change the weight.

<u>Table: Clothing</u>			
Item	Weight	Purch. DC	Restrict.
Business	3 lbs.	12	-
Double-sided	*	+1*	-
Stealth	2 lbs.	9	-
*See item description for more information.			

Professional Equipment

This category covers a wide variety of specialized equipment used by professionals in adventure-related fields. Some of these are kits that contain a variety of items bundled in one package.

Breaking and Entering Kit

This kit is designed for stealthy individuals who try to get into someplace without being seen and while making minimal noise. It includes a contractor field bag (black), circular glasscutter, boltcutters, car opening kit, contact microphone, penlight, lockpick set, lock release gun, microphone headset (walkie-talkie bought separately), and a multipurpose tool.

Capture Kit

This kit is designed for neutralizing and capturing a live, dangerous target. Additional methods of incarceration are up to the hero-cages, lead-lined boxes, etc. The capture kit includes the following items: Mossberg shotgun with 12 beanbag rounds, air rifle, 6 tranquilizer darts (poison or tranquilizers must be bought separately), 2 sets of handcuffs, 25 zip-ties, ketch-all pole, taser, duct tape, net launcher, and an additional net pack.

Concertina Wire

So named because it folds up like a squeezebox, concertina wire is the latest generation of barbed wire. It comes in 20-foot-long rolls that are stretched across the surface or fence to be protected. For each 2-foot section that a person tries to cross, he or she must make a Reflex save (DC 15) or take 1d6 points of damage (save for half). Concertina wire has hardness 2, 5 hp, and can only be damaged by slashing weapons or cut with a tool like boltcutters.

Fiend Hunter's Kit

Considered by some to be the most dangerous of prey, fiends require extreme force and quick thinking to bring down. This kit contains a Beretta M3P shotgun, 10 high-explosive rounds, 10 white phosphorous rounds, 2 white phosphorous grenades, 2 fragmentation grenades, night vision goggles, holy symbols (various faiths), and 5 vials of holy water, all contained in a duffel bag.

Generator, Portable

A single cylinder, gas-powered generator on wheels that can produce enough electricity to power a house for eight hours. It requires two gallons of gasoline to operate and is noisy.

Glasscutter, Circular

This special device allows a person to cut through glass panes without cracking or shattering them in the process. It fits onto the glass with a suction cup and has a rotating arm that cuts a hole from 3 to 12 inches in diameter. Once the hole is cut, the suction cup is tugged, pulling out the circle of glass. The user makes a Dexterity check (DC 10) to create a hole without shattering the glass. If the check fails, the glass shatters with a loud crash.

Hydraulic Compressor

A hydraulic compressor is used to provide power to tools like the jaws of life, jackhammers, pumps, and the like. Without a compressor, many of these items will not operate.

Headset, Microphone

This is a small, unobtrusive microphone and earphone headset, often hooked up to a professional walkie-talkie or cell phone (which must be purchased separately). It allows a person to keep their hands free while engaging in conversation. Better quality versions also include a small, powerful flashlight attachment or tiny video camera.

Holy Water

Holy water damages undead and evil outsiders almost as if it were acid. Typically, a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider on a direct hit, or 1 point of damage if it splashes such a creature. Also, holy water is considered blessed, which means it has special effects on certain creatures. A flask of holy water can be thrown as a grenadelike weapon. A flask breaks if thrown against the body of a corporeal creature, but against an incorporeal creature, the flask must be opened and the holy water poured out onto it. Thus, you can only douse an incorporeal creature with holy water if you are adjacent to it. Doing so is a ranged touch attack that does not provoke an attack of opportunity.

Jaws of Life

This rescue tool is used by firefighters and aid personnel to pry open the mangled doors of auto accidents. It requires a hydraulic compressor to work, but gives a +10 equipment bonus on Strength checks to open doors, bust through gates, and the like.

Liquid Metal Embrittlement Sprayer

Although superficially resembling a flamethrower, this tool is used to spray a special liquid that makes metal brittle. It has a range of 10 feet and can coat a 5-foot square of metal in one round. After 1d6 x 10 minutes, the liquid reduces the hardness of the metal permanently by half (round down). The tank holds enough liquid to coat 50 square feet of surface. The liquid has no effect on any other type of substance.

Ram, Portable

This modern ram is the perfect tool for battering down doors. Not only does it give you a +4 circumstance bonus on your Strength check to break open a door, but it allows a second person to help you without having to make an aid another check, adding another +2 bonus to your check.

Road Flare

Road flares are small chemical sticks that produce a brilliant red light. They are lit by striking the cap against the stick. A road flare lasts for an hour before being completely consumed and fills a 5-foot square with flickering red light. Anyone struck with a road flare takes 1d6 points of fire damage. Road flares are sold in packs of three.

Forced Entry Kit

Sometimes it's necessary to enter an area that someone really doesn't want you to get into. This kit is not subtle, but is effective, relying on battering down doors and blasting holes through walls. Police and military personnel are most likely to use this kit. The forced entry kit contains the following items: Mossberg shotgun with integrated flashlight, 10 high-explosive shells, 5 beanbag rounds, boltcutters, liquid metal embrittlement sprayer, portable ram, sledgehammer (equivalent to warhammer), and chainsaw.

Marbles, Bag of

About two dozen assorted glass spheres in a pouch. Commonly used as a toy, but also useful for checking slopes (just set one down and see which way it rolls) or as a nondamaging alternative to caltrops, one bag covers a 5-foot square. Creatures moving through or fighting in the area must make a Balance check (DC 15) every round they remain within that area or fall prone.

Vampire Slayer's Kit

This kit is specially tailored for dealing with undead bloodsuckers. Because not all vampires are vulnerable to the same things the kit covers a variety of possibilities. The kit contains the following items: 5 wooden stakes, Mossberg shotgun, 5 white phosphorous shotgun shells, silver holy symbols (various faiths), hand crossbow, 5 bolts with wooden tips, small metal mirror, garlic clove necklace. All this is packaged in an aluminum travel case.

Winch, Portable

This small, portable electrical winch and cable has a solid hook on the end. If properly bolted down (such as being mounted to the front of a vehicle), it has enough strength to pull a car out of a ditch or a small tree out of the ground (an equivalent Strength 30). The cable is 150 feet long and has hardness 4 and 5 hp. The cable can only be damaged with slashing weapons or a boltcutter.

Table: Professional Equipment			
Item	Weight	Purch. DC	Restrict.
Breaking and entering kit	50 lbs.	20	III (+4)
Capture kit	57 lbs.	21	Res (+2)
Chemistry kit	15 lbs.	13	Licensed
Concertina wire (20 ft.)	15 lbs.	11	
Fiend hunter's kit	40 lbs.	21	Res (+2)
Forced entry kit	135 lbs.	21	Res (+2)
Generator, portable	125 lbs.	19	-
Glasscutter, circular	5 lbs.	13	Res (+2)
Headset, microphone	-	13	-
Headset w/light	-	14	-
Headset w/camera	1 lb.	16	-
Hydraulic compressor	50 lbs.	13	-
Holy water (flask)	1 lb.	15	-
Jaws of life	40 lbs.	18	Res (+2)
Liquid metal embrittlement sprayer	50 lbs.	18	Res (+2)
Marbles, bag of	.5 lbs.	3	-
Ram, portable	35 lbs.	12	Res (+2)
Road flare (3)	1.5 lbs.	3	-
Vampire slayer's kit	20 lbs.	16	Res (+2)
Winch, portable	15 lbs.	16	-

Sports Equipment

Extreme sports and extreme danger go hand-in-hand. The following items are sports and recreational equipment that heroes might use in their adventures.

In-Line Skates

In-line skates allow a character to increase his or her speed by an additional 20 feet per round on level ground and an additional 30 feet per round on a downward slope. The character can only take attack or move actions while using in-line skates (no full-round actions except a double move). If the character attempts any fancy maneuvers, he or she must make a Balance check (DC 10); the DC can increase based on how difficult the GM determines the maneuver to be. A failed check means that he or she falls, taking damage as if he or she fell 10 feet vertically for every 20 feet of movement.

Skateboard

The skateboard has become an ubiquitous part of city living. On level ground, a skateboard increases a person's speed by an additional 10 feet per round. On a downward slope, this increases by an additional 20 feet per round. The character can only take attack or move actions while riding a skateboard. Any time he or she does anything fancy, the rider must make a Balance check (DC 15). The DC can increase based on how difficult a maneuver he or she is attempting. A failed check means that he or she falls, taking damage as if he or she fell 10 feet vertically for every 20 feet of movement.

Skis and Snowboards

For game purposes, skis and snowboards operate the same way. When moving downhill on snow or icy terrain, the character's speed increases by an additional 30 feet per move action (20 feet when using cross-country skis on more-or-less level terrain). A person can only move at half speed while using skis up a slope. Any time the character performs some sort of fancy maneuver, he or she must make a Balance check (DC 15). The DC can increase based on how difficult a maneuver he or she is attempting. A failed check means that he or she falls, taking damage as if he or she fell 10 feet vertically for every 20 feet of movement. If the character is skiing on fresh snow, this damage is reduced by one die. Ski poles can be used as impromptu weapons.

Table: Sports Equipment

Item	Weight	Purch. DC	Restrict.
In-line skates	5 lbs.	11	-
Skateboard	3 lbs.	7	-
Skis and poles	10 lbs.	19	-
Snowboard	8 lbs.	16	-

Surveillance Gear

Keeping an eye on suspects or tracking the moves of potential enemies is a crucial part of the modern adventurer's job.

Bug Sweeper

A bug sweeper is a handheld device that measures radio frequency signals and looks for "suspicious" wavelengths. It gives a +5 equipment bonus on Search checks when trying to find microtransmitters.

Fiber Optic Camera

This tiny camera mounted on a flexible cable allows a person to peer into places without being spotted or getting in harm's way (such as slipping it under a door or through an air vent). It includes a small viewer and can be connected to a video camera or monitor. It requires a Computer Use check (DC 10) to use properly.

Microphone, Contact

Originally designed for bomb-disposal applications, contact mikes allow the operator to hear through walls, packages, doors, and so on, merely by placing the suction-cup microphone in contact with the surface in question. It can listen through 6 inches of material.

Microphone, Laser

Trying to hear someone from a distance is fine, unless there is something in the way. A laser microphone bypasses this by measuring the vibrations on a glass surface (such as a window). The listener can hear past a glass window and 10 feet around that area. It does not work on any other type of surface. A laser microphone has a range of 100 feet.

Microphone, Parabolic

The specific function of this microphone is to pick up quiet sounds at a distance. Otherwise, it functions just like an ordinary pickup microphone. It has a range of 50 feet.

Microphone, Pick Up

The standard microphone, designed to pick up sounds within a few meters. A standard pick up microphone can hear all sounds within 10 feet, granting a +5 equipment bonus on Listen checks.

Microphone, Shotgun

A shotgun mike can pick up sounds up to 100 feet away, but must be pointed directly at the target. It has a very narrow corridor, roughly three feet across, and cannot pick up anything beyond that range. A shotgun mike gives a +5 equipment bonus on Listen checks.

Microtransmitter

Commonly called a "bug," this tiny microphone is the size of a nickel and sends a signal to a waiting transmitter. Average quality bugs have a range of 100 feet, good quality bugs have a range of 300 feet, and amazing quality bugs can reach one mile. For +1 to the purchase DC, microtransmitters can be built into pens, calculators, clocks, and other mundane items. Finding a microtransmitter requires a Search check opposed by the Hide skill of the person who planted it. A good quality microtransmitter grants a +2 equipment bonus on Hide checks. An amazing quality microtransmitter provides a +4 equipment bonus on Hide checks.

Police Scanner

A police scanner allows a person to listen to emergency broadcast frequencies-fire, medical, animal control, and so forth. It has a range of 10 miles.

Video Shades

Incorporating a tiny pinhole camera and a microtransmitter, these otherwise ordinary sunglasses see whatever the wearer sees. There are two models-one transmits in black and white and the other in color. They include a microtransmitter with a range of 150 feet.

Table: Surveillance Gear

Item	Weight	Purch. DC	Restrict.
Bug sweeper	4.5 lbs.	21	-
Fiber optic camera (3-foot cable w/monitor)	3.5 lbs.	17	-
Fiber optic camera (6-foot cable w/monitor)	4.5 lbs.	18	-
Fiber optic camera (9-foot cable w/monitor)	5.5 lbs.	19	-
Microphone (Contact)	1 lb.	12	-
Microphone (Laser)	3.5 lbs.	18	-
Microphone (Parabolic)	4.5 lbs.	14	-
Microphone (Pick-up)	.5 lbs.	12	-
Microphone (Shotgun)	3.5 lbs.	14	-
Microtransmitter (Average quality)	-	11	-
Microtransmitter (Good quality)	-	12	-
Microtransmitter (Amazing quality)	-	14	-
Police scanner	2 lbs.	11	-
Video shades (Black and white)	-	23	-
Video shades (Color)	-	24	-

Vehicles

Definitions

Crew

The standard crew. In most cases, only one crewperson is needed to drive the vehicle; others serve as gunners or co-pilots.

Passengers

The number of passengers the vehicle is designed to carry. This is in addition to the crew. Vehicles that carry passengers can use passenger space to carry additional cargo when passengers aren't present. Each unused passenger slot allows the vehicle to carry an additional 250 pounds of cargo.

Cargo Capacity

The amount of cargo the vehicle is designed to carry. Many vehicles can, in a pinch, carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity.

Initiative

The modifier added to initiative rolls when driving the vehicle.

Maneuver

The modifier added to any Drive or Pilot checks attempted with the vehicle.

Max Speed

The maximum number of squares the vehicle can cover in a single round at Character Scale (with the number of squares at Chase Scale in parentheses). This is the fastest the vehicle can move.

Defense

The vehicle's Defense.

Hardness

The vehicle's hardness. Subtract this number from any weapon damage dealt to the vehicle.

Hit Points

The vehicle's maximum hit points.

Size

The vehicle's size category.

Purchase DC

The purchase DC to buy the vehicle.

Restriction

The restriction rating for the vehicle.

General Purpose Aircraft

There are many models of civilian aircraft-from single-engine propeller planes to jumbo jets. All use the Pilot skill to operate.

Maulle M-7-260C Seaplane

The Maulle M-7-260C seaplane has a fast cruise speed and low stall speed, making it ideal for water landings. With twin pontoons instead of wheels, landing a seaplane on anything but water would be disastrous. A seaplane is six squares wide and six squares long.

Ultralight

Ultralights are essentially powered hang gliders. An ultralight only requires 100 feet or so to land and take off, depending on wind conditions. It is small enough to fit in the back of a pickup truck when disassembled. It takes 15 minutes to disassemble an ultralight and 30 minutes to assemble it. An ultralight is two squares wide and two squares long. The vehicle is very fragile and provides no cover to its pilot.

<u>Table: General Purpose Aircraft</u>												
Name	Crew	Pass	Cargo (lb.)	Init.	Maneu.	Max Speed	Armor Class	Hard.	HP	Size	Purch. DC	Restrict.
Ultralight	1	1	50	-4	-4	28 (2)	9	3	10	L	21	Lic (+1)
Maulle M-7-260C (seaplane)	2	3	900	-4	-4	175 (17)	6	5	55	G	37	Lic (+1)

General Purpose Bicycles

Bicycles are common in urban settings and have the main advantage of being able to skirt past traffic jams. See additional rules on operating a bicycle below.

Diamondback X-20 Mountain Bike

The Diamondback X-20 is a rugged mountain bike that works equally well on smooth streets or rough terrain. The rider suffers no additional penalties for taking the bike offroad. A mountain bike is one square wide and one square long.

LeMond Victoire Racing Bike

The LeMond Victoire is a top of the line, aerodynamic 10-speed bicycle designed for riding on streets and highways. A rider suffers a -4 penalty on Balance checks if they take the bike offroad. A racing bike is one square wide and one square long.

Mongoose Pro Fuzz BMX Bike

A typical BMX bike used for offroad trails and stunt riding. The rider suffers no additional penalties for going offroad with this bicycle. A BMX bike is one square wide and one square long.

Police Bicycle

A police bicycle is a mountain bike (usually black and emblazoned with "POLICE" on the side) that includes large saddlebags that hold a small amount of equipment: 6 zip-ties, 3 road flares, a multipurpose tool, a first-aid kit, and a flashlight. A police bicycle is one square wide and one square long.

Operating a Bicycle

Operating a bicycle uses the same rules as any other vehicle, but with a few special rules:

- Operating a bicycle uses the Balance skill instead of Drive, but is otherwise treated the same when using the Vehicle rules.
- A bicycle can only reach a maximum of street speed and doing so requires a full-round action, unless going down a significant downward slope (GM's discretion).
- The rider must use a full-round action to climb up a significant slope and can only move a maximum of alley speed on such an action.
- After every hour of strenuous riding, the rider must make a Constitution check or become fatigued for 1d10 minutes per hour of riding.
- It is a free action to get on or off a bicycle.
- All attacks made from a bicycle suffer a -2 penalty. The rider cannot use any weapons that require both hands.
- Bicycles are Small vehicles, granting a +1 bonus to Initiative, maneuver modifier, and Defense (the size modifier is already included in the vehicle statistics on Table: General Purpose Bicycles.)
- Bicycle tires have 2 hit points each.

Table: General Purpose Bicycles

Name	Crew	Pass	Cargo (lb.)	Init.	Maneu.	Max Speed	Armor Class	Hard.	HP	Size	Purch. DC	Restrict.
Diamondback X-20 (mountain)	1	0	0	-1	+4	40 (4)	11	5	6	S	14	-
LeMond Victoire (racing bike)	1	0	0	-1	+4	50 (5)	11	5	5	S	21	-
Mongoose Fuzz Pro (BMX bike)	1	0	0	-1	+4	30 (3)	11	5	5	S	13	-

General Purpose Cars

Most new general purpose cars include such standard features as air conditioning, air bags, antilock brakes, cruise control, keyless entry, and AM/FM radio with CD player. Luxury vehicles also include extras like heated side mirrors, power seats, leather upholstery, and sunroofs. In general, these luxury amenities can be added to a non-luxury car with a +1 increase in the vehicle's purchase DC.

Unless otherwise noted, civilian cars provide three-quarters cover for their occupants (although passengers who lean out of windows or sunroofs, perhaps to fire weapons, may be reduced to one-half or even one-quarter cover).

1967 Chevrolet Camaro

A good example of a "muscle car," a 1967 Chevy Camaro has a 350 cubic inch V8 engine that produces 295 horsepower. This does not include additional upgrades such as turbocharging and racing tires. A Camaro is two squares wide and four squares long.

Dodge Intrepid Police Interceptor

With faster sports cars on the streets, the police occasionally need faster cars to catch them. Only the largest and best-funded police departments can afford this vehicle. It contains the same equipment as a regular police cruiser. Police interceptors are two squares wide and four squares long.

Police Cruiser

This version is based on the Ford Crown Victoria, with a strengthened chassis and improved engine. It is the typical police vehicle found in cities and other urban areas. The police cruiser is two squares wide and four squares long.

<u>Table: General Purpose Cars</u>												
Name	Crew	Pass	Cargo (lb.)	Init.	Maneu.	Max Speed	Armor Class	Hard.	HP	Size	Purch. DC	Restrict.
1967 Chevrolet Camaro (sports coupe)	1	4	250	-2	-1	200 (20)	8	5	36	H	28	Lic (+1)
Police cruiser	1	4	425	-2	0	190 (19)	8	5	34	H	30	Res (+2)
Dodge Intrepid police interceptor (sports coupe)	1	1	200	-2	+1	200 (20)	9	5	34	L	31	Res (+2)

General Purpose Motorcycles

Unlike getting into a car, mounting a motorcycle is a free action. Motorcycles tend to perform better than automobiles, but they provide no cover to their occupants.

Police Motorcycle

Most police departments use Harley-Davidson motorcycles, specially altered to suit the department's needs and painted to look obvious. It has a professional CB radio, siren, bubble lights, and a powerful 1450 cc engine. It has two large saddlebags that contain the following items: 6 zip-ties, 3 road flares, a multipurpose tool, a first-aid kit, and a flashlight. A police motorcycle is one square wide by two squares long.

Vespa ET4

A compromise between a bicycle and a motorcycle, scooters are useful for getting through clogged city streets. Because they only have small, single-cylinder engines, scooters are not allowed on highways. A scooter is one square wide and one square long.

V-Rod

The V-Rod combines the aesthetics of a traditional Harley with the engine of a racing bike. Using a liquid-cooled engine that kicks out 115 horsepower, this monster combines the “biker” mystique with the speed of a racing bike. The V-Rod is one square wide by two squares long.

<u>Table: General Purpose Motorcycles</u>												
Name	Crew	Pass	Cargo (lb.)	Init.	Maneu.	Max Speed	Armor Class	Hard.	HP	Size	Purch. DC	Restrict.
Police motorcycle (street bike)	1	0	10	+1	+1	290 (29)	9	5	22	L	27	Res (+2)
Vespa ET4 (scooter)	1	1	0	-2	+3	22 (2)	10	5	10	M	18	Lic (+1)
Harley Davidson V-Rod (street bike)	1	1	0	+1	+1	300 (30)	9	5	22	L	27	Lic (+1)

General Purpose Trucks

Trucks include pickups, sport-utility vehicles, vans and minivans. They generally have the same range of features as civilian cars. Like cars, trucks generally provide three-quarters cover to their occupants. The rear beds of pickup trucks, however, provide only one-half cover.

Ford Econoline 150

A typical full-sized van used for hauling cargo or passengers, the Ford Econoline 150 comes with two conventional doors up front, sliding doors on the side, and a rear hatch-style door. It is two squares wide and four squares long.

Jeep Wrangler

The Wrangler is a small truck designed for serious off-roading. It sports oversized tires, a roll bar, and heavy-duty shock absorbers. It's not fast, but can get through difficult terrain much better than a normal car. A Wrangler is two squares wide and three squares long.

Peterbilt 379

The cab of this 18-wheeler has the classic long nose of most big rigs. It is spacious, powerful, and comfortable. This model includes a sleeper space immediately behind the cab, giving the driver a home away from home. The Peterbilt 379 also carries a basic mechanical tool kit, a CB radio (essentially a professional walkie-talkie with twice the usual range), and a GPS receiver. The vehicle is two squares wide and fourteen squares long, including a full-sized trailer. The cab alone is five squares long. The cab provides three-quarters cover to its occupants, and being in the trailer provides full cover.

<u>Table: General Purpose Trucks</u>												
Name	Crew	Pass	Cargo (lb.)	Init.	Maneu.	Max Speed	Armor Class	Hard.	HP	Size	Purch. DC	Restrict.
Jeep Wrangler (SUV)	1	3	800	-2	-2	140 (14)	8	5	32	H	28	Lic (+1)
Ford Econoline 150 (van)	1	8	4800	-2	-2	195 (19)	8	5	34	H	29	Lic (+1)
Peterbilt Model 379 (tractor trailer)	1	1	80,000*	-4	-4	130 (13)	6	5	85	G	33	Lic (+1)
*Towing and/or hauling capacity												

General Purpose Water Vehicles

Piloting a water vehicle is covered by the Drive skill. Because of their size, most large boats are more likely to be used as places to stage an adventure rather than as a vehicle to get around.

Avanti 39 Cigarette Boat

Long and sleek, this expensive and high-powered boat is designed to move fast and look good. It is commonly used for smuggling cargo between ports that are not likely to stop something that obviously belongs to an “upstanding citizen.” A cigarette boat is two squares wide and eight squares long.

Fishing Trawler

Fishing trawlers are found around commercial fishing ports. They are huge boats with most of their space dedicated to equipment that harvests and stores fish. They are slow, but handle well in rough water (+2 bonus on Drive checks in rough seas). A fishing boat is four squares wide and sixteen squares long.

Tug Boat

Common around ports, tug boats help guide larger vessels to and from the docks. They are slow but incredibly powerful, being able to nudge huge ships with their oversized and overtorqued engines. A tug boat is four squares wide and eighteen squares long.

<u>Table: General Purpose Water Vehicles</u>												
Name	Crew	Pass	Cargo (lb.)	Init.	Maneu.	Max Speed	Aarmor Class	Hard.	HP	Size	Purch. DC	Restrict.
Tug boat	5	5	4000 tons	-4	-4	30 (3)	6	5	150	G	38	Lic (+1)
Fishing trawler	9	2	100 tons	-4	-4	30 (3)	6	5	175	G	43	Lic (+1)
Avanti 39 (cigarette boat)	1	8	300	+1	-2	100 (10)	8	5	50	H	35	Lic (+1)

Other Vehicles

A few types of vehicles don't fit neatly into the categories covered above. Many of these (like the emergency aid vehicle and urban assault vehicle) are usually custom built, so the model name isn't specified as it is with most other vehicles. The description and statistics reflect a typical design.

Emergency Aid Vehicle

When someone needs medical attention, this is what shows up. It contains a large amount of medical and emergency rescue supplies. An emergency aid vehicle is two squares wide and four squares long.

What is in an Emergency Aid Vehicle

Medical Equipment

Obviously, aid vehicles are loaded with a huge variety of medical equipment. Instead of listing every single item, assume that the following "kits" can be assembled from the gear carried inside.

- 1 crash cart
- 4 trauma kits
- 6 first-aid kits
- 1 basic evidence kit

Non-Medical Equipment

In addition, aid vehicles contain a large number of non-medical equipment, allowing them to provide assistance under almost any circumstance.

- CB radio (as professional walkie-talkie with twice the range)
- GPS receiver
- Maps (road atlas)
- Flashlights (2 standard, 4 penlights, 1 battery flood)
- Cellular phone
- Basic mechanical tool kit (including duct tape, boltcutters, and a multipurpose tool)
- Rope (50 feet)
- Blankets
- Physical restraints (equivalent to handcuffs)
- Sand bags (for stabilization)
- Wood blocks (for setting tires)
- Searchlight (as a battery flood flashlight, but twice the range; mounted on vehicle)
- Winch and cable
- Hydraulic compressor (50% chance; mounted on outside of vehicle)
- Jaws of life (only if there is a hydraulic compressor)
- Metal cutting saw (only if there is a hydraulic compressor)
- Tire chains (+2 bonus on Drive checks on icy surfaces)

Fire Truck

There are technically two types of fire trucks-pumpers, which have large water tanks, and ladder trucks, which mount enormous ladders for getting firefighters up high. A fire truck is two squares wide and six squares long.

What is Inside a Fire Truck

Fire trucks are enormous vehicles that carry a tremendous amount of firefighting, medical, and search and rescue equipment. Obviously, most of the space is dedicated to the operation of the fire hoses.

Front Cab

The following items can be found in the front cab of a fire truck:

- CB radio (equivalent to professional walkie-talkie with double the range).
- GPS receiver
- Searchlight (mounted to vehicle)
- 4 walkie-talkies (professional) with charger
- Maps (road atlas)
- Instant camera and extra film
- Binoculars
- Shovels, brooms, and steel rake
- 2 battery powered floodlights

Storage Panels

The following items are located in various storage panels on the sides and rear of the fire truck. Some of these items have been condensed into kits:

- 1 crash kit
- 2 trauma kits
- 3 first-aid kits
- 1 basic evidence kit
- Hose and pipe fittings
- Flashlights (3 battery flood, 3 regular)
- Basic mechanical tool kit (including duct tape, boltcutters, and a multipurpose tool)
- Long tools (shovels, rakes, brooms, wrenches, pry bar, fire axe, sledgehammer)
- Hand-held fire extinguishers (pressure water, dry chemical, CO₂, halon)
- Rope (100 feet)
- 2 searchlights (mounted on sides of the vehicle)
- Submersible water pump
- Tarps
- 2 chainsaws

Hose Bed

The following equipment is located in the hose bed and open top compartment of a fire truck:

- Fire hoses (100+ feet)
- Hose fittings and couplings
- 5 gallon can of gasoline
- 2 15-foot ladders
- Gas-powered circular saw
- Gas-powered electrical generator and cables

Police Peacekeeper

When mobs are rioting in the streets, some police departments roll out these armored personnel carriers to help quell violence. In addition to their size and intimidating appearance, police APCs mount a water cannon, loudspeaker, and grenade launcher that fires tear gas rounds. The police peacekeeper is crewed by a driver, a “gunner” (for the water cannon), and a commander. It has three top hatches, one above each crew position, and a large door in back for police to load or disembark. It takes one full-round action to enter an APC through a top hatch, and another full-round action to start it moving. Police armored personnel carriers are two squares wide and four squares long.

What a Police Officer Carries

Police and other law-enforcement officers carry a large amount of equipment with them at all times. Here is a sample list of the typical equipment carried by a uniformed police officer, excluding items that are normally carried inside the police cruiser or during special situations, such as a raid or SWAT action.

- Glock 17 (plus 2 extra clips of ammunition)
- Undercover vest
- Flashlight (can be used as a club)
- Handcuffs, steel
- Zip-ties (6)
- Walkie-talkie (professional)
- Cell phone
- Pepper spray canister
- Metal baton and/or tonfa
- Multitool
- Latex gloves (12)
- Citation book

What is Inside a Police Cruiser

Police vehicles vary in terms of what equipment they carry, depending on whether they belong to state, county, or city precincts. Despite this, there is enough similarity to assume that the following equipment could be found in any police cruiser.

Front Passenger Compartment

The following items are located in the front passenger compartment of the vehicle:

- Mossberg shotgun (including box of ammunition with 12 rounds; Disable Device check DC 20 to open the lock)
- Patrol box
- CB radio (professional)
- Maps (road atlas)
- GPS receiver
- Searchlight (as battery flood flashlight but double the range; mounted to vehicle)
- Pepper spray canister
- Baton (use club) or tonfa
- Flashlight (standard and 12 chemical light sticks)
- Taser (50% chance)

Trunk

The following equipment is typically located in the trunk of the vehicle (Disable Device check DC 15 to open the lock):

- First-aid kit
- Basic evidence kit
- Basic toolkit (including duct tape, boltcutters, and a multipurpose tool)
- Handcuffs and plastic zip ties
- Blankets
- Food (the equivalent of 2 days trail rations)
- 12 road flares
- Traffic cones
- Gas siphon
- Crime scene tape
- Portable fire extinguisher
- Trauma kit (50% chance)
- 4 tear gas canisters (50% chance)
- Spike strip (50% chance)

Tow Truck

A tow truck is a large diesel-powered vehicle with a professional grade tow bar/winch used for hauling inoperative cars. It takes 2d10 minutes to hook up a car with the tow bar-a successful Repair check (DC 10) can halve the time. Most tow trucks also carry a basic mechanical tool kit, CB radio, and one-gallon gas can. A tow truck is two squares wide and four squares long.

<u>Table: Other General Purpose Vehicles</u>												
Name	Crew	Pass	Cargo (lb.)	Init.	Maneu.	Max Speed	Armor Class	Hard.	HP	Size	Purch. DC	Restrict.
Emergency aid vehicle	2	2	1000	-2	-2	160 (16)	8	5	34	H	30	Res (+2)
Fire truck	4	2	2500	-4	-4	105 (10)	6	5	80	G	35	Res (+2)
Police peacekeeper	3	10	250	-2	-2	95 (10)	8	10	48	H	40	Res (+2)
Tow truck	1	1	50,000*	-2	-4	130 (13)	6	5	39	G	31	Lic (+1)
*Towing and/or hauling capacity												

FX Items

FX Items and Mundanes

For the most part, magic items won't function for a mundane. Sure, the mundane might feel joy and attachment to such an item, or perhaps fear and loathing, depending on the person and the function of the item, but rarely does a mundane recognize and understand as such an item for what it truly is. Most of the world doesn't believe in magic or the supernatural. So, for these people, a magic item that actually operates while in their possession is either seen as a trick or a special effect, or the person convinces himself that he didn't really see what he thinks he just saw. In some cases, such an event might disturb a mundane to such an extent that psychological harm occurs.

Incantation-Based FX Items

Making most magic items is a solitary endeavor, one in which the spellcaster spends days (perhaps weeks) preparing an item to receive and permanently hold a spell. It is possible to do the same thing with an incantation, but this requires the help of secondary casters. This has a greater chance of failure than infusing an item with a spell as the process requires both a Craft check and the appropriate skill check for casting the incantation.

The person creating the item must have the appropriate item creation feat or ability (such as the Mage's Scribe Scroll ability), spend the appropriate amount of time fashioning the item, succeed at the required Wealth check (purchase DC = one-fifth of the item's listed purchase DC), and spend the appropriate amount of XP. Then the creator must succeed at the required Craft check. If this check fails, the materials are used up but the XP are not spent. If it succeeds, then the item has been successfully prepared to receive the incantation.

The person who created the item must then serve as the primary caster in performing the desired incantation. This occurs as written in the incantation's description. Failed incantations have all the usual repercussions, plus the item has been tarnished and must be prepared before another attempt can be made to infuse it with the incantation.

Determining the Purchase DC

Calculating the purchase DCs for items created to hold incantations is technically impossible, as incantations have neither caster levels nor spell levels. For the purpose of calculating an item's purchase DC, use the following conversions.

- Caster Level = 5 + total number of successful skill checks required to complete the incantation (minimum 11).
- Spell Level = total number of successful skill checks required to complete the incantation.

Armor And Shields

Below are some examples of modern-day magical armor and shields.

Bulletproof Shirt

This light shirt provides the same protection as a +1 leather jacket. In addition, the wearer gains the benefits of a continuous Protection From Arrows/Bullets spell (damage reduction 5/+1 against arrows, bullets, and crossbow bolts).

Type

Armor (magic)

Caster Level

3rd

Purchase DC

22

Weight

1 lb.

Riot Shield of Fear

Introduced by police forces that employ magical gear, this riot shield provides an enhancement bonus to Defense (+1 to +3). At its wielder's command, the shield can also cast Cause Fear three times per day as a 3rd-level Acolyte.

Type

Armor (magic)

Caster Level

3rd

Purchase DC

26 (+1), 31 (+2), 36 (+3)

Weight

6 lbs.

Scalemail of the Dragon

This suit, which weighs half as much as a normal suit of scalemail, provides an enhancement bonus to Defense (+1 to +3). In addition, the armor has an arcane spell failure chance of 10%, a maximum Dexterity bonus of +6, and no armor penalty. Speed while wearing scalemail of the dragon is 30 feet for Medium creatures and 20 feet for Small creatures.

Type

Armor (magic)

Caster Level

7th

Purchase DC

33 (+1), 38 (+2), 43 (+3)

Weight

15 lbs.

Magic Armor and Shield Special Abilities

Most magic armor and shields only have enhancement bonuses. Such items can also have the special abilities detailed here. Armor or a shield with a special ability must have at least a +1 enhancement bonus.

Acid Resistance

A suit of armor or a shield with this enchantment normally has a dull gray appearance. The armor absorbs the first 10 points of acid damage per attack that the wearer would normally take (similar to the Resist Energy spell).

Purchase DC Modifier

+2

Animated (shields only)

Upon command, an animated shield floats within 2 feet of the wielder, protecting him or her as if he or she were using it him or herself but freeing up both his or her hands. Only one shield can protect a character at a time.

Purchase DC Modifier

+2

Bashing (shields only)

This shield is made to make a shield bash. No matter what the size of the attacker, a large bashing shield or bashing riot shield deals 1d8 points of damage; a small bashing shield or bashing buckler deals 1d6 points of damage. The shield acts as a +1 weapon when used to bash. (Impromptu shields cannot be bashing shields.)

Purchase DC Modifier

+1

Blinding (shields only)

A shield with this enchantment flashes with a brilliant light up to twice per day upon command of the wielder. All within 20 feet except the wielder must succeed at a Reflex saving throw (DC 14) or be blinded for 1d4 rounds.

Purchase DC Modifier

+1

Catching (shields only)

A shield with this ability attracts ranged weapons to it. It has a deflection bonus of +1 versus ranged weapons because projectiles and thrown weapons veer toward it. Additionally, any projectile or thrown weapon aimed at a target within 5 feet of the shield's wearer diverts from its original target and targets the shield's bearer instead. (If the wielder has total cover with respect to the attacker, the projectile or thrown weapon is not diverted.) Additionally, those attacking the wearer with ranged weapons ignore any miss chances that would normally apply. Projectiles and thrown weapons that have an enhancement bonus higher than the shield's base Defense bonus are not diverted to the wearer (but the shield's increased Defense bonus still applies against these weapons). The wielder activates this ability with a command word and can shut it off by repeating the command word.

Purchase DC Modifier

+1

Cold Resistance

A suit of armor or a shield with this enchantment normally has a bluish, icy hue or is adorned with furs. The armor absorbs the first 10 points of cold damage per attack that the wearer would normally take (similar to the Resist Energy spell).

Purchase DC Modifier

+2

Damage Reduction (armor only)

This suit of armor grants the wearer damage reduction of a specific type:

<u>Table: Damage Reduction Purchase Modifiers</u>	
Damage Reduction	Purchase DC Modifier
5/+1	+1
10/+1	+2

Electricity Resistance

A suit of armor or a shield with this enchantment normally has a bluish hue and often bears a storm or lightning motif. The armor absorbs the first 10 points of electrical damage per attack that the wearer would normally take (similar to the Resist Energy spell).

Purchase DC Modifier

+2

Fire Resistance

A suit of armor or a shield with this enchantment normally has a reddish hue and often is decorated with a draconic motif. The armor absorbs the first 10 points of fire damage per attack that the wearer would normally take (similar to the Resist Energy spell).

Purchase DC Modifier

+2

Fortification

This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally:

<u>Table: Fortification Purchase Modifiers</u>		
Fortification Type	Chance for Normal Damage	Purchase DC Modifier
Light	25%	+1
Moderate	75%	+2
Heavy	100%	+3

Ghost Touch

This armor or shield seems almost translucent. Both its enhancement bonus and its armor bonus count against the attacks of incorporeal creatures. Further, it can be picked up, moved, and worn by incorporeal creatures at any time. Incorporeal creatures gain the armor or shield's enhancement bonus against both corporeal and incorporeal attacks, and they can still pass freely through solid objects.

Purchase DC Modifier

+2

Glamered (armor only)

A suit of armor with this capability appears normal. Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when glamered. Only a True Seeing spell or similar magic reveals the true nature of the armor when disguised.

Purchase DC Modifier

+1

Shadow (armor only)

This type of armor is jet black and blurs the wearer whenever he or she tries to hide, granting a +5 competence bonus on Hide checks (essentially a bonus for an extremely favorable condition). This bonus does not stack with obscuring or blinding-based Hide check bonuses. (The armor's armor check penalty still applies normally.)

Purchase DC Modifier

+1

Silent Moves (armor only)

This armor is well oiled and magically constructed so that it not only makes little sound, but it dampens sound around it. It adds a +10 competence bonus on its wearer's Move Silently checks. (The armor's armor check penalty still applies normally.)

Purchase DC Modifier

+1

Slick (armor only)

Slick armor seems coated at all times with a slightly greasy oil. It adds a +5 competence bonus on its wearer's Escape Artist checks. (The armor's armor check penalty still applies normally.)

Purchase DC Modifier

+1

Sonic Resistance

A suit of armor or a shield with this enchantment normally has a glistening appearance. The armor absorbs the first 10 points of sonic/concussion damage per attack that the wearer would normally take (similar to the Resist Energy spell).

Purchase DC Modifier

+2

Spell Resistance (armor only)

This enchantment grants the armor's wearer spell resistance while the armor is worn.

<u>Table: Spell Resistance Purchase Modifiers</u>	
Spell Resistance	Purchase DC Modifier
15	+1
19	+2
23	+3

Sponsorship

This suit of armor or a shield is emblazoned with corporate logos, emblems, and advertisements. The armor gains no special benefits but is cheaper to purchase.

Purchase DC Modifier

-2

Weapons

Bladegun

A bladegun is a magic pistol that transforms into a magic short sword (and back again) upon command. Each bladegun is a specific make of handgun. The handgun and short sword versions of the weapon possess the same enhancement bonus (+1 to +3). Turning the handgun into a short sword-and vice versa- takes a move action. A bladegun in handgun form must be loaded with ammunition to fire (as any gun).

Type

Weapon (magic)

Caster Level

9th

Purchase DC

16 + pistol's purchase DC (+1), 21 + pistol's purchase DC (+2), 26 + pistol's purchase DC (+3)

Weight

Varies (as pistol or short sword).

Chain Saw of the Psycho

This battered chain saw has a +1 to +3 enhancement bonus. It constantly drips oil and small amounts of blood, and it does not require gas to activate. The chain saw deals x3 damage (instead of x2 damage) on a successful critical hit.

Any creature with a good allegiance who handles a chain saw of the psycho gains two negative levels. These negative levels remain so long as the chain saw is in hand and disappear when it is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way while the chain saw is wielded.

Type

Weapon (magic)

Caster Level

10th

Purchase DC

25 (+1), 30 (+2), 35 (+3)

Weight

10 lbs.

Cloudkill Grenade

This smoke grenade contains greenish ooze. When used, it releases a pungent green cloud, as the Cloudkill spell cast by a 9th-level Mage. The grenade is destroyed once used. The price listed is for a box of six grenades.

Type

Weapon (magic)

Caster Level

9th

Purchase DC

30 (per box)

Weight

2 lbs. (per grenade).

Deadeye Rifle

The deadeye rifle is a Barrett Light Fifty sniper rifle with an enhancement bonus of +1 to +3. The stock is covered with elaborate runes, and the deadeye rifle is considerably lighter than a normal Barrett Light Fifty. The rifle's wielder suffers no penalties for 5 range increments, with each additional increment accruing only a -1 penalty.

Type

Weapon (magic)

Caster Level

5th

Purchase DC

42 (+1), 47 (+2), 52 (+3)

Weight

20 lbs.

Demolition Hammer

This weapon resembles a standard sledgehammer (use the warhammer statistics) with runes carved into its wooden handle. Besides its enhancement bonus (+1 to +3), the hammer has a Destroy seed incantation bound into it that the wielder may activate once per day after a successful melee attack. The target must succeed at a Fortitude save (DC 20) or take 10d6 points of damage. If the target is reduced to -10 hit points or less (or a construct, object, or undead is reduced to 0 hit points), it is destroyed as if disintegrated, leaving behind only a trace of fine dust.

Type

Weapon (magic)

Caster Level

11th*

Purchase DC

30 (+1), 35 (+2), 40 (+3)

Weight

8 lbs.

Thunderclap Taser

This taser releases a deafening blast of thunder when it strikes an opponent. It deals normal damage (1d4 electrical) plus an additional 2d6 points of sonic/concussion damage. The taser's battery is exhausted after a successful hit and must be replaced after each use.

Type

Weapon (magic)

Caster Level

5th

Purchase DC

20

Weight

1 lb.

Magic Weapon Special Abilities

Most magic weapons have a +1 or better enhancement bonus. They can also have special abilities detailed here. A weapon with a special ability must have at least a +1 enchantment bonus.

Acidic

Upon command, this weapon drips with acid. The acid does not harm the hands that hold the weapon. These weapons deal +1d6 points of bonus acid damage on a successful hit. Ranged weapons so enchanted bestow the energy type upon their ammunition.

Purchase DC Modifier

+1

Bane

A bane weapon excels at attacking a specific kind of creature (such as black dragons, ogres, or trolls). Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus and deals +2d6 points of bonus damage against the foe.

Purchase DC Modifier

+2

Brilliant (melee weapons only)

A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item's weight. It gives off light as a torch (20-foot radius). A brilliant energy weapon ignores nonliving matter. Equipment and enhancement Defense bonuses do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, and objects. Ranged weapons cannot be enchanted with this ability.

Purchase DC Modifier

+3

Chaotic

This weapon is infused with the power of chaos. It deals +2d6 points of bonus damage against any creature with an allegiance to law. It bestows one negative level on any creature with the law allegiance attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way while the weapon is wielded. Ranged weapons so enchanted bestow the power upon their ammunition.

Purchase DC Modifier

+1

Dancing

A dancing weapon can be loosed (requiring a move action) to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. It never leaves the side of the one who loosed it (never straying more than 5 feet) and fights on even if that creature falls. The wielder who loosed it can grasp it while it is attacking on its own as a free action, but when so retrieved it can't dance (attack on its own) again for 4 rounds.

Purchase DC Modifier

+3

Defending (melee weapons only)

A defending weapon allows the wielder to transfer some or all of the weapon's enhancement bonus to his or her Defense as a special bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his or her turn before using the weapon, and the effect to Defense lasts until his or her next turn. This ability cannot be placed on ranged weapons.

Purchase DC Modifier

+2

Disruption (melee weapons only)

This type of weapons deals +2d6 points of damage to undead creatures.

Purchase DC Modifier

+1

Distance (ranged weapons only)

A weapon of distance doubles its range increment.

Purchase DC Modifier

+2

Energy Blast

Energy blast weapons come in five types: acid blast, fiery blast, icy blast, electrical blast, and concussive blast. A burst weapon explodes with the appropriate energy type (acid, cold, electricity, fire, or sonic/concussion) upon scoring a successful critical hit. The energy does not harm the hands that hold the weapon. These weapons deal +1d10 points of bonus energy damage (of the requisite type) on a successful critical hit. If the weapon's critical multiplier is x3, add +2d10 points of bonus energy damage instead, and if the multiplier is x4, add +3d10 points of bonus energy damage. Ranged weapons so enchanted bestow the energy upon their ammunition.

Any electrical device that is damaged by a shocking blast weapon has its electronics scrambled. A successful Repair check (DC 10 + the damage dealt) fixes the short.

Subjects dealt a critical hit by a concussive blast weapon must make a Fortitude save (DC 14) or be deafened permanently.

Purchase DC Modifier

+2

Flaming

Upon command, this weapon bursts into flame. The flame does not harm the hands that hold the weapon. These weapons deal +1d6 points of bonus fire damage on a successful hit. Ranged weapons so enchanted bestow the energy type upon their ammunition.

Purchase DC Modifier

+1

Frost

Upon command, this weapon is engulfed in a bluish nimbus of cold energy. The cold does not harm the hands that hold the weapon. These weapons deal +1d6 points of bonus cold damage on a successful hit. Ranged weapons so enchanted bestow the energy type upon their ammunition.

Purchase DC Modifier

+1

Ghost Touch (melee weapons only)

A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. Further, it can be picked up and moved by incorporeal creatures at any time.

Purchase DC Modifier

+1

Holy

This weapon is infused with holy power. It deals +2d6 points of bonus damage against any creature with an allegiance to evil. It bestows one negative level on any creature with the evil allegiance attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way while the weapon is wielded. Ranged weapons so enchanted bestow the power upon their ammunition.

Purchase DC Modifier

+1

Keen (slashing weapons only)

This enchantment doubles the threat range of a weapon.

Purchase DC Modifier

+1

Lawful

This weapon is infused with the power of law. It deals +2d6 points of bonus damage against any creature with an allegiance to chaos. It bestows one negative level on any creature with the chaos allegiance attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way while the weapon is wielded. Ranged weapons so enchanted bestow the power upon their ammunition.

Purchase DC Modifier

+1

Merciful

The weapon deals +1d6 points of damage, and all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until commanded to resume it. Ranged weapons so enchanted bestow the merciful effect upon their ammunition.

Purchase DC Modifier

+1

Mighty Cleaving (melee weapons only)

This weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round. Only one extra cleave attempt is allowed per round.

Purchase DC Modifier

+2

Returning (thrown weapons only)

A returning weapon returns to the thrower's hand at the beginning of his or her next turn.

Purchase DC Modifier

+1

Shocking

Upon command, this weapon crackles with lightning. The electricity does not harm the hands that hold the weapon. These weapons deal +1d6 points of bonus electricity damage on a successful hit. Ranged weapons so enchanted bestow the energy type upon their ammunition.

Any electrical device damaged by a shocking weapon has its electronics scrambled. A successful Repair check (DC 10 + the damage dealt) fixes the short.

Purchase DC Modifier

+1

Speed

A weapon of speed allows the wielder one single extra attack each round at his or her highest bonus.

Purchase DC Modifier

+3

Thundering

Upon command, this weapon resonates with sonic energy. These weapons deal +1d6 points of bonus sonic/concussion damage on a successful hit. Ranged weapons so enchanted bestow the energy type upon their ammunition.

Purchase DC Modifier

+1

Unholy

This weapon is infused with unholy power. It deals +2d6 points of bonus damage against any creature with an allegiance to good. It bestows one negative level on any creature with the good allegiance attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way while the weapon is wielded. Ranged weapons so enchanted bestow the power upon their ammunition.

Purchase DC Modifier

+1

Wounding (melee weapons only)

This weapon deals damage to a creature such that a wound it inflicts bleeds for 1 point of damage per round thereafter in addition to the normal damage the weapon deals. Multiple wounds from the weapon result in cumulative bleeding loss. The bleeding can only be stopped by a successful Treat Injury check (DC 15) or the application of any cure spell or other healing spell.

Purchase DC Modifier

+3

Potions

A potion is a single-use elixir that either duplicates a spell of 3rd level or lower or bestows some other temporary, spell-like effect upon the imbiber. Despite the name, potions can take many forms-oils, pills, perfumes, and colognes represent a few variations.

L'eau de Tigre

This perfume or cologne grants a +5 circumstance bonus on Bluff and Sense Motive checks for 1 hour.

Caster Level

2nd

Purchase DC

20

Potion of Mechanical Aptitude

This potion makes the imbiber more proficient in understanding how technological devices work. He or she gains a +5 circumstance bonus on Computer Use and Repair checks for 1 hour.

Caster Level

6th

Purchase DC

16

Potion of Vehicle Handling

This bubbly potion temporarily sharpens the drinker's driving and piloting skills, granting a +5 circumstance bonus on Drive and Pilot checks for 1 hour.

Caster Level

6th

Purchase DC

16

Potion of Wall Walk

This viscid potion allows its imbiber to move across vertical surfaces or ceilings as easily as he or she can walk on the ground, and hold items and wield weapons normally while doing so.

Caster Level

6th

Purchase DC

16

Vaporex (Potion of Gaseous Form)

This potent elixir or capsule renders the imbiber gaseous, as per the Gaseous Form spell. The effect lasts 5 minutes.

Caster Level

5th

Purchase DC

25

Rings

A ring is a circular metal band worn on the finger that contains a spell-like effect (often an effect that persists as long as the ring is worn).

Sample rings include the following:

Cat's Eye Ring

This ring grants the wearer continuous low-light vision. In addition, once per day, the wearer may transform into a cat (as the Baleful Polymorph incantation, but with no skill checks or additional components required). The wearer can turn back into his or her own form at any time. Either way, the transformation takes a move action to complete.

The wearer retains his or her Intelligence, Wisdom, and Charisma scores in cat form, during which the ring takes the form of a handsome collar.

Type

Ring (magic)

Caster Level

12th*

Purchase DC

37

Decoder Ring

This cheap-looking tin ring has a small dial adorned with letters of the alphabet. It grants its wearer a +10 equipment bonus on Decipher Script checks. Note that understanding does not necessarily imply spell use.

Type

Ring (magic)

Caster Level

5th

Purchase DC

30

Ring of Algos

This iron signet ring has a Sigil of Algos (see Incantations) carved into its setting. Any time the wearer shakes hands with another living creature, he or she may activate the ring's power (as an attack action). The two parties shaking hands make opposed Will saves, although the ring's wearer gets to add his or her Charisma bonus to his or her save. Whoever has the lower result receives a -4 penalty to all attack rolls, skill checks, and saving throws for the next 12 hours.

Type

Ring (magic)

Caster Level

11th*

Purchase DC

36

Ring of Cold Cocking

This brass ring is shaped like a fist. The wearer can make an unarmed attack against a flat-footed opponent as if he or she had the Knockout Punch feat, even if he or she doesn't have the prerequisites.

Type

Ring (magic)

Caster Level

5th

Purchase DC

30

Ring of Lockpicking

On command, this ring releases several lockpicks, tongs, and tiny mechanical arms designed to fit into any Fine or Diminutive lock. The ring grants a +5 equipment bonus on Disable Device checks when picking or disabling mechanical or electronic locks.

Type

Ring (magic)

Caster Level

3rd

Purchase DC

28

Ring of Lyssa

This ring is made of delicate silver threads forged in a pattern of thorny brambles with a single blood-red ruby set in the center. Anyone who puts on this cursed ring suffers the effects of a Sigil of Lyssa incantation for as long as the ring is worn (Will save, DC 28, negates). When the ring is removed, the victim must make a second Will save (DC 28) or suffer the effects for an additional 16 minutes.

Type

Ring (magic)

Caster Level

12th*

Purchase DC

37

Ring of Surveillance Detection

This ring pulses dimly when electronic devices are monitoring the wearer. The ring can detect a working video camera, microphone, motion detector, or other sensor within 50 feet. By taking a full-round action, the wearer can locate the direction and distance to the device. It grants a +5 circumstance bonus on Search checks when trying to find concealed monitoring devices.

Type

Ring (magic)

Caster Level

5th

Purchase DC

30

Ring of Via Negativa

This ring is set with a black pearl and allows its wearer to cast Via Negativa three times per day. Activating the ring is an attack action.

Type

Ring (magic)

Caster Level

7th

Purchase DC

32

Staffs

Staffs are long shafts of wood, metal, or other materials that store a specific combination of spells.

Doppler Staff

This staff is unusual in that it performs only one function-albeit a considerable one. Crafted from sandalwood carved with cloud patterns spiraling up its shaft, the doppler staff requires that the user hold it above his or her head using both hands. The staff enables its user to cast a Control Weather incantation without secondary casters. The staff also grants a +4 equipment bonus on all Knowledge (arcane lore) checks to successfully complete the incantation. Each attempted use costs one charge, even if the incantation fails.

Type

Staff (magic)

Caster Level

11th (arcane)

Purchase DC

41

Weight

5 lbs.

Staff of Swarms

This polished black staff often doubles as a walking cane, one end of which is capped with an ornate silver insect or arachnid. The staff has a number of uses, some identical to the corresponding divine spell. Each time the staff is used, it depletes a certain number of charges. A fully-charged staff holds 50 charges.

- Shadowmoth Plague (lasts 9 minutes); uses 1 charge.
- Crawling Carpet (lasts 9 minutes); uses 1 charge.
- Rage of Bees (lasts 9 minutes); uses 2 charges.

Type

Staff (magic)

Caster Level

9th (divine)

Purchase DC

45

Weight

5 lbs.

Staff of the Urban Jungle

This staff is crafted from a long piece of rebar and topped with a variety of bangles, including doll heads, wires, and bolts. It requires that the user hold it forth in at least one hand.

The staff has a number of uses, some identical to the corresponding arcane spell. Each time the staff is used, it depletes a certain number of charges. A fully-charged staff holds 50 charges.

- Arcane Graffiti; uses no charges.
- Change Self; uses 1 charge.
- Power Device (lasts 90 minutes); uses 1 charge.
- Burglar's Buddy (lasts 9 minutes; Will save DC 14); uses 1 charge.
- Nondetection (lasts 9 hours; Will save DC 15); uses 1 charge.
- Synchronicity (lasts 90 minutes; Will save DC 17); uses 2 charges.

Type

Staff (magic)

Caster Level

9th (arcane)

Purchase DC

45

Weight

5 lbs.

Staff of Voltage

This staff is made from a solid piece of copper and etched with lightning bolts or electrical symbols resembling circuitry. It requires that the user hold it forth in at least one hand. A fully-charged staff holds 50 charges. The staff has a number of uses, some identical to the corresponding arcane spell. Each time the staff is used, it depletes a certain number of charges.

- Degauss (by touch); uses 1 charge.
- Electromagnetic Pulse (DC 15); uses 1 charge.
- Lightning Bolt (9d6 points of electricity damage; Reflex save DC 15); uses 1 charge.

Type

Staff (magic)

Caster Level

9th (arcane)

Purchase DC

40

Weight

5 lbs.

Tattoos

Tattoos are single-use “items” containing a spell-like effect that effects only the bearer.

Sample tattoos include the following:

Broken Arrow Tattoo

The bearer of the tattoo, which usually looks like a broken arrow, gains damage reduction 10/+2 against ranged weapons that fire arrows, bolts, or bullets (as per the Protection from Arrows/Bullets spell). The effect lasts for 50 minutes.

Type

Tattoo (magic)

Caster Level

5th (arcane)

Purchase DC

20

Bullseye Tattoo

The bearer of this bullseye tattoo gains a +20 insight bonus on his or her next single attack, as per the True Strike spell. The attack ignores any miss chance that applies to attacks against a concealed target.

Type

Tattoo (magic)

Caster Level

1st (arcane)

Purchase DC

17

Caduceus Tattoo

This tattoo is usually shaped like a medical caduceus (a pair of serpents entwined around a staff). Activating the tattoo triggers a Caduceus incantation that affects a single target: the bearer or another creature touched by the bearer. The effects are instantaneous, and once the tattoo is successfully created, no skill checks are required to activate the spell and there is no chance of the incantation failing.

The magic of the Caduceus tattoo immediately ends any and all of the following adverse conditions affecting the target: temporary ability damage (but not permanent ability drain), blindness (including dazzled effects), confusion or insanity, daze, deafness, fatigue, exhaustion, feeble-mindedness, nausea, and poison. It also cures up to 150 points of damage. A single tattoo is enough to simultaneously achieve all these effects. The tattoo's magic also removes negative levels, but it does not restore permanently drained levels.

Type

Tattoo (magic)

Caster Level

11th*

Purchase DC

26

*See the Incantation-Based FX Items sidebar.

Tattoo of Spell Resistance

This tattoo comes in various patterns, although tribal bands around the forearm or bicep are the most common. The bearer of this tattoo gains SR 21 for 9 minutes once the tattoo is activated.

Type

Tattoo (magic)

Caster Level

9th (divine)

Purchase DC

24

Wondrous Items

Wondrous items include anything that doesn't fall into the other groups, including jewelry, tools, books, apparel, and gadgets.

Sample wondrous items include the following:

Air Duct Infiltration Suit

This is a pale blue pair of coveralls, like the kind worn by many janitors, that are favored by corporate spies. Four times per day, the wearer can use the suit to trigger a Gaseous Form spell, allowing him or her to travel through a building's air ducts.

Type

Wondrous Item (magic)

Caster Level

5th

Purchase DC

32

Weight

2 lbs.

Animated Tools

Two different sets of animated tools exist: the "mechanoset" is designed for mechanical devices, while the "electroset" is intended for electrical devices. When used like ordinary tools, animated tools operate as a deluxe tool kit of the appropriate type (+2 equipment bonus on Repair checks), although they have the same size and weight as a basic kit.

On command, the tools animate and begin repairing a single damaged item of the appropriate type. The animated tools must be placed within 5 feet of the item to be repaired, and the user must remain within 30 feet for the duration of the repairs. When used in this manner, the animated tools act as though they have 10 ranks in the Repair skill (Repair +10). The animated tools have a hardness of 10 and 10 hit points (total). They cannot be commanded to attack.

Type

Wondrous Item (magic)

Caster Level

9th

Purchase DC

34

Weight

12 lbs. (electronic) or 22 lbs. (mechanical).

ARCANOBOTS Action Figure

ARCANOBOTS action figures are durable, articulated, collectible robots powered by magic (though to most of the world, this is just marketing hyperbole). When powered by magic batteries (as opposed to normal batteries), they respond to the verbal commands of their owners. They come equipped with pop-out jet wings and miniature “death ray” guns that deal light sonic/ concussion damage (unless powered by normal batteries, in which case they fire harmless beams of light).

An ARCANOBOT filled with magic batteries operates for 24 hours, at which point it becomes an inanimate, normal toy.

Magic batteries can be obtained from the manufacturer’s web site (purchase DC 36); most visitors to the web site (who don’t recognize the ARCANOBOTS’ true magical nature) assume that the high-cost “magic” batteries are a joke or publicity stunt. Only those with a true understanding of Shadow are likely to pay the price to unlock the ARCANOBOTS actual potential. An ARCANOBOT action figure has the following statistics:

Stats

- Challenge Rating: 1/4
- Type: Diminutive Construct
- Hit Dice: 1/8 d10
- Hit Points: 1
- Initiative: +3
- Speed: 10 ft., Fly: 30 ft. (good)
- Defense: 17, Touch: 17, Flat-footed: 14 (+3 Dex, +4 size)
- Base Attack Bonus: +0
- Grapple: -16
- Attack: +0 melee (1d2-4 nonlethal, unarmed strike) or +3 ranged touch (1d3 sonic/concussion, “Death Ray”)
- Full Attack: +0 melee (1d2-4 nonlethal, unarmed strike) or +3 ranged touch (1d3 sonic/concussion, “Death Ray”)
- Fighting Space: 1 ft. by 1 ft.
- Reach: 0 ft.
- Special Qualities: Darkvision 60 ft., Construct immunities
- Allegiances: creator or owner
- Saves: Fort: +0, Ref: +3, Will: -5
- Action Points: 0
- Reputation: +0
- Abilities: Strength: 3, Dexterity: 16, Constitution: -, Intelligence: -, Wisdom: 1, Charisma: 1

Type

Wondrous Item (magic)

Caster Level

10th

Purchase DC

5 (does not include magic batteries)

Weight

1 lb.

Backpack of Holding

This appears to be a common daypack, typically used by students and hikers. The backpack of holding opens into a nondimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the backpack, it weighs a fixed amount. This weight, and the limits in weight and volume of the backpack's contents, depend on the backpack's type, as shown below.

<u>Table: Backpack of Holding Types</u>				
Pack Type	Weight	Weight Limit of Contents	Volume Limit of Contents	Purchase DC
Light backpack	2 lbs.	250 lbs.	30 cu. ft.	34
Medium backpack	5 lbs.	500 lbs.	70 cu. ft.	36
Heavy backpack	8 lbs.	1,000 lbs.	150 cu. ft.	38
Jumbo backpack	20 lbs.	1,500 lbs.	250 cu. ft.	41

If the backpack is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If a backpack of holding is turned inside out, its contents spill out, unharmed, but the backpack must be put right before it can be used again. If living creatures are placed within the backpack, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a backpack of holding is a move action unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action.

Type

Wondrous Item (magic)

Caster Level

9th

Purchase DC

Varies

Weight

Varies.

Bad Hair Day Clip

At first this seems like a cheap, plastic hair clip of the kind found in most convenience stores, but closer inspection reveals a tiny rune carved into the grip. This cursed item contains a version of the Afflict incantation seed that causes the person wearing it to suffer a -4 morale penalty on all saving throws, Charisma checks, and Charisma-based skill checks. Removing the hair clip requires a Remove Curse or Break Enchantment spell.

Type

Wondrous Item (magic)

Caster Level

11th*

Purchase DC

39 (often sold as a mundane hair clip, purchase DC 1)

Camera of Soul Stealing

This bulky, old-fashioned instant camera steals the life force of anyone caught in its field of view. Once per day, the user of the camera of soul stealing can take a picture (the camera does not need to be loaded with film). Anyone within a 30-foot cone must succeed at a Will save (DC 20) or gain 1d4 negative levels. If a creature successfully makes the Will save, it is permanently immune to the effects of that camera of soul stealing.

The pictures taken by the camera of soul stealing are black and white, and they possess a horrific, mind-bending quality such that people look gaunt and haunted, objects are twisted in a sinister way, and shadows seem darker and menacing.

Type

Wondrous Item (magic)

Caster Level

10th

Purchase DC

37

Weight

5 lbs.

Demonic Biker's Jacket

This worn and faded leather jacket is covered with spikes, rivets, and metal chains. A large skull shrouded in flame adorns the back. The jacket makes the wearer look dangerous and menacing, granting a +4 equipment bonus on Intimidate checks. Once per day, the wearer's hands can transform into gnarled talons for up to 10 rounds. The transformation allows the jacket's wearer to make unarmed strikes without provoking attacks of opportunity. The wearer deals 1d6 points of lethal damage (plus Strength modifier, if any) with each successful unarmed strike.

Type

Wondrous Item (magic)

Caster Level

5th

Purchase DC

35

Weight

4 lbs.

Driving Ace Gloves

These snug, leather racing gloves provide a +5 equipment bonus on all Drive checks while operating a land vehicle (no benefit for boats, planes, or helicopters). Both gloves must be worn for the magic to be effective.

Type

Wondrous Item (magic)

Caster Level

5th

Purchase DC

33

Eagle Eye Sunglasses

These stylish sunglasses grant superior vision as well as protecting the wearer's eyes from bright lights and UV rays. The sunglasses grant a +5 equipment bonus on Spot checks made in brightly lit locations.

Type

Wondrous Item (magic)

Caster Level

3rd

Purchase DC

31

Eldritch Cell Phone

This cell phone has an unusually long and odd-shaped antenna but is otherwise nondescript. It has the ability to connect to any other phone regardless of weather conditions or distance. The connection has a slight warble to it, but is otherwise free of static and other interference. If the person being contacted doesn't have a phone, the eldritch cell phone automatically dials the phone nearest to the individual (even though the contact might be unable to reach it). Furthermore, the eldritch cell phone magically encrypts the conversation so that anyone who taps into the conversation (using a cellular interceptor or other hardware) hears only gibberish.

The eldritch cell phone has a built-in caller ID defeater and cannot be traced by mundane technology.

Type

Wondrous Item (magic)

Caster Level

3rd

Purchase DC

32

Fabric of Style

This bolt of fine, silky fabric is wrapped around a person's body. On command, fabric of style turns into a any sort of outfit of excellent quality, but does not include accessories like jewelry, watches, and so forth. Fabric of style also grants a +2 equipment bonus on Charisma checks and Charisma-based skill checks while worn. The style of outfit can be changed, but the fabric of style must be removed and donned again, requiring a full-round action. If any part of the outfit is removed, the fabric of style turns back into the bolt of cloth.

Type

Wondrous Item (magic)

Caster Level

7th

Purchase DC

36

Weight

3 lbs.

Fuel Tablets

These amber-colored tablets come in bottles of ten. Each fuel tablet transforms into liquid or gaseous fuel (gasoline, diesel, kerosene, jet fuel, or propane) when dropped into the fuel tank of a vehicle or other machine. The fuel completely fills the tank, but is otherwise like regular fuel and is destroyed once used.

Type

Wondrous Item (magic)

Caster Level

3rd

Purchase DC

29 (per bottle)

Glasses of Minute Seeing

These normal looking glasses have specially crafted lenses. When worn, they grant the wearer a +5 equipment bonus on Search checks to locate or identify features such as tiny seams, marks, cracks, or imperfections.

Type

Wondrous Item (magic)

Caster Level

3rd

Purchase DC

31

Haz-Mat Gloves

These elbow-length, optic yellow gloves are made of coarse, stiff material. The wearer gains acid, cold, and fire resistance 10 so long as both gloves are worn.

Type

Wondrous Item (magic)

Caster Level

7th

Purchase DC

35

Weight

5 lbs.

Hidden Holster

This concealed carry holster can hold any handgun and grants a +5 circumstance bonus on Sleight of Hand checks to conceal the weapon. The bonus applies to physical searches as well as casual inspection.

Type

Wondrous Item (magic)

Caster Level

5th

Purchase DC

33

Weight

0.5 lb.

Instant Ice Box

This item looks like an ordinary 1-foot-wide, 3-foot-long, and 1.5-foot-deep picnic cooler with a 2-inch-thick plastic cover. The only apparent difference are the three buttons on the clasp. When the lid is closed and one or more of the buttons are pressed, the instant ice box will magically cool any materials placed inside for as long as the lid remains closed. If the lid is opened, the effect ends. The cooler has a total of 50 charges that can be spent in three different ways.

- Chill (uses 1 charge): If any one of the buttons is pressed, the box chills all the contents to a temperature of 40°F (4.5°C), as though placed in a domestic refrigerator.
- Preserve (uses 2 charges): If any two of the buttons are pressed, the box chills all the contents to a temperature of 0°F (-18°C), as though placed in a domestic freezer.
- Freeze (uses 3 charges): If all three buttons are pressed, the box chills all the contents to a temperature of -27°F (-32.75°C), about the temperature used for storing freeze-dried medical supplies.

An instant ice box drained of all charges functions as an ordinary cooler.

Type

Wondrous Item (magic)

Caster Level

7th

Purchase DC

33

Weight

5 lbs.

Invisifinder Goggles

These military-grade night vision goggles are carved with runes and other occult symbols. In addition to the benefits of regular night-vision goggles, they also allow the wearer to See Invisibility as the spell.

Type

Wondrous Item (magic)

Caster Level

3rd

Purchase DC

31

Weight

3 lbs.

Lucky Deck

This ordinary looking deck of playing cards usually features a stylized genie or similar image on the backs of its cards. The lucky deck grants its owner a +5 luck bonus on Gamble checks involving card games (such as poker or single-deck blackjack). To become the owner, a person must keep the deck on his or her person for 24 continuous hours.

Type

Wondrous Item (magic)

Caster Level

3rd

Purchase DC

31

Lucky Dice

These ordinary looking, casino-grade dice grant a +5 luck bonus on Gamble checks when used for any dice games (such as craps). Because they work for anyone who uses them, the user typically palms them between throws to avoid suspicion (requiring a separate Sleight of Hand check).

Type

Wondrous Item (magic)

Caster Level

3rd

Purchase DC

31

Lucky Suit

A polyester suit consisting of a garish plaid jacket and lime green pants, the lucky suit protects the wearer from ranged attacks as though he or she had total concealment (50% miss chance). The suit doesn't actually conceal or displace the wearer, but helps the wearer avoid range attacks that might normally hit. The concealment doesn't apply to melee attacks. The wearer also gains a +2 luck bonus on Reflex saves.

Type

Wondrous Item (magic)

Caster Level

7th

Purchase DC

38

Weight

3 lbs.

Magic Billiard-Ball

Once per day, this otherwise normal looking toy Magic Billiard-Ball can be used to cast Augury (as by a 5th-level Acolyte). To activate this ability, the user must state the question out loud and shake the Magic Billiard-Ball. It provides no answers whatsoever if used more than once in a 24-hour period.

Type

Wondrous Item (magic)

Caster Level

3rd

Purchase DC

30

Medicine Bundle

This small leather pouch, filled with herbs and crystals, is adorned with small beads and feathers. While worn, it provides a +4 resistance bonus on Fortitude saves. The medicine bundle becomes useless once the wearer fails to make a save. Only one medicine bundle can be worn at a time for any benefit-wearing multiple medicine bundles negates the bonus.

Type

Wondrous Item (magic)

Caster Level

1st

Purchase DC

26

Muse Statuette

This six-inch-tall statuette of a beautiful woman animates and provides suggestions to the controller on ways to improve whatever art form they are working on (provided the user knows the appropriate verbal command). The statue grants a +5 circumstance bonus on any Craft (visual art or writing) skill check. The statue has a hardness of 5 and 5 hit points. If the muse statuette is destroyed, its owner takes a -10 penalty on Craft (visual art) and Craft (writing) checks for the next year. A Remove Curse spell negates this penalty.

Type

Wondrous Item (magic)

Caster Level

3rd

Purchase DC

31

Weight

2 lbs.

Parka of Warmth

This winter parka grants cold resistance 10 to the wearer. Unless the wearer takes actual damage, the parka of warmth keeps him or her at a constant comfortable temperature. This ability overlaps (does not stack) with any other cold resistance the wearer might have.

Type

Wondrous Item (magic)

Caster Level

5th

Purchase DC

33

Weight

3 lbs.

Pen of Invisible Ink

This pen looks like an old-fashioned calligraphy stylus, but contains its own magical supply of black ink. Any letter printed with this pen appears normal until the user speaks a name and blows upon the paper. Once spoken, the ink fades and can only be viewed by the person who was stated at the time of writing. If the name is not specific, then anyone with the same name will be able to read the message as normal.

A Read Magic spell will indicate that invisible ink has been used, but will not reveal the message. It is possible to create a nonmagical chemical compound (Craft [chemical] check, DC 25) that, when spread over the surface of the paper, reveals the message written in invisible ink.

A pen of invisible ink holds enough ink for 50 messages.

Type

Wondrous Item (magic)

Caster Level

3rd

Purchase DC

29

Quick-Draw Holster

Any handgun placed in this hip holster fits perfectly. The quick-draw holster allows its wearer to draw or holster the weapon as a free action (as though the wearer had the Quick Draw feat).

Type

Wondrous Item (magic)

Caster Level

3rd

Purchase DC

31

Weight

1 lb.

Replay Mirror

This 3-foot-by-3-foot mirror has an attractive, modern frame. Uttering a command word causes the mirror to “record” anything within its field of view, exactly like a video recorder, for 1 hour. One can also speak a command word instructing the mirror to begin recording anywhere up to 1 hour in the future. On command, the mirror can “replay” the images that it has captured (visual only, no audio).

The viewer can move back and forth to change viewing angles, just like looking in a regular mirror. The mirror recording can move in reverse, pause, and fast forward, just like a normal, high-quality VCR. The mirror can remember up to 3 hours of recordings, “erasing” the oldest images first.

Type

Wondrous Item (magic)

Caster Level

7th

Purchase DC

35

Weight

20 lbs.

Rod of Technology

This 18-inch-long metal rod is covered in wires and diodes, and topped with a large crystal. Six switches are built into its length. Each switch activates a special power of the rod.

- The first button turns the rod into a portable satellite telephone.
- The second button transforms the rod into a metal detector.
- The third switch turns the rod into a lock release gun.
- The fourth button transforms the rod into a GPS receiver.
- The fifth switch causes the rod’s crystal tip to shed bright light equivalent to a Light spell.
- The sixth button delivers an electrical pulse to any device touched by the rod’s crystal tip, duplicating the effects of a Power Device or Degauss spell (at the wielder’s discretion).

Type

Wondrous Item (magic)

Caster Level

1st

Purchase DC

29

Weight

6 lbs.

Shadow Detector

The Shadow detector looks like a normal hand-held metal detector, but is inscribed with a variety of occult runes. When waved over a living creature within 5 feet, it can determine whether it is a creature of Shadow (which includes Shadowkind characters). The Shadow detector works in the same way as a Detect Magical Aura, but only detects creatures of Shadow.

Type

Wondrous Item (magic)

Caster Level

3rd

Purchase DC

31

Weight

2 lbs.

Spectacles of Speed Reading

These octagonal-framed spectacles resemble ordinary reading glasses, but they have been enchanted with a version of the Bibliolalia incantation. While wearing these glasses, a character increases his or her reading speed to 10 pages per minute (or reduces required reading time to 20% of the listed time) and, for the 30 minutes following the completion of a book, has perfect recall of everything he or she read. After that, he or she must make a Research check (DC = one-fifth of the book's page count) to remember more than general information.

Type

Wondrous Item (magic)

Caster Level

11th*

Purchase DC

39

Stamps of Delivery

Normally found in books of six, stamps of delivery are large, ornate postage stamps bearing the image of the Greek god Hermes. A letter or package weighing no more than 5 pounds that bears a stamp of delivery will instantly transport to the address listed on the label (arriving at the appropriate mail slot, box, or in front of the main door if there isn't one). The stamp of delivery can be placed on any object (within the target weight), as long as it has the target address is labeled somewhere on its surface.

If successfully delivered, the stamp of delivery bears an illegible but visible postmark and cannot be used again. If the address is incorrect but actually exists, the package will deliver itself to that location. If the address labeled on the package does not exist, the package will not transport and the stamp of delivery will be rendered useless.

Type

Wondrous Item (magic)

Caster Level

7th

Purchase DC

32 (per book)

Tempus Fugit Watch

The tempus fugit watch is an antique gold pocket watch with numerous hands that do not seem to conform to the standard array of hours, minutes, and seconds. It uses long-forgotten and extremely powerful magic to stop time for a short while while enabling its wearer to move about freely. These watches are only found, as the secret of their manufacture has been lost.

Once per day, the tempus fugit watch can make time cease to flow for everyone but the wearer. In reality, the wearer speeds up so greatly that all other creatures seem frozen, though they are moving at their regular speed. The wearer is free to act for 1d4+1 rounds of apparent time. While the time stop is in effect, other creatures are invulnerable to the wearer's attacks and spells. Spells that affect an area and have a duration longer than the remaining duration of the time stop (such as Cloudkill) have their normal effects on other creatures once the time-stopping effect ends. Normal and magical fire, cold, gas, and the like can still harm the wearer during the time stop. The wearer cannot move or harm items held, carried, or worn by a creature stuck in normal time, but the wearer can affect any item that is not in another creature's possession. The wearer is not detectable while the effect lasts.

There is a 1% chance per use that the watch ceases to function after its last use. Once it ceases to function, the watch cannot be repaired.

Type

Wondrous Item (magic)

Caster Level

10th

Purchase DC

37

Token of Friendship

Tokens of friendship are tiny silver charms in various shapes strung on silver necklaces or bracelets. Groups of up to 10 charms (all of the same design) are enchanted at the same time with a version of the Satellite Tracking incantation. Anyone wearing one of these charms can, as a move equivalent action, determine the exact location of any other single person wearing another of the matched charms. As per the incantation, the charms provide only GPS coordinates.

Type

Wondrous Item (magic)

Caster Level

13th

Purchase DC

41

Translator's Earpiece

This tiny molded earpiece (which requires a successful Spot check, DC 20, to notice) lets the wearer speak and understand the language of any intelligent creature, whether it is a racial tongue or regional dialect (as per the Tongues spell, albeit continuously). It does not allow the wearer to understand or transcribe written foreign languages.

Type

Wondrous Item (magic)

Caster Level

5th

Purchase DC

33

Trench Coat of Useful Items

This appears to be an unremarkable black trench coat, but a character who dons it notes that it is adorned with small cloth patches in various shapes. Only the wearer of the trench coat can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created trench coat of useful items always has two each of the following patches:

- Flashlight, standard
- Knife
- Multipurpose tool
- Duct tape
- 150-foot-long rope
- Boltcutter

In addition, the trench coat has 2d6+4 other items, determined by rolling on the table below.

Table: Trench Coat of Useful Items Contents

d%	Result
01-08	Bundle of cash (increase Wealth bonus by +2)
09-15	Loaded flare gun (with 3 extra rounds)
16-22	Gas mask (with an extra filter canister)
23-30	Night vision goggles
31-44	24-foot-long metal ladder
45-51	Diamondback X-20 mountain bike
52-59	Steel handcuffs
60-68	Portable generator (with full tank of gas)
69-75	Fire extinguisher
76-83	Small bag of jewels (increase Wealth bonus by +4)
84-90	Cell phone (connects to any cellular network and works for 8 hours before becoming useless)
91-96	First aid kit
97-00	Roll twice more, ignoring results of 97-00

Type

Wondrous Item (magic)

Caster Level

9th

Purchase DC

35

Weight

1 lb.

Umbrella of Feather Falling

If this umbrella is open, the user can jump from any height and drift to the ground as though affected by a Feather Fall spell. The umbrella does not function if it is not open, although the user can attempt to do so while falling by succeeding at a Dexterity check (DC 10), taking no damage if successful. Failure indicates that the umbrella does not open in time, and the user takes the full damage from the fall.

Type

Wondrous Item (magic)

Caster Level

1st

Purchase DC

30

Weight

2 lbs.

Universal ID

This blank piece of plastic is the size of a credit card and can transform into any form of ID on command, including photo, holographic imprints, and watermarks (as per the Magic ID spell). It does not create a magnetic strip or other form of nonvisual information. The card must be held by the user for the image to be changed.

Type

Wondrous Item (magic)

Caster Level

1st

Purchase DC

29

Video Camera of True Seeing

This video camera is covered in runes and sigils. In addition to operating like a normal video camera, it is also capable of videotaping things unseen by normal eyes, as if through the True Seeing spell. The camera records invisible beings as well as the actual form of Shadow creatures with perfect clarity.

Type

Wondrous Item (magic)

Caster Level

9th

Purchase DC

37

Weight

2 lbs.

Watch of Speed

This modern looking wristwatch improves the wearer's concept of time, granting a +2 equipment bonus on initiative checks. This bonus stacks with other abilities that improve initiative, such as the Improved Initiative feat.

Type

Wondrous Item (magic)

Caster Level

5th

Purchase DC

33

Artifacts

Artifacts are wondrous items that are especially powerful, particularly difficult to craft, or unique. They are ancient relics whose origins are shrouded in mystery. Even the most powerful artificers cannot create artifacts, for they are items whose power has grown through time. They are true objects of legend and, in many cases, instigators or catalysts of world change.

Activating an Artifact

Unless otherwise noted, activating an artifact takes an attack action and does not provoke attacks of opportunity. Artifacts are activated by command word or use-activated.

Destroying an Artifact

Artifacts are unnaturally resilient and can only be destroyed by extraordinary means. The secret to destroying an artifact is often as well-guarded and mysterious as the artifact itself, requiring a successful Research check (DC 25) to uncover.

Destroying the artifact is even more arduous-and frequently the basis for an entire adventure.

To illustrate the difficulty of destroying an artifact, several means of destruction are presented below (and the GM is encouraged to devise other means).

- Locate and retrieve an ancient Babylonian scroll with a Transform seed incantation, which will turn the artifact into something that can be destroyed by conventional means.
- Use a Subjugate Outsider incantation to summon a powerful demon, then command it to take the artifact and plunge it into a pit of Hell.
- Find the living descendant of an ancient Mongol dynasty whose blood, when spilled on the artifact, will cause it to dissolve.
- Place the artifact on an altar in a Paris cathedral, then splash it with holy water from the Aspergillum of Saint Javier, which was stolen from the cathedral in the 15th century and was last seen in a private art collection in Singapore.
- Persuade or trick a red dragon emperor or empress into devouring the artifact, which will be consumed in the fires of its stomach.
- Locate an Egyptian brazier with the power to summon an efreeti noble, then use a wish to command the efreeti to smash the artifact with its great iron falchion.

Purchase DCs

Artifacts cannot generally be purchased on the open market, although a careless vendor might sell one inadvertently (by failing to realize its true nature or power). Since artifacts are often unique items, one must strike a deal with the current owner (who usually demands an exorbitant price). Players may not equip their characters with artifacts without their GM's permission.

For the purposes of reward values, an artifact's purchase DC is 30 + its FX modifier. The FX modifier depends on the item's nature, as shown below:

Table: Artifact Purchase DC Modifiers	
Artifact Effects	FX Modifier
Each single-use effect	-
Each continuous effect, permanent effect, or +3 enhancement bonus	+10
Each effect with a limited number of uses per day, or each +2 enhancement bonus	+7
Each effect with a limited number of charges, or each +1 enhancement bonus	+5

Examples of artifacts include the following.

Caesar's Shield

This is the shield that Julius Caesar carried with him from Britain to Egypt and back to Rome. The shield is said to have disappeared at roughly the same time Caesar was slain by ambitious senators. It has reportedly surfaced from time to time, appearing on auction blocks and being alternately decried as a forgery and contested in bidding wars more savage than any of Caesar's campaigns.

This +3 large shield, emblazoned with the image of a roaring lion's head, allows the bearer to wield any weapon as though he or she was proficient in its use. It also grants whatever weapon its bearer uses a +3 enhancement bonus. The bearer has damage reduction 10/+1 while grasping Caesar's shield as well.

Type

Artifact (magic)

Purchase DC

70

Weight

15 lbs.

Crescent of the Moon

Legend says that the stone blade of this ancient scythe is carved from rock that came from the moon. Given the age of the specimen, this seems patently impossible, but its previous owners have been unwilling to submit the crescent to scientific examination. Experts estimate that it was made during the early iron age, though why one would make a stone blade when metal ones were widely available, no one can say. The crescent has a long and colorful history as an object both desired and feared by pagan sects.

This +3 scythe, with images of the lunar cycle and baying wolves carved into its shaft, also has the quality of lycanthrope bane (gaining an additional +2 enhancement bonus and dealing an additional +2d6 points of damage to werewolves, wererats, and other lycanthropes).

Lunar Cycle Phase Effects

The crescent of the moon has other enchantments that activate only during specific phases of the lunar cycle. The following effects are active only from dusk to dawn on the days in question:

New Moon

On the three nights of the new moon, the crescent grants its wielder the ability to recognize lycanthropes by sight regardless of their current form-humanoid, hybrid, or animal.

Waxing

During the period of time between new and full moon, the crescent grants its wielder darkvision out to a range of 60 feet.

Full Moon

On the three nights of the full moon, the crescent grants its wielder the ability to throw him or herself into a violent rage once per night. This rage lasts 1d4+3 rounds, and the wielder cannot choose to end it prematurely. Beginning a rage is a free action.

In the rage, the wielder temporarily gains +4 Strength, +4 Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to Defense. The increased Constitution increases the wielder's hit points by 2 per level, but these hit points go away at the end of the rage when the Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.)

While raging, the wielder can take no action other than attacking; if there are no foes to attack, he or she must forfeit all actions until the rage has passed-he or she does not have to attack his or her friends.

At the end of the rage, the wielder is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for 1d4+3 rounds. The wielder may only fly into a rage during his or her action, not in response to somebody else's action.

Waning

During the period of time between full and new moon, the crescent grants its wielder the Scent special quality.

Type

Artifact (magic)

Purchase DC

68

Weight

12 lbs.

Cup of Curing

The origins of this gold chalice, crafted in intricate baroque patterns and encrusted with dozens of jewels, are as mysterious as its powers. At various times in history, the cup has been an object of worship for nearly every major religion-indeed, there is evidence that its possession has precipitated innumerable wars.

Any liquid drunk from the cup takes on amazing curative powers. One swallow cures all diseases, blindness, deafness, hit point damage, and all temporary ability damage. It also neutralizes poisons in the drinker's system (so that no additional damage or effects are suffered) and cures mental disorders caused by spells or injury to the brain.

A second swallow in the same sitting removes negative levels and restores permanently drained levels and ability scores.

A third swallow grants the drinker a +5 bonus on saving throws, attack rolls, and skill checks for one day.

A fourth swallow causes the drinker to glow with a brilliant white light. One round later, as the light grows brighter, anyone looking at the person must succeed at a Fortitude save (DC 25) or be struck blind for 2d6 minutes. On the next round, the drinker's body is completely consumed as the light flares-anyone still watching must succeed at a Fortitude save (DC 35) or be struck permanently blind. The following round the light ceases, and the cup of curing disappears along with any trace of the greedy drinker. No spell can divine where the cup goes or when it will surface again.

A character may drink from the cup on up to five different occasions. The sixth time, he or she immediately suffers consequences identical to drinking four times in a sitting.

Drinking from the cup is a move action that provokes attacks of opportunity.

Type

Artifact (magic)

Purchase DC

51

Weight

3 lbs.

Dagger of Eternal Unrest

The curved, black blade of this dagger leads into a hilt inlaid with human bones ending in a large black onyx gem. It is a relic formerly used by a cult that performed ritual sacrifices then brought their victims back from the grave as the walking undead. The dagger has a +3 enhancement bonus plus a secondary enchantment.

Three times per day, if the dagger is used in a successful coup de grace, the wielder may choose to have the blade cast Animate Dead on the victim. This creates a zombie under the control of the dagger's wielder. If the dagger changes hands, so too does the zombie's loyalty.

Type

Artifact (magic)

Purchase DC

47

Weight

1 lb.

Houdini's Watch Fob

This short length of gold chain with a belt clip on one end and a wooden fetish at the other once belonged to the famed stage magician Harry Houdini. The fetish is a crude, tiny carving of a human figure with strange glyphs gouged into its chest and back. Houdini, it is said, was never seen without this fob hooked to his belt-never, that is, except for the night that he died.

In the intervening years, the fob has passed through the hands of several collectors, all of whom swear that they will give the artifact a permanent home. Each owner, though, has fallen on hard times, passed away, or come to a particularly valid reason to sell the item less than a year after taking possession. The fob, it seems, does not want to stay in one place.

Anyone wearing the fob gains a +3 luck bonus on Reflex saves, as well as a +6 luck bonus on Balance, Bluff, Climb, Disguise, Escape Artist, Move Silently, and Tumble checks. Furthermore, the fob grants the wearer the Improved Initiative feat.

Type

Artifact (magic)

Purchase DC

50

Index of Alexandria

There are four copies of this large, leather-bound, illuminated tome believed to exist (although rumors perpetually circulate about more). They represent the life's work of a monk identified only as Ranald de St. Augustine (exactly which site named for St. Augustine remains unclear). They are Latin translations of a series of Greek scrolls attributed to Aristarchus of Samothrace-the last known librarian of the Great Library of Alexandria-that purport to be a complete index to the 40,000 volumes housed in that legendary temple to knowledge.

Reading the Index takes 40 days (which do not have to occur in a row). At the end of each day, the reader must make a Decipher Script check (DC 30) or that day's effort is lost.

Upon completing the book, the reader gains +4 Intelligence, +2 Wisdom, and a +3 insight bonus on all Knowledge (arcane lore, art, civics, earth and life sciences, history, physical sciences, tactics, or theology and philosophy) checks.

After completely reading the book, a person may return to the volume to try to glean specific information or insight on matters of ancient history, languages and translation, various sciences, theology, and philosophy. (It is up to the GM to decide whether or not a specific subject falls into one or more of these categories.) This requires 2d6 hours and a successful Research check (DC 25).

Type

Artifact (magic)

Purchase DC

60

Weight

30 lbs.

Sphere of Annihilation

A sphere of annihilation is a globe of absolute blackness, a ball of nothingness 2 feet in diameter. The sphere is actually a hole in the continuity of the universe. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, and utterly destroyed.

There are several known spheres of annihilation. Most belong to government agencies, some to universities or private research groups, and a few to private collectors. It is even feared that one or two have fallen into the hands of radical terrorist groups.

The origin of the spheres is uncertain, but the most common rumor is that they are all small pieces of a single original globe of annihilation. It is said that the globe is over 200 feet in diameter and that the U.S. government has it secreted away in an underground bunker in the Nevada desert.

A sphere of annihilation is static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort. The brain waves of the individual concentrating on moving it bend spatial fabrics, causing the hole to slide. The range of this control is 40 feet initially, then 40 feet + 10 feet per character level once control is established. Control is based on the character's Intelligence and level. (The higher his level, the greater his mental discipline.) The character adds his Intelligence bonus and character level and then applies the total to a 1d20 roll. To control the sphere, the DC is 30. The sphere's speed is 10 feet per round + 1 foot for every point by which the control check result exceeds 30.

If two or more characters vie for control of a sphere of annihilation, the rolls are opposed. If none is successful, the sphere slips toward the one who rolled lowest.

Should a teleport incantation be cast upon a sphere of annihilation, there is a 50% chance (a 01-50 result on d%) that the spell destroys it, a 34% chance (51-85) that the spell does nothing, and a 15% chance (86-100) that a gap is torn in the spatial fabric, resulting in a tremendous explosion. Everything within a 60-foot radius takes 2d6x10 points of damage. Dispel magic has no effect on the sphere, although a greater dispel magic incantation has a chance of succeeding (treat the sphere as a spell effect created by a 20th-level spellcaster for this purpose).

Type

Artifact (magic)

Purchase DC

40

Staff of Sorcerous Might

A long wooden staff, shod in iron and inscribed with sigils and runes of all types, this potent artifact had been sitting in a display case in the British National Museum for decades. No one knows exactly what caused it to release a lightning bolt, shattering the case, along with any illusions that it was just an ordinary decorative walking stick. Some people say it belonged to Merlin, Circe, or any one of a dozen other literary or historical sorcerers. Others say that it is just another magical piece of detritus that has come through Shadow in recent years. No one truly knows whether it is one of a kind, or if there are other staffs like it waiting to be found. In any case, it is one of the most powerful items that any spellcaster could possess.

The staff of sorcerous might gives the wielder spell resistance 23. It has several other spell powers, as well. Some the staff's powers drain charges, while others don't. A fully-charged staff of sorcerous might has 50 charges.

Spells

0 Charges

The following powers do not drain charges:

- Detect Magical Aura
- Hold Portal
- Light
- Mage Armor
- Mage Hand

1 Charge

The following powers drain 1 charge per usage:

- Dimension Door
- Dispel Magic
- Electromagnetic Pulse (Will save DC 15)
- Fireball (10d6 points of damage, Reflex save DC 15)
- Ice Storm
- Invisibility
- Knock
- Lightning Bolt (10d6 points of damage, Reflex save DC 15)
- Summon Vivilior IV

2 Charges

These powers drain 2 charges per usage:

- Cone of Cold (10d6 points of cold damage, Reflex save DC 17)
- Passwall
- Telekinesis (400 pounds maximum additional weight)

Other Abilities

A staff of sorcerous might has the following additional spell-like abilities:

Absorb

As an readied action, the staff's wielder can draw spells or spell-like abilities into the staff. The magic absorbed must be a single-target spell or a ray directed either at the character possessing the staff or his or her gear. The staff then nullifies the spell's effect and stores its potential, converting spell levels into charges. The GM should keep a running total of the number of charges currently in the staff. If the staff absorbs spell levels beyond its charge limit (50), it explodes as if a retributive strike had been made (see below). Note that the wielder has no idea how many spell levels are cast at him or her-the staff does not communicate this knowledge.

Absorbing spells is risky, but absorption is the only way this staff can be recharged.

Retributive Strike

The staff of sorcerous might can be broken for a retributive strike. Such an act must be purposeful and declared by the wielder. All charges in the staff are released in a 30-foot spread. All within 10 feet of the broken staff take points of damage equal to 8 times the number of charges in the staff, those between 11 feet and 20 feet away take points equal to 6 times the number of charges, and those 21 feet to 30 feet distant take 4 times the number of charges.

A successful Reflex save (DC 17) reduces damage by half. The character breaking the staff is destroyed in the explosion.

Only the staff of sorcerous might is capable of a retributive strike-this is not an act that can be performed with any other staff, wand, or magic item.

Type

Artifact (magic)

Purchase DC

95

Weight

5 lbs.

Talisman of Pure Good

A divine spellcaster with an allegiance to good who possesses this item can cause a flaming crack to open at the feet of a divine spellcaster with an allegiance to evil who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must have an allegiance to good, and if he or she is not exceptionally pure in thought and deed (GM's discretion), the evil character gains a Reflex saving throw (DC 19) to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function. (In the air, in a highrise building, or on a boat or airplane are all places of safety against this otherwise potent item.)

A talisman of pure good has 7 charges. If a divine spellcaster without an allegiance to good touches one of these medallions, he or she takes 6d6 points of damage. If a divine spellcaster with an allegiance to evil touches one, he or she takes 8d6 points of damage.

All other characters are unaffected by this item.

Type

Artifact (magic)

Purchase DC

35

Talisman of Ultimate Evil

A divine spellcaster with an allegiance to evil who possesses this item can cause a flaming crack to open at the feet of a divine spellcaster with an allegiance to good who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must have an allegiance to evil, and if he or she is not exceptionally foul and perverse (GM's discretion), the good character gains a Reflex saving throw (DC 19) to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function. (In the air, in a high-rise building, or on a boat or airplane are all places of safety against this otherwise potent item.)

A talisman of ultimate evil has 6 charges. If a divine spellcaster without an allegiance to evil touches one of these medallions, he or she takes 6d6 points of damage. If a divine spellcaster with an allegiance to good touches one, he or she takes 8d6 points of damage. All other characters are unaffected by this item.

Type

Artifact (magic)

Purchase DC

35

Vehicular FX Items

This section describes several magic “accessories” for vehicles.

A vehicular magic item functions only when it is properly placed on or within the vehicle: either attached to the vehicle in its proper place, painted on the vehicle, or incorporated into its design. Simply placing an item in the front seat will not activate the item’s magic effect. Removing the vehicular magic item from its intended location also ends the effect, although the item continues to radiate magic.

Purchase DCs

A vehicular magic item’s purchase price is 20 + the item’s caster level + its FX modifier. The FX modifier depends on the item’s nature, as shown on the table below:

Table: Vehicular FX Item Purchase Modifiers	
Item’s Nature	FX Modifier
Single-use item	-
Continuous effect or bonus	+3
Limited number of uses per day	+2
Limited number of charges	+1

Limits for FX Items on Vehicles

Just as characters are limited in their ability to carry magic items, a vehicle can only bear so many functional magic items. The limits are as follows:

- 1 ramplate or set of bumpers
- 1 steering wheel
- 1 coat of paint
- 1 set of tires
- 1 pair of headlights
- 1 horn or siren
- 1 containment area (ashtray, glove compartment, trunk, etc.)
- 1 non-electronic accessory (hung from the rear view mirror, on the dashboard, etc.)
- 1 seat or set of seats
- 1 engine or engine accessory
- 1 set of windows (including windshield and side windows)
- 2 electronic accessories (stereo, CB radio, car alarm, etc.)

The following sections describe several new vehicular magic items.

Ablative Paint Job

A vehicle coated in this high unscratchable silvery-gray paint gains 5 points of hardness. It has no effect on any vehicle with a hardness of 10 or higher.

Type

Wondrous Item (vehicular)

Caster Level

5th

Purchase DC

28

Bumpers of Blasting

If a vehicle equipped with bumpers of blasting strikes an object or creature while moving at least street speed the driver of the vehicle can choose to have the bumper emit an explosive blast. The explosion causes 5d6 points of fire damage (in addition to any collision damage) to the object or creature struck. The vehicle with the bumper of blasting does not take any damage from the explosion, but does take collision damage as normal.

The explosive blast can be triggered three times per day, regardless of whether the attack is made with a front or rear bumper. The driver cannot trigger an explosive blast out of turn, such as when struck by another vehicle, although the driver could ready an action to trigger the explosive blast when such a condition arises.

Type

Wondrous Item (vehicular)

Caster Level

5th

Purchase DC

27

Weight

- (factored into the vehicle's weight)

Bumper of the Ram

This vicious looking spiked bumper must be bolted to the front or back of the vehicle. Any time the driver of the vehicle uses the bumper to ram another vehicle or object, damage to the opposed vehicle is increased by one speed and size increment, while damage to the vehicle with the bumper of the ram is reduced by one speed and one size increment. The bumper of the ram's effects do not apply to sideswipes.

Type

Wondrous Item (vehicular)

Caster Level

9th

Purchase DC

32

Weight

- (factored into the vehicle's weight)

Dashboard Figurine

A dashboard figurine appears to be a statue of an animal or person 4 to 6 inches tall. When placed upon the dashboard of a vehicle, it sticks in place and can only be removed by the owner with a command word. Once in place, the figurine grants a special ability to the vehicle and the driver.

Types of Figurines

Three different types of dashboard figurines are available: humorous, monstrous, and religious.

Humorous

This figurine depicts some amusing-looking figure, such as a hula dancer or a cartoon character. The driver of the vehicle gains a +1 morale bonus on all saves while operating the vehicle.

Monstrous

This figurine depicts some sort of fierce-looking toy monster. Attacks made by the driver and passengers of the vehicle gain a +1 morale bonus.

Religious

This is an icon of a saint, the Virgin Mary, or some other being of religious or spiritual significance. This type of dashboard figurine provides a +2 deflection bonus to the vehicle's Defense.

Type

Wondrous Item (vehicular)

Caster Level

3rd

Purchase DC

26

Weight

0.5 lb.

Engine of Infernal Speed

A vehicle with this engine can accelerate up to two speed categories for the round, instead of one. However, the vehicle can still only decrease speed by one speed category for the round, as normal (unless the driver performs a hard stop). If the vehicle accelerates in this manner, the engine produces jets of blue flame from the tail pipe that deal 2d6 points of fire damage to anything within 10 feet of the rear of the vehicle; a successful Reflex save (DC 15) halves the damage. The flames automatically set fire to combustibles.

Type

Wondrous Item (vehicular)

Caster Level

7th

Purchase DC

30

Weight

- (factored into the vehicle's weight).

Flame Job

This paint job covers the front of the vehicle in wicked-looking flames. Once per day, on the owner's command, the vehicle can burst into flames for 3 rounds, dealing 5d6 points of fire damage to any creature or object touched or struck by the vehicle. In addition, any creature standing adjacent to the flaming vehicle takes 2d6 points of fire damage; a successful Reflex save (DC 15) halves the damage. The flames automatically set fire to combustibles. Neither the vehicle nor its occupants suffer any ill effects from the fire so long as they remain completely inside the vehicle.

Type

Wondrous Item (vehicular)

Caster Level

5th

Purchase DC

27

Weight

- (factored into the vehicle's weight)

Fuzzy Dice of Luck

These gaudy, hot-pink fuzzy dice must be hung from the rearview mirror of the vehicle to be activated. Once per day, the driver of the vehicle can reroll any Drive check, but must take the new result regardless of the outcome.

Type

Wondrous Item (vehicular)

Caster Level

3rd

Purchase DC

25

Headlights of Blinding

Three times per day, these headlights can emit a blinding 50- foot cone of light projecting from the front of the vehicle. Any creatures caught in the area must succeed at a Fortitude save (DC 15) or be blinded for 2d6 rounds.

Type

Wondrous Item (vehicular)

Caster Level

5th

Purchase DC

27

Weight

- (factored into the vehicle's weight)

Horn of Blasting

Up to three times per day, this horn can emit a shrieking sound that deafens and damages creatures caught in its path. Any creature within a 30-foot cone directly in front of the vehicle takes 2d6 points of sonic/concussion damage and is deafened for 2d6 rounds. A successful Fortitude save (DC 16) halves the damage and negates the deafening effect. Crystalline creatures in the cone take quadruple damage (8d6 points) from the sonic blast.

Vehicle windows and windshields may shatter if they take sufficient damage from the blast. Headlights are also susceptible to the horn of blasting and should be treated as windows for this purpose.

Type

Wondrous Item (vehicular)

Caster Level

7th

Purchase DC

29

Weight

- (factored into the vehicle's weight)

Horn of Dread

Up to three times per day, this horn can emit a terrifying noise. Anyone within 50 feet of the horn's sound must succeed a Will save (DC 15) or be affected by a Cause Fear spell (as if cast by a 5th-level Acolyte).

Type

Wondrous Item (vehicular)

Caster Level

5th

Purchase DC

27

Weight

- (factored into the vehicle's weight)

Impervious Tires

These tires are usually sold in sets of two or four, and each tire in the set has a hardness of 20. If one of the tires is punctured and ruined, the remaining impervious tires continue to function.

Type

Wondrous Item (vehicular)

Caster Level

5th

Purchase DC

28 (per set)

Weight

- (factored into the vehicle's weight)

Nondescript Paint Job

This paint job makes the vehicle less noticeable. It grants a +5 circumstance bonus on Bluff and Hide checks when tailing another vehicle or losing a tail. In addition, anyone wishing to break into the vehicle (other than the owner) must succeed at a Will save (DC 15) or be unable to do so. This is a mind-affecting spell-like effect; a new save may be attempted after 24 hours have passed.

Type

Wondrous Item (vehicular)

Caster Level

5th

Purchase DC

28

Paint Job of Blurring

Once per day, this paint job makes the vehicle's outline to appear blurry. This is as the Blur spell as if cast by a 5th-level Mage. Occupants of the vehicle are also blurred.

Type

Wondrous Item (vehicular)

Caster Level

5th

Purchase DC

27

Paralytic Alarm

This vehicle alarm triggers whenever an attempt is made to break into the vehicle (for example, by smashing a window or bypassing a door lock), unless the intruder succeeds at a Disable Device check (DC 30).

When activated, the paralytic alarm emits a hypnotic pulse that paralyzes any creature within 30 feet for 2d6 rounds. A successful Will save (DC 15) negates this mind-affecting enchantment.

Type

Wondrous Item (vehicular)

Caster Level

5th

Purchase DC

28

Weight

- (factored into the vehicle's weight)

Reinflating Tires

These tires (usually sold in sets of two or four) are slightly spongy to the touch. If a tire is punctured, it instantly reinflates and is restored to full hit points. Once a tire magically reinflates, it becomes a nonmagical tire and cannot reinflate again.

Type

Wondrous Item (vehicular)

Caster Level

3rd

Purchase DC

23 (per tire) or 26 (per set)

Seats of Safety

The occupants of a vehicle equipped with these seats gain the benefits of three-quarters cover while inside the vehicle. They take no damage from vehicle collisions, they gain a +7 cover bonus to Defense, and they gain a +3 cover bonus on Reflex saves. The seats of safety do not function if any of the vehicle's doors are open.

Type

Wondrous Item (vehicular)

Caster Level

5th

Purchase DC

28 (per vehicle)

Weight

- (factored into the vehicle's weight)

Seat of Hold Monster

Once per day, when the driver utters the proper command word, this seat (usually a passenger seat in the front or back of the vehicle) holds the creature seated in it, as the Hold Monster spell cast by a 10th-level Acolyte. The target creature gets a Will save (DC 17) to negate the effect, which lasts for 10 rounds.

Type

Wondrous Item (vehicular)

Caster Level

10th

Purchase DC

32 (per seat)

Weight

- (factored into the vehicle's weight)

Shrinking Paint Job

This paint job allows the vehicle to "shrink" to a matchbox-sized version small enough to fit in the palm of one's hand. Shrinking or enlarging the vehicle requires a command word, and the vehicle takes a full-round action to shrink or return to full size. The vehicle will not shrink if it contains any living beings, but can be shrunk with up to 50 pounds of cargo stored in its trunk. The vehicle will not unfold if it is in an area that will not allow it to expand to its full size. A vehicle in its toy size has a hardness of 5 and 5 hit points. The vehicle is destroyed and cannot be repaired if reduced to 0 hit points in its toy form.

Type

Wondrous Item (vehicular)

Caster Level

7th

Purchase DC

30

Weight

- (factored into the vehicle's weight)

Silent Warning Alarm

This vehicle alarm triggers whenever an attempt is made to break into the vehicle (for example, by smashing the window or bypassing a door lock), unless the intruder succeeds at a Disable Device check (DC 30).

When activated, the alarm sends a mental warning to the owner of the vehicle, although the owner must be within 1 mile of the vehicle to receive it. If the owner receives the warning and succeeds at a Wisdom check (DC 10), he also receives a mental picture of the individual or individuals attempting to break into the vehicle, as if standing next to them (lighting conditions apply).

Type

Wondrous Item (vehicular)

Caster Level

3rd

Purchase DC

26

Weight

- (factored into the vehicle's weight)

Trunk of Masking

Whenever this trunk is opened, it creates a powerful illusion to conceal its true contents. The owner decides what the trunk appears to contain, and its contents seem real in every respect. Illusory items can be removed, handled, and manipulated. However, illusory tools provide no benefits to their users, and illusory items disappear if taken more than 30 feet from the vehicle.

Gleaning the true contents of the trunk requires a True Seeing spell or similar magic. Creatures that suspect the presence of an illusion are entitled to a Will save (DC 16) to disbelieve it; if the save succeeds, they can perceive the true contents of the trunk of masking.

Type

Wondrous Item (vehicular)

Caster Level

7th

Purchase DC

30

Weight

- (factored into the vehicle's weight)

Windows of Deception

The driver of this vehicle can alter his or her appearance to viewers on the outside of the vehicle, as if by Change Self cast by a 3rd-level Mage. If the one or more of the vehicle's windows are destroyed, the effect ends and the windows of deception cease to function.

Type

Wondrous Item (vehicular)

Caster Level

3rd

Purchase DC

26

Zephyr Tires

Zephyr tires (sold in sets of two or four) are emblazoned with large white wings on the side. When placed on any car, van, or motorcycle (they resize to fit any of these vehicles), they allow the vehicle to fly.

Once per day, the vehicle's driver can command the vehicle to fly. While flying, the vehicle follows all the normal rules for piloting a flying vehicle, but otherwise retains the same speed, initiative, and other statistics. The vehicle can maintain flight for 10 rounds. When performing aerial stunts, the driver makes Pilot checks instead of Drive checks. Should the effect's duration expire while the vehicle is still aloft, the magic fails slowly. The vehicle drops 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the remaining distance.

Zephyr tires have a hardness of 5 and 2 hit points (which also count toward the hit points of the vehicle). If one or more of the tires are destroyed, the zephyr tires lose their magic and cease to function, and the vehicle (if airborne) plunges from the sky.

Type

Wondrous Item (vehicular)

Caster Level

9th

Purchase DC

32 (per set)

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