



EERIE VIKING ENTERTAINMENT

THE 3-D RPG SYSTEM

By: Sean Sherman

Eerie Viking Entertainment
3349 Monroe Ave.
Suite 221
Rochester, NY 14618

www.eerievikingentertainment.com

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INTRODUCTION

Over the last few years there has been an increasing number of people I have met that are not happy with level-based systems for role-playing games. This work is an attempt to answer some of the complaints that I have heard, but still be compatible with much of the OGL material that is out there.

Included here are some variants such as:

Vitality & Wound Points: Make combat a little more interesting. Critical hits are now something to be feared.

Defense: Basically this is similar to Armor Class in other OGL games.

Wealth: Option wealth rules for worlds and settings where you don't want to waste time keeping track of every dollar.

Progress Levels: Allow for different levels of technological development

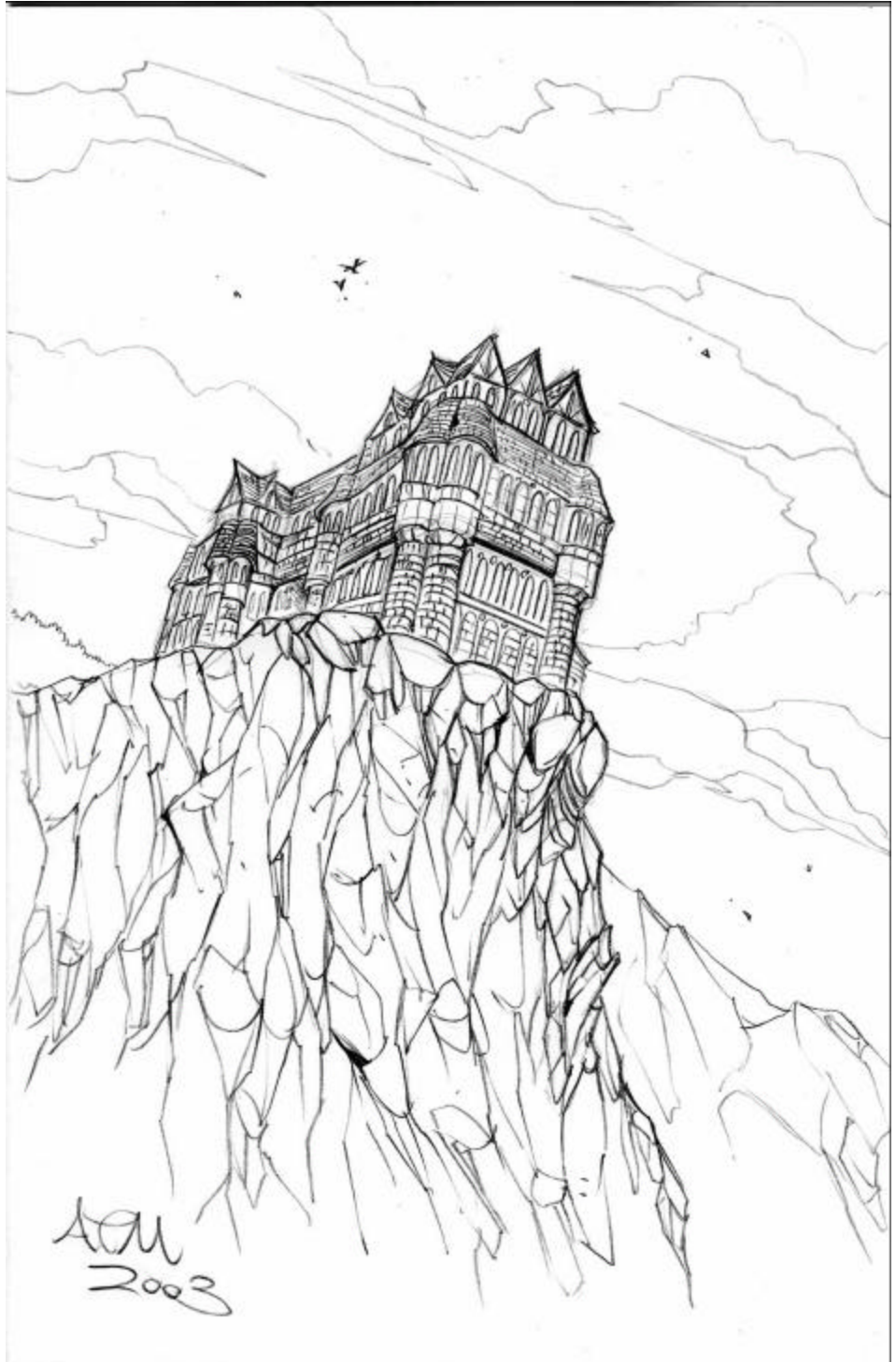
Advantages: These are similar to Feats and class abilities in other games.

Disadvantages: New way to make your character more interesting, giving you some in-game penalty and additional skill points.

As with anything else in this game, the Game Master makes the final decisions as to what is in the campaign. Feel free to change or ignore any of these rules if they get in the way of having an entertaining campaign.

This is a new system to do the things you are doing all ready.

There are no rules for equipment or magic currently in this game. These can be easily adapted from other OGL sources from games you are familiar with. This is a way to take the classes and levels out of your game and give the players a little bit more control over their advancement.



PROGRESS LEVELS

A Progress Level (PL) is an indication of the state of technology that exists in a particular society or civilization (which, in a science fiction setting, may be located on a planet other than Earth). This state of technological development generally pervades all aspects of a culture, particularly at higher levels (PL 5 and beyond) when long-range communication is virtually instantaneous. Even at lower levels, it's unlikely—but not impossible—for a group of humans (or other sentient beings) to be at one Progress Level in some respects and at another one in other respects. Progress Level may vary wildly from place to place on the same world or even the same continent.

PL 0: STONE AGE

The major achievements of a Stone Age society are the use of fire, the domestication of animals, and the invention of agriculture. An individual living in a Stone Age society is primitive, but he isn't necessarily gullible, stupid, or easily frightened by advanced technology. Common weapons in a PL 0 civilization include the club, the dagger, the spear, and the bow. Armor made from hide or leather is possible, as are wicker shields. Communication beyond the local tribe or settlement doesn't exist. Travel is accomplished by foot or by simple rafts or canoes. Simple pottery, stoneworking, and woodworking are possible.

PL 1: BRONZE/IRON AGE

Early human civilizations began to work metal toward the end of the Stone Age. The malleability of copper led to its becoming the first metal to be "tamed." Adding tin to copper created a much stronger alloy: bronze. This advance allowed for the crafting of tools and weapons of great durability. In turn, those improved tools made possible the working of iron, which soon replaced bronze as the metal of choice for tools and weapons.

In a Bronze/Iron Age society, advances in pottery, construction, and agriculture allow for the concentration of populations into larger and larger groups, with a corresponding upswing in the accumulation and sharing of knowledge. The rise of nations, city-states, and empires begins in the Bronze Age. Organized efforts to improve communications allow regional societies to exist. Galleys and small sailing vessels are capable of relatively long voyages, and some cultures may build extensive road or canal networks to link distant places. Improvements in agricultural efficiency permit the rise of artisans, craftsmen, professional soldiers, and other occupations that are not directly concerned with gathering food.

The sword replaces the club and the dagger as the preferred weapon of infantry. Chariots briefly dominate warfare before cavalry (aided by the introduction of the stirrup) renders chariots obsolete. The first true military forces or tactical systems appear. Armor can now be made from sewn plates or scales, metal links, or even forged breastplates, and a variety of metal melee weapons dominate the battlefield.

PL 2: MIDDLE AGES

Maturing civilizations experience a period of turmoil and adjustment at this Progress Level. Developments continue in architecture, commerce, metallurgy, and mathematics. Wider dissemination of information becomes possible thanks to more advanced printing techniques. Sea communications dominate in the later part of this stage of development, and sturdy seafaring carracks and galleons open the door to the next Progress Level.

As populations increase and knowledge of agriculture evolves, an increasing percentage of the population relocates into growing cities and towns. Toward the end of this Progress Level, the feudal system, in which a small class of nobles ruled a large population of agricultural workers, begins to collapse. Specialized crafts develop, universities appear, and the middle class is born. The first corporations emerge in the form of trade guilds. The evolution of strong systems of trade and finance tends to distribute a society's wealth more evenly among its members, diluting the power of the nobility.

Tools of warfare undergo a significant revolution. Sophisticated chain and plate armors protect warriors from harm, and elaborate fortifications become something of an art form. Toward the end of the Middle Ages, the introduction of simple gunpowder weapons signals the imminent end of knights, heavy armor, and organized armies of swordsmen.

PL 3: AGE OF REASON

The Age of Reason is an era in human history when the development of ideas and systems of thought takes precedence over technological invention. The scientific method improves humankind's understanding of the world. Experimentation becomes the means by which the physical properties of nature are systematically examined. The study of the various scientific disciplines—chemistry, electromagnetics, medicine, biology, and astronomy—flourishes. Instruments such as microscopes and telescopes enable scientists to greatly extend the range of their observations and discoveries. The new reliance on science generates waves on all levels of society. Superstition falls away, and exploration of the world reaches its apex. Society begins to experiment with new forms of organization, such as democracy. Corporations and economic alliances continue to evolve. Economically, this Progress Level is a transition from the cottage industries of the Middle Ages to industrialization.

The cannon becomes the dominant factor in naval warfare, while massed musket fire and horse-pulled field pieces

rule the battlefield. Even the reliable bow vanishes, replaced by the flintlock. Light melee weapons remain common.

PL 4: INDUSTRIAL AGE

In the fourth Progress Level, the theoretical knowledge of the previous era matures into widespread practical application. The harnessing of hydraulic, steam, and electric power creates an explosion of commerce and industry. Developments such as the telegraph, the telephone, and the radio make true global communication possible. Breakthroughs in manufacturing techniques allow the construction of heavy ironclad vessels, rail transportation, and architecture of previously unimaginable size. Pioneers venture high into the atmosphere and descend into the sea's depths.

Urbanization is complete as individuals gather in smaller environments where they can more easily exchange goods and information. Corporations expand in power, many establishing themselves throughout the explored world. Governments are based on political and economic factors.

The means of war change swiftly through the period. Aircraft and submersibles join the list of military assets. Reliable and accurate rifles, pistols, and machine guns become common. Mechanized war machines herald the first great change in the art of battle since the end of the knight.

PL 5: INFORMATION AGE

The Industrial Age relied on chemical power, but in the Information Age, computer technology and electronics rule supreme. Satellite information systems and the Internet connect the globe digitally. This Progress Level also sees the introduction of fission power and weapons reducing the importance of fossil fuels. The automobile replaces the locomotive as the common form of travel. The first steps toward space travel involve massive chemical rockets, unmanned probes and satellites, and short-term manned missions.

The technology of the era allows greater citizen participation in government. The emergence of international alliances begins to dissolve borders between nations. Corporations gather power and begin to threaten government authority. Technology has a greater effect on individual lifestyles than on society as a whole. Most weapons at this time are refined versions of Industrial Age equipment. Rifles, machine guns, and heavy howitzers are still used by the world's soldiers. Computerized targeting systems and guided weapons make warfare much more precise and efficient. Strategic weapons, tested but never used, exhibit the species' power to exterminate itself in minutes.

Humanity experienced its Information Age as anxious years full of minor crises. The tension gradually alleviates through the age, and as the era ends new superpowers form.

PL 6: FUSION AGE

The development of fusion power provides an efficient, nonexpendable energy source that almost obliterates the need for chemical fuel sources. Advanced space exploration and colonization become possible. Computers become even more accessible, reliable, and powerful, leading to the development of virtual systems and widespread access to the global Internet.

Slowly, society experiences another revolution as individual nations are replaced by world powers. Megacorporations number among these new superpowers as the line between the national citizen and corporate employee is rendered indistinct. Armed with the means to eradicate the entire species, the world powers keep conflicts to the level of skirmishing and posturing, and integration of the Information Age's improvements proceed peacefully. Scientific advances in genetic engineering lead to artificial evolution and the first government- and corporate-sanctioned attempts to genetically manipulate human beings. Early results are encouraging, with the manifestation of positive and negative mutations in the species toward the end of the age. Scientists also perfect cloning technology, and the first human clones are created.

In the later years of this age, the first crude applications of gravity induction technology appear, in the form of civilian and military vehicles that can move through the air without using physical propulsion or consumption of fuel. Chemical-powered explosives and firearms remain the weapons of choice; fusion technology can't be effectively miniaturized for personal combat. Nevertheless, advanced chemistry and superconducting technology change the materials and capabilities of many weapons. True spaceships become possible, propelled by powerful fusion drives, but still require a reaction mass to traverse space.

The age sees the tenuous settlement of other planets and asteroids within the same star system.

PL 7: GRAVITY AGE

As this Progress Level opens, the invention of two key technologies herald humanity's climb to the stars. The gravity induction reactor systematically replaces fusion power as an even more efficient source of energy that can be miniaturized with great ease. With the use of the mass reactor, world powers explore, divide, and colonize the entirety of the local star system. For the most part, life on the home planet is unchanged.

The second advance of the era brings perhaps the greatest upheaval in the history of human civilization. The introduction and integration of gravity induction technology leads to the creation of the induction engine, which allows

starships to bridge the gap between the stars. Political and economic reorganization occurs as the species spreads far from home.

Projectile firearms are in their last days, as crude energy weapons become available. Powered armor is available to warriors of this age. Personal (melee) weapons enjoy a resurgence, due in large part to a shift in military tactics—armed conflict between individuals seldom occurs on an army scale, but more frequently involves engagements of small units in conditions when ranged weapons are not necessarily effective.

Computer technology links every society, settlement, and outpost of a star system in a single information net, creating an unparalleled and expedient exchange of knowledge and data for business, entertainment, and research.

PL 8: ENERGY AGE

The continuing miniaturization of induction engine technology allows power plants the size of marbles to harness the basic forces of creation. Powerful personal force screens and energy weapons dominate the battlefield, as projectile weapons finally disappear after ruling the battlefield for a thousand years. Miniaturized sensors, shields, and engines allow mass production of small, practical starfighters. At the other end of the spectrum, advanced construction techniques allow humans to build enormous, self-sustaining cities in space.

PL 9 AND HIGHER

Generally, these Progress Levels are beyond reach or comprehension, although isolated worlds or undiscovered species may exist that have access to them. In many cases, the signature technologies of an earlier age are abandoned in favor of more elegant and more powerful technologies.

Practical control of matter at the subatomic level, the ability to travel through time, or the power to “fold space” to shorten travel distances may be possible at this stage of technological development.

Purchasing Items of Lower or Higher Progress Level

Progress Levels are relative, and depending on the economics of a campaign, a GM may choose to make certain items of a higher or lower Progress Level unavailable, cheaper, or more expensive to purchase. For the sake of game balance, GMs who want to make lower-PL and higher-PL items available to characters should adjust the purchase DCs of items as follows.

- -2 to Purchase DC for each Progress Level lower than the current Progress Level, except in the case of valuable antiques.
- +5 to Purchase DC for equipment from the next highest Progress Level (the limit for purchasing cutting-edge technology).

Low Progress Levels in the Future

Most modern campaigns are set at Progress Level 5. Consequently, campaigns set in Earth’s future typically feature societies with access to Progress Level 6 technology or higher. However, characters in a futuristic setting may still encounter technologically backward societies, possibly through the exploration of time travel, a journey to another world, or some other plot device. For this reason, the lower Progress Levels are included here.

Gravity Induction

Control of gravity is one of the key features of Progress Level 7. The development of gravitonic science and gravitonic engineering leads to a host of miraculous devices: levitating cars, interplanetary drives that require no reaction mass, and a wide range of military tools. Just as the application of electricity was spurred by the discovery of the induction principle, the creation of devices that induce gravitational energy leads to an effective control over weight.

Gravity induction relies on the phenomenon first set forth in Einstein’s Theory of Special Relativity: An object’s mass approaches infinity as the object’s velocity approaches the speed of light. By using a cyclotron to accelerate a tiny particle to near-light speed, the gravity generator creates gravitons between the particle and the surrounding mass. These gravitons can be siphoned off, redirected, or stored by use of the induction coil.

At PL 7, gravity inducers can be miniaturized to the size of hockey pucks for special applications. An inducer powerful enough to negate a human’s gravitational attraction to the Earth is about the size of a discus, while the induction motor in a flying car requires a gravity generator about the size of a spare tire.

THE BASICS

DICE

Dice rolls are described with expressions such as “3d4+3,” which means “roll three four-sided dice and add 3” (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the “d” tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

d%: Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

The Core Mechanic: Whenever you attempt an action that has some chance of failure, you roll a three six-sided dice (3d6). To determine if your character succeeds at a task you do this:

- Roll a 3d6.
- Add any relevant modifiers.
- Compare the result to a target number.

If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail.

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, have a minimum of 1.

MULTIPLYING

Sometimes a 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 to any abstract value (such as a modifier or a die roll), however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double (×2) and a double (×2) applied to the same number results in a triple (×3, because $2 + 1 = 3$).

When applying multipliers to real-world values (such as weight or distance), normal rules of math apply instead. A creature whose size doubles (thus multiplying its weight by 8) and then is turned to stone (which would multiply its weight by a factor of roughly 3) now weighs about 24 times normal, not 10 times normal. Similarly, a blinded creature attempting to negotiate difficult terrain would count each square as 4 squares (doubling the cost twice, for a total multiplier of ×4), rather than as 3 squares (adding 100% twice).

CHARACTERS

In order to create a character you will have to generate Ability Scores according to a method determined by the GM and then pick from the races available for the campaign. Once that is done two Advantages are picked and the character receives a number of skill ranks equal to ten plus the character’s Intelligence score.

ABILITY SCORES

ABILITY MODIFIERS

Ability scores can be generated by a number of means. The Game Master should determine the method he wants used for the campaign. One additional method is using 84 points to buy stats for the character on a 1 for 1 basis so long as the ending amounts fall within the racial ranges.

Each ability, after changes made because of race, has a modifier ranging from –5 to +5.

The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren’t die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

THE ABILITIES

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

STRENGTH (STR)

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

You apply your character's Strength modifier to:

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

DEXTERITY (DEX)

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

You apply your character's Dexterity modifier to:

- Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, and other ranged weapons.
- Defense, provided that the character can react to the attack.
- Reflex saving throws, for avoiding fireballs and other attacks that you can escape by moving quickly.
- Balance, Escape Artist, Hide, Move Silently, Open Lock, Ride, Sleight of Hand, Tumble, and Use Rope checks. These are the skills that have Dexterity as their key ability.

CONSTITUTION (CON)

Constitution represents your character's health and stamina. Your base Wound Points equal your Constitution score.

You apply your character's Constitution modifier to:

- Fortitude saving throws, for resisting poison and similar threats.
- Concentration checks. Concentration is a skill, important to spellcasters, that has Constitution as its key ability.

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

INTELLIGENCE (INT)

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

You apply your character's Intelligence modifier to:

- The number of languages your character knows at the start of the game.
- Appraise, Craft, Decipher Script, Disable Device, Forgery, Knowledge, Search, and Spellcraft checks. These are the skills that have Intelligence as their key ability.

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

WISDOM (WIS)

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

You apply your character's Wisdom modifier to:

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

CHARISMA (CHA)

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

You apply your character's Charisma modifier to:

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

LUCK (LUC)

Luck measures just how kind fate is to your character, determining whether circumstances always seem to conspire to defeat him, or whether things more often than not happen to go his way. Luck also reflects the character's ability to choose a favorable alternative from among several apparently random choices, or can allow a character to accomplish difficult objectives or avoid deadly mishaps when his abilities or training might not be up to the task.

Luck Checks: A Luck check determines how some coincidence or chance event works either for or against a character, and uses the character's Luck modifier added to the result of a 3d6 roll like any other ability check. Unlike a normal ability check, though, on a natural roll of 18, roll once more and add the second roll to the first – but don't roll again if the second roll is also an 18.

In many cases, the GM will make the check secretly so the player isn't automatically aware that fate is in play. Generally, only the GM can call for a Luck check, and though players can ask for a check if they feel circumstances warrant, the GM has final say.

The DC of a Luck check depends on how likely a favorable outcome would be for the given circumstances if simply left to fate.

- **DC -5:** Any outcome normally guaranteed to occur – getting wet in the rain, being burned by fire, suffocating after being buried.
- **DC 0:** Outcomes which are virtually guaranteed – being robbed after bragging about your wealth in a thieves guild, finding a forge in a blacksmith's shop, attracting the attention of the local constabulary by uttering threats in public.
- **DC 5:** Outcomes that are highly likely – finding a room in a local inn on a typical day, meeting a traveler on a busy road, exposure to parasites in a filthy sewer, finding a particular mundane item for sale in a small town, finding criminals in a seedy tavern. For DCs of 5 or below, making a Luck check usually isn't worth the effort unless you want to play a failure for laughs.
- **DC 10:** An outcome just as likely to occur as not – disparaging a local lord in a busy place and having word reach his ears, finding a particular masterwork item for sale in a small town, stumbling onto a crime in progress in a bad neighborhood.
- **DC 12:** A normally even outcome weighted slightly by circumstance – disparaging the same local lord as above but not knowing that a member of the lord's militia is listening, being able to commit a crime in a bad neighborhood without attracting attention.
- **DC 15:** An outcome roughly half as likely to occur as not – choosing the right path when confronted by three possible escape routes with no idea which two lead to danger, trying to find a particular NPC by hanging around his favorite haunts.
- **DC 18:** An outcome that's fairly improbable – a spell of rain in the desert, trying to find an NPC by hanging around places you only think he might frequent.
- **DC 20:** An outcome that's downright improbable – a snowstorm in the desert, checking into an inn and just happening to get the room net to the NPC you're seeking.
- **DC 22:** An outcome that defies prediction – A ship arriving by happenstance to rescue a character stranded on a desert island that's located off the main trade routes.
- **DC 25:** An outcome that might be unremarkable by itself but which occurs at exactly the right moment – a character who leaps out a window and lands in the back of a passing hay wain.
- **DC 30:** An unlikely and completely fortuitous outcome – Looking down to discover a pouch full of gold or secret documents in the street.
- **DC 35:** A fortuitous outcome that arises as the result of a whole chain of unlikely events – A character that discovers that some trinket he's always carried is actually the key to the door of a secret crypt at the climax of an adventure.
- **DC 40:** An outcome so improbable that it defies belief – a character with a fully laid-out lower-class history discovers that he's actually the last scion of a noble family.

Luck in the Game: It's important to note that for many of the actions a character might take, the degree of luck involved in any possible outcome will always be affected by other factors. Take, for example, the character that looks down to find a bag of gold at his feet. It's clearly sheer luck that sees the bag dropped where he could find it, but the relative ease of his finding it might well change depending on his having some prior indication that a bag of gold had gone missing in the area, or if he was making a Search check for some other object at the time.

Picking an Unlucky Character: When there's a more or less equal chance for any one member of a party to be affected by some action, circumstance, or twist of fate, rather than the GM simply rolling randomly, each character can make a Luck check to determine which one is affected. In this way, ranged weapons which go astray, non-intelligent monsters that need to pick a single target, or traps and effects which normally hit creatures at random will target the unluckiest characters.

Random Annoyances: Anyone can have a bad day now and then, and if an extra level of sometimes-humorous realism fits your game, the GM can use Luck checks to throw small mishaps at characters. For example, characters exploring a steamy tropical jungle might encounter the occasional falling coconut (or other suitably large and potentially funny produce). Every hour or so, a DC 15 Luck check might be required to avoid getting hit, with a failed check dealing some small amount of non-lethal damage (or perhaps just injuring a character's pride). Likewise, Luck checks could be used to avoid slipping in mud puddles, tripping on stairs, and other minor mishaps (though for any actions with serious consequences, saving throws or skill checks are probably more appropriate).



Collateral Effects: When a character suffers a minor or dramatic mishap (falling into a pit, failing a Climb or Jump check by a wide margin, and so on), you can use a Luck check (DC 15 to 20, depending on the violence or the mishap) to determine if any items the character wears or carries became damaged or lost.

EXAMPLE: If a boat carrying a character capsizes, a DC 15 Luck check will determine if the character inadvertently drops any items into the water, loses his grip on a weapon or shield, or has some piece of clothing torn off in the current (1d4 items lost on a failed check, with small items carried in pouches or pockets most likely to be affected).

Luck Points: Luck points grant a character a bit of control over the fickleness of fate by modifying any die roll they make during play. Each game session, a character receives one Luck Point for each point of positive or negative Luck modifier he has (so that a character with a Luck score of 10 or 11 receives no luck points, a character with 8 or 9 Luck has -1 luck points), which can then be spent to reroll any attack, check, or saving throw the player makes. In case of negative luck points, the GM can call for the character to reroll any one roll of 3d6, taking the worse result of the two. The decision on whether to spend a luck point to reroll is made after the original 3d6 roll but before the roll's resolution by the GM, so the player may have to decide whether to reroll without knowing whether the original roll is a success or failure. Once the character rerolls, he can use either the now roll or the original, or can spend another luck point to reroll again (up to as many times as he has luck points).

Any unused luck points are lost when the total is refreshed. Characters cannot save any unspent points for later use.

RACES

Depending on the setting there may be a number of different races for your character. Below is a listing of a number of standard fantasy races as examples, as well as the game information on standard humans.

SMALL CHARACTERS

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

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

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

DWARF

- Starting ability score range:

STR	3 to 18
DEX	3 to 18
CON	5 to 20
INT	3 to 18
WIS	3 to 18
CHA	3 to 16
LUC	3 to 18

- Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
- Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus on attack rolls against orcs and goblinoids.
- +4 dodge bonus to Defense against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Defense, such as when it's caught flat-footed, it loses its dodge bonus, too.
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.

ELF

- Starting ability score range:

STR	3 to 18
DEX	5 to 20
CON	3 to 16
INT	3 to 18
WIS	3 to 18
CHA	3 to 16
LUC	3 to 18

- Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.
- Elf base land speed is 30 feet.
- Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

- +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

GNOME

- Starting ability score range:

STR	3 to 16
DEX	3 to 18
CON	5 to 20
INT	3 to 18
WIS	3 to 18
CHA	3 to 18
LUC	3 to 18

- Small: As a Small creature, a gnome gains a +1 size bonus to Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- Gnome base land speed is 20 feet.
- Low-Light Vision: A gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- +2 racial bonus on saving throws against illusions.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.
- +1 racial bonus on attack rolls against kobolds and goblinoids.
- +4 dodge bonus to Defense against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Defense, such as when it's caught flat-footed, it loses its dodge bonus, too.
- +2 racial bonus on Listen checks.
- +2 racial bonus on Craft (alchemy) checks.
- Automatic Languages: A gnome can speak with a burrowing mammal (a badger, fox, rabbit, or the like, see below). This ability is innate to gnomes. See the *speak with animals* spell description.
- Spell-Like Abilities: 1/day—speak with animals (burrowing mammal only, duration 1 minute).

HALF-ELF

- Starting ability score range:

STR	3 to 18
DEX	3 to 18
CON	3 to 18
INT	3 to 18
WIS	3 to 18
CHA	3 to 18
LUC	3 to 18

- Medium: As Medium creatures, half-elves have no special bonuses or penalties due to their size.
- Half-elf base land speed is 30 feet.
- Immunity to *sleep* spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.
- Low-Light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- +1 racial bonus on Listen, Search, and Spot checks.
- +2 racial bonus on Diplomacy and Gather Information checks.
- Elven Blood: For all effects related to race, a half-elf is considered an elf.

HALFLING

- Starting ability score range:

STR	3 to 16
DEX	5 to 20
CON	3 to 18
INT	3 to 18
WIS	3 to 18
CHA	3 to 18

LUC 3 to 18

- Small: As a Small creature, a halfling gains a +1 size bonus to Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- Halfling base land speed is 20 feet.
- +2 racial bonus on Climb, Jump, and Move Silently checks.
- +1 racial bonus on all saving throws.
- +2 morale bonus on saving throws against fear: This bonus stacks with the halfling's +1 bonus on saving throws in general.
- +1 racial bonus on attack rolls with thrown weapons and slings.
- +2 racial bonus on Listen checks.

HALF-ORC

- Starting ability score range:

STR 5 to 20

DEX 3 to 18

CON 3 to 18

INT 3 to 16

WIS 3 to 18

CHA 3 to 16

LUC 3 to 18

- Medium: As Medium creatures, half-orcs have no special bonuses or penalties due to their size.
- Half-orc base land speed is 30 feet.
- Darkvision: Half-orcs (and orcs) can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.
- Orc Blood: For all effects related to race, a half-orc is considered an orc.

HUMAN

- Starting ability score range:

STR 3 to 18

DEX 3 to 18

CON 3 to 18

INT 3 to 18

WIS 3 to 18

CHA 3 to 18

LUC 3 to 18

- Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base land speed is 30 feet.
- 1 extra advantage at no charge
- 4 extra skill points at creation

ADVANTAGES

Advantage Descriptions

Here is the format for advantage descriptions.

Advantage Name: The name of the advantage.

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

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

Benefit: What the advantage enables a character to do.

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

Special: Additional facts about the advantage.

ADVANTAGES

[Acid Resistance \(Ex\)](#)

Prerequisite: Con 13+

Benefit: The hero ignores an amount of acid damage equal to his Constitution modifier.

[Acrobatic \(Ex\)](#)

Prerequisite: None

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

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

[Adrenaline Rush \(Ex\)](#)

Prerequisite: Fearless, luc12+

Benefit: The character can temporarily increase one of his physical ability scores (Strength, Dexterity, or Constitution). The character spends 1 luck point and gets to increase the selected ability score by 1d4+1 points. The increase lasts for a number of rounds equal to the new modifier for that attribute. At the end of the duration, the Character is fatigued for 1d4+1 rounds.

[Adrenaline Rush, Improved \(Ex\)](#)

Prerequisite: Fearless, Adrenaline Rush, luc16+

Benefit: The character can temporarily increase two physical ability scores. At the end of the duration (a number of rounds equal to the lesser of the new attribute modifiers for the involved stats), the character is fatigued for 1d6+2 rounds.

[Advanced Two-Weapon Fighting \(Ex\)](#)

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

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

[Agile Riposte \(Ex\)](#)

Prerequisites: Dexterity 13, Dodge.

Benefit: Once per round, if the opponent the character has designated as his dodge target (see the Dodge advantage) 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 advantage can't use the Agile Riposte advantage more than once per round. This advantage does not grant more attacks of opportunity than the character is normally allowed in a round.

[Aircraft Operation \(Ex\)](#)

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 advantage 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 advantage multiple times. Each time the character takes the advantage, the character selects a different class of aircraft.

Alertness (Ex)

Prerequisite: None

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

Animal Affinity (Ex)

Prerequisite: None

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

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

Armor Proficiency (heavy) (Ex)

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

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Armor Proficiency (light) (Ex)

Prerequisite:

Benefit: When a character wears a type of armor with which he is proficient, the character gets to add the armor's equipment bonus to his 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 is not proficient adds only the armor's non-proficient equipment bonus to his Defense. Also, he suffers its armor check penalty on attack rolls and on all skill checks that involve moving.

Armor Proficiency (medium) (Ex)

Prerequisite: Armor Proficiency (light).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Athletic (Ex)

Prerequisite: None

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

Attentive (Ex)

Prerequisite: None

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

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

Aware (Ex)

Prerequisite: Wis 15+

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

Blanket Protection (Ex)

Prerequisite: Harm's Way, Defensive Strike, Combat Sense, Intimidate 6 ranks

Benefit: The character can use his expertise to provide protection for up to six allies (not including himself) within sight and voice range of his position. The character takes a full-round action to issue orders and directions. Doing this provides the character's allies with a +1 insight bonus to Defense for 3 rounds.

Blind-Fight (Ex)

Prerequisite: Weapon or combat skill of 2 or more ranks.

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 (Ex)

Prerequisite: Unarmed attack skill of 3 ranks

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

Normal: Unarmed attacks normally deal non-lethal damage equal to 1d3 + Strength modifier.

Breakthrough, Major (Ex)

Prerequisite: Minor Breakthrough, Int 15+, 15 ranks in either Craft (Chemistry) or Craft (Electronic), plus 15 ranks in Knowledge (Earth and Life Sciences), Knowledge (Physical Sciences), or Knowledge (Technology), plus 15 ranks in Research.

Benefit: The character 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 character with a +3 Wealth bonus increase.

Breakthrough, Minor (Ex)

Prerequisite: Scientific Improvisation, Int 13+, 10 ranks in either Craft (Chemistry) or Craft (Electronic), plus 10 ranks in Knowledge (Earth and Life Sciences), Knowledge (Physical Sciences), or Knowledge (Technology), plus 10 ranks in Research.

Benefit: The character receives credit for a minor scientific breakthrough that earns him the recognition peers. The character 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 character gains a +2 bonus on Reputation checks.

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

Builder (Ex)

Prerequisite: None

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

Bullseye (Ex)

Prerequisites: Weapon focus and Greater weapon focus in the weapon.

Benefit: The character becomes so adept at using the firearm to which he has applied Weapon Focus and Greater Weapon Focus that the character'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.

Burst Fire (Ex)

Prerequisites: Wisdom 13 and either Automatic Rifle or Pistol skill 4 or more ranks

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

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

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

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

Captivate (Ex)

Prerequisites: Charm, Favor.

Benefit: The 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 Charisma modifier 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 + twice the 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.

The hero can concentrate to keep a target captivated for additional rounds. The hero concentrates all his 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.

Cautious (Ex)

Prerequisite: None

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

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

Cleave (Ex)

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 wound 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.

Close Combat Shot (Ex)

Prerequisite: Sleight of Hand 6 ranks, Tumble 6 ranks, related weapon skill 2 ranks

Benefit: The character 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.

Charm (Ex)

Prerequisite: Cha 13+

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

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

This ability can be taken more than once (for another gender).

Cold Resistance (Ex)

Prerequisite: Con 13+

Benefit: The hero ignores an amount of cold damage equal to his Constitution modifier.

Combat Expertise (Ex)

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 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 advantage 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 (Ex)

Prerequisite: Base attack bonus +1.

Benefit: With an unarmed strike, the character deals lethal or non-lethal 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 advantage, a character deals only 1d3 points of non-lethal damage. Unarmed attacks normally provoke attacks of opportunity, and unarmed combatants cannot normally make attacks of opportunity.

Combat Reflexes (Ex)

Prerequisite: Dex 12+

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 advantage, the character may also make attacks of opportunity when flat-footed.

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

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

Combat Sense (Ex)

Prerequisite: Concentrate 6 ranks, any combat skill 3 ranks

Benefit: This ability allows the character to designate a single opponent during his action and receive a +1 competence bonus on attacks against that opponent. The character can select a new opponent on any action.

Combat Sense, Improved (Ex)

Prerequisite: Combat sense

Benefit: The competence bonus increases to +2 for attacks against the designated opponent.

Combat Throw (Ex)

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.

Compelling Performance (Ex)

Prerequisite: Cha 15+, luc13+, Renown, Diplomacy 15 ranks, Perform (any one) 15 ranks

Benefit: The character's force of personal magnetism increases to the point that he can arouse a single emotion of his choice—despair, hope, or rage—in a target. To use this ability, the character must spend 1 luck point. The emotion he arouses affects one target (a GM character) within 15 feet of the character (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 + twice the character's Charisma bonus. If the target succeeds at the saving throw, he is immune to the compulsion of this performance. If the target fails, he 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.

Conceal Motive (Ex)

Prerequisite: Bluff 6 ranks, Diplomacy 6 ranks, Alertness

Benefit: the character gets to add a bonus equal to his Charisma modifier whenever he opposes a Sense Motive check.

Confident (Ex)

Prerequisite: None

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

Cool Under Pressure (Ex)

Prerequisite: Base Will save +4 or better, plus either faith or aware.

Benefit: The 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.

Coordinate (Ex)

Prerequisite: Cha 11+

Benefit: The hero has a knack for getting people to work together. When the hero can spend a full round directing his allies and makes a Charisma check (DC 10), the hero provides any of his 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 his Charisma modifier (to a minimum of one ally).

Creative (Ex)

Prerequisite: None

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 advantage as many as five times. Each time, the character selects two new skills from the choices given above.

Damage Reduction 1/— (Ex)

Prerequisite: Con 11+, and one of the following advantages: Acid Resistance, Cold Resistance, Electricity Resistance, Fire Resistance, Sonic/Concussion Resistance, Robust, Second Wind, or Stamina.

Benefit: The hero has an innate advantage 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). The Tough hero ignores 1 point of damage from melee and ranged weapons.

Damage Reduction 2/— (Ex)

Prerequisites: Damage reduction 1/—, Con 13+, two of the following advantages: Acid Resistance, Cold Resistance, Electricity Resistance, Fire Resistance, Sonic/Concussion Resistance, Robust, Second Wind, or Stamina.

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

Damage Reduction 3/— (Ex)

Prerequisites: Damage reduction 1/—, damage reduction 2/—, Con 15+, three of the following advantages: Acid Resistance, Cold Resistance, Electricity Resistance, Fire Resistance, Sonic/Concussion Resistance, Robust, Second Wind, or Stamina.

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

Dazzle (Ex)

Prerequisite: Fast-talk, Cha 13+

Benefit: The 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 Charisma modifier 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 + twice the 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 Charisma modifier.

This advantage can be selected multiple times, each time worsening the dazzled penalty by –1. This is a Mind-Affecting ability.

Dead Aim (Ex)

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 next attack roll. Once the character begins aiming, he can't move, even to take a 5-foot step, until after the character makes his next attack, or the benefit of the advantage is lost. Likewise, if the character's concentration is disrupted or the character is attacked before his next action, the character loses the benefit of aiming.

Deceptive (Ex)

Prerequisite: None

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

Defensive Martial Arts (Ex)

Prerequisite: None

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

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

Defensive Position (Ex)

Prerequisite: Tumble 8 ranks, base Reflex save +3 or better

Benefit: The hero gains an additional +2 cover bonus to Defense and an additional +2 cover bonus on Reflex saves whenever he has one-quarter, one-half, three-quarters, or nine-tenths cover.

Defensive Roll (Ex)

Prerequisites: Evasion, uncanny dodge.

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

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

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

Defensive Strike (Ex)

Prerequisite: Any combat skill 7 ranks, Concentrate 6 ranks

Benefit: If an opponent makes a melee attack against the character and misses while the character is using the total defense option, the character can attack that opponent on his next turn (as an attack action) with a +4 bonus on his attack roll. The character gains no bonus against an opponent who doesn't attack the character or against an opponent who makes a successful attack.

Delay Damage (Ex)

Prerequisite: Concentration 8 ranks, Endurance, Luck 15+

Benefit: Once per day the character can delay the damage dealt by a single attack or effect for a number of rounds equal to his Luck modifier.

Discern Lie (Ex)

Prerequisite: Investigate 12 ranks, Listen 12 ranks, Sense Motive 12 ranks

Benefit: The character develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The character 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.

Dodge (Ex)

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 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 (Ex)

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 advantage fires two bullets and can only be done if the weapon has two bullets in it.

Drive-By Attack (Ex)

Prerequisite: None

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 can take his 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 attack action either before or after the vehicle's movement.

Educated (Ex)

Prerequisite: None

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

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

Electricity Resistance (Ex)

Prerequisite: Con 13+

Benefit: The hero ignores an amount of electricity damage equal to his Constitution modifier.

Elusive Target (Ex)

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 advantage has the penalty lessened to –4 when targeting the character.

Empathy (Ex)

Prerequisite: Wis 11+

Benefit: The 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 advantage 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 target prior to making the skill check. The bonus is equal to the hero's Wisdom modifier.

Endurance (Ex)

Prerequisite: Con 10+

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 advantage that sleeps in armor is automatically fatigued the following day.

Evasion (Ex)

Prerequisite: Base Reflex save +3 or higher

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

Evasion, Improved (Ex)

Prerequisite: Evasion, Base Reflex save +5 or higher

Benefit: If the character is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the character suffers no damage if he 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.

Expert Healer (Ex)

Prerequisite: Medical Specialist, Treat Injury 7 ranks, Spot 6 Ranks, Surgery

Benefit: The character's ability to restore wound points with a medical kit or surgery kit are increased by 1 wound point if the treatment/surgery is successful.

Exploit Weakness (Ex)

Prerequisite: Int 11+, one of the following advantages: Savant or Linguist

Benefit: After 1 round of combat, the hero can designate one opponent and try to find ways to gain an advantage by using brains over brawn. The hero uses a move action and makes an Intelligence check (DC 13). If the check succeeds, for the rest of the combat the hero uses his Intelligence bonus instead of either Strength or Dexterity bonus on attack rolls as the hero finds ways to outthink his opponent and notices weaknesses in his opponent's fighting style.

Extreme Effort (Ex)

Prerequisite: Str 11+

Benefit: The hero can push himself 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. The effort requires a full-round action and provides a +2 bonus on the check.

Extreme Effort, Improved (Ex)

Prerequisite: Extreme effort, Str 13+

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

Extreme Effort, Advanced (Ex)

Prerequisites: Extreme effort, improved extreme effort, Str 15+

Benefit: 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).

Extreme Machine (Ex)

Prerequisite: Jury-Rig, Computer Use 7 ranks, either Craft (Electronic) or Craft (Mechanical) at 7 ranks, and Disable Device at 7 ranks.

Benefit: If it has mechanical or electronic components, the character 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 character can temporarily improve a machine's performance—at the risk of

causing the machine to need repairs later. The DC for the Craft check depends on the type of improvement being made, as shown on the table below.

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

The character performs the extreme modifications in 1 hour. The character 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 Intelligence modifier, beginning when the object is first put into use. The character selects the single improvement he 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.

Faith (Ex)

Prerequisite: Base Will Save of +2 or higher, Wis 13+

Benefit: The 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 hero to add his 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.

Far Shot (Ex)

Prerequisite: Ranged weapon skill at 4 ranks

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.

Fast-Talk (Ex)

Prerequisite: Cha 11+

Benefit: The hero has a way with words when attempting to con and deceive. With this advantage, he applies his Charisma modifier as a competence bonus on any Bluff, Diplomacy, or Gamble checks the hero makes while attempting to lie, cheat, or otherwise bend the truth.

Favor (Ex)

Prerequisite: Charm.

Benefit: The hero has the ability to acquire minor aid from anyone he meets. By making a favor check, a 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.

The hero spends 1 action point to activate this advantage. To make a favor check, roll 3d6 and add the character's favor bonus, equal to the character's Charisma modifier. 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 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.

Favored Enemy (Ex)

Prerequisite: None

Benefit: The character may select a type of creature from among those given on Table: Favored Enemies. The character gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

The character may select this advantage up to five times, and gain additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

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

Table: Favored Enemies

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

Fearless (Ex)

Prerequisite: Concentration 6 ranks, Endurance

Benefit: The character gains a +4 morale bonus on Will saves to resist fear effects and on checks to oppose Intimidate checks.

Fire Resistance (Ex)

Prerequisite: Con 13+

Benefit: The hero ignores an amount of fire damage equal to his Constitution modifier.

Flurry of Blows (Ex)

Prerequisite: Living Weapon

Benefit: The character gains the ability to strike with a flurry of blows at the expense of accuracy. The character must be unarmored to use this advantage, and he must make unarmed strikes to gain the benefit. With a flurry of blows, the character may make one extra attack in a round at his or 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.

Flying Kick (Ex)

Prerequisite: Living Weapon, Jump 8 ranks

Benefit: The character can use a charge to deliver a devastating flying kick to an opponent. At the end of this charge, the martial artist adds his Dexterity modifier as a bonus to the damage he deals with an unarmed strike.

Focused (Ex)

Prerequisite: None

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

Force Stop (Ex)

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 (Ex)

Prerequisites: Charisma 15, Intimidate 9 ranks.

Benefit: When the character uses this advantage, all opponents within 10 feet who are significantly less powerful than the character (GM's discretion) must make a Will saving throw (DC 10 + twice the character's Charisma modifier). An opponent who fails his 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 advantage once per round as a free action.

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

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

Gearhead (Ex)

Prerequisite: None

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

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

Great Cleave (Ex)

Prerequisite: 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 can use it per round.

Great Fortitude (Ex)

Prerequisite: None

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

Guide (Ex)

Prerequisite: None

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

Harm's Way (Ex)

Prerequisite: Concentrate 6 ranks, Dex 13+

Benefit: Once per round, if the character is adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), the character can subject him to the attack in the ally's stead. If the attack hits the hero, he takes damage normally. If it misses, it also misses the ally.

The character must declare his intention to place himself in harm's way before the attack roll is made. The character selects his ally either prior to combat or immediately after the character makes his initiative check. The hero can't change his ally for the duration of the combat.

Healing Knack (Ex)

Prerequisite: Wis 11+

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

Healing Touch (Ex)

Prerequisite: Healing knack, Wis 13+

Benefit: The hero's ability to restore damage with a medical kit or perform surgery with a surgery kit increases by +2 wound or vitality points.

Healing Touch, Improved (Ex)

Prerequisites: Healing knack, healing touch, Wis 15+

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

Heroic Surge (Ex)

Prerequisite: None

Benefit: The character may take an extra move action or attack action in a round, either before or after the character's regular actions. This Advantage may be taken up to five times.

Ignore Hardness (Ex)

Prerequisite: Str 11+

Benefit: The hero has an innate advantage for finding weaknesses in objects. This allows him to ignore some of an object's hardness when making a melee attack to break it. The hero ignores 2 points of an object's hardness.

Ignore Hardness, Improved (Ex)

Prerequisite: Ignore hardness, Str 13+

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

Ignore Hardness, Advanced (Ex)

Prerequisites: Ignore hardness, improved ignore hardness, Str 15+

Benefit: The Strong hero ignores 2 additional points of an object's hardness (for a total of 6).

Improved Aid Another (Ex)

Prerequisite: Empathy, Wis 13+

Benefit: The hero's bonus on attempts to aid another increases by +1 on a successful aid another check. This advantage can be selected multiple times, each time increasing the bonus by +1 (to a maximum of +5)

Improved Brawl (Ex)

Prerequisites: Brawl, base attack bonus +3.

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

Normal: Unarmed attacks normally deal non-lethal damage equal to 1d3 + Strength modifier.

Improved Bull Rush (Ex)

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 Charge (Ex)

Prerequisite: Harm's Way, Combat Sense, Dex 13+

Benefit: The character can make a charge without having to move in a straight line. All other charge rules apply, but the character can alter his direction when making a charge to avoid obstacles.

Improved Combat Martial Arts (Ex)

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

Benefit: The character's threat range on an unarmed strike improves by one point.

Normal: A character without this advantage threatens a critical hit with an unarmed strike only on a 18.

Improved Combat Throw (Ex)

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 is unarmed. Attacking unarmed in this way does not provoke an attack of opportunity.

Special: This advantage doesn't grant the character more attacks of opportunity than he is normally allowed in a round.

Improved Critical (Ex)

Prerequisite: Weapon skill 8 ranks or higher.

Benefit: For the weapon the character has applied weapon specialization to the character's threat range increases by one.

Improved Disarm (Ex)

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 (Ex)

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 (Ex)

Prerequisite: None

Benefit: The character gets a +4 circumstance bonus on initiative checks.

Improved Knockout Punch (Ex)

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 non-lethal damage.

Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always non-lethal.

Improved Reaction (Ex)

Prerequisite: Knowledge (Tactics) 3 ranks, Dex 13+

Benefit: The character gains a +2 competence bonus on initiative checks.

Improved Trip (Ex)

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 attack action for the trip attempt.

Improved Two-Weapon Fighting (Ex)

Prerequisites: Dexterity 13, Two-Weapon Fighting, base attack bonus +6.

Benefit: The character gets a second attack with his offhand weapon, albeit at a –5 penalty. Also, this advantage allows the character to use a melee weapon in one hand and a ranged weapon in the other.

Normal: Without this advantage, 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).

Improvised Implements (Ex)

Prerequisite: Climb 4 ranks, Disable Device 4 ranks, Dex 11+

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

Improvised Weapon Damage (Ex)

Prerequisite: Improvised Implements, Str 11+, Dex 13+

Benefit: The character's attacks with improvised weapons deal more damage. The character treats an improvised weapon as one size category larger than it is for the purpose of determining the damage it deals.

Increased Speed (Ex)

Prerequisite: Dex 11+

Benefit: The hero's base speed increases by 5 feet.

Increased Speed, Improved (Ex)

Prerequisite: Increased speed.

Benefit: The hero's base speed increases by 5 feet. This advantage stacks with increased speed (10 feet total).

Increased Speed, Advanced (Ex)

Prerequisites: Increased speed, improved increased speed, Dex 13+

Benefit: The hero's base speed increases by 5 feet. This advantage stacks with increased speed and improved increased speed (15 feet total).

Inspiration (Ex)

Prerequisite: Coordinate, Cha 13+

Benefit: The hero can inspire his 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.

The hero can't inspire him or herself. The hero can inspire a number of allies equal to his Charisma modifier, rounded down (to a minimum of one ally).

Inspiration, Greater (Ex)

Prerequisites: Coordinate, inspiration, Cha 15+

Benefit: The hero can inspire his allies to even greater heights, bolstering them and improving their chances of success. An ally must listen to and observe the 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.

The hero can't inspire him or herself. The hero can inspire a number of allies equal to his Charisma modifier, rounded down (a minimum of one ally).

Intuition (Ex)

Prerequisite: Empathy, Wis 13+

Benefit: The hero has an innate ability to sense trouble in the air. The 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 advantage is usable a number of times per day equal to the character's Wisdom modifier.

Iron Fist (Ex)

Prerequisite: Living Weapon, luc12+

Benefit: The character gains the ability to spend 1 luck point to increase the damage he deals to a single opponent with a single unarmed strike. The character declares the use of the Luck point after making a successful unarmed strike. The result of the Luck point roll (3d6) is added to the damage roll for that attack.

Iron Fist, Improved (Ex)

Prerequisite: Iron Fist

Benefit: The Martial Artist now adds the result of the action point roll to all successful attacks he makes in a round.

Iron Will (Ex)

Prerequisite: None

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

Jury-Rig (Ex)

Prerequisite: Computer Use 6 ranks, either Craft (Electronic) or Craft (Mechanical) at 6 ranks, and Disable Device at 6 ranks.

Benefit: A character 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.

Jury-Rig, Improved (Ex)

Prerequisite: Jury-Rig, Computer Use 10 ranks, either Craft (Electronic) or Craft (Mechanical) at 10 ranks, and Disable Device at 10 ranks.

Benefit: This competence bonus increases to +4.

Knockout Punch (Ex)

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 non-lethal damage.

Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always non-lethal.

Lightning Reflexes (Ex)

Prerequisite: None

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

Lightning Shot (Ex)

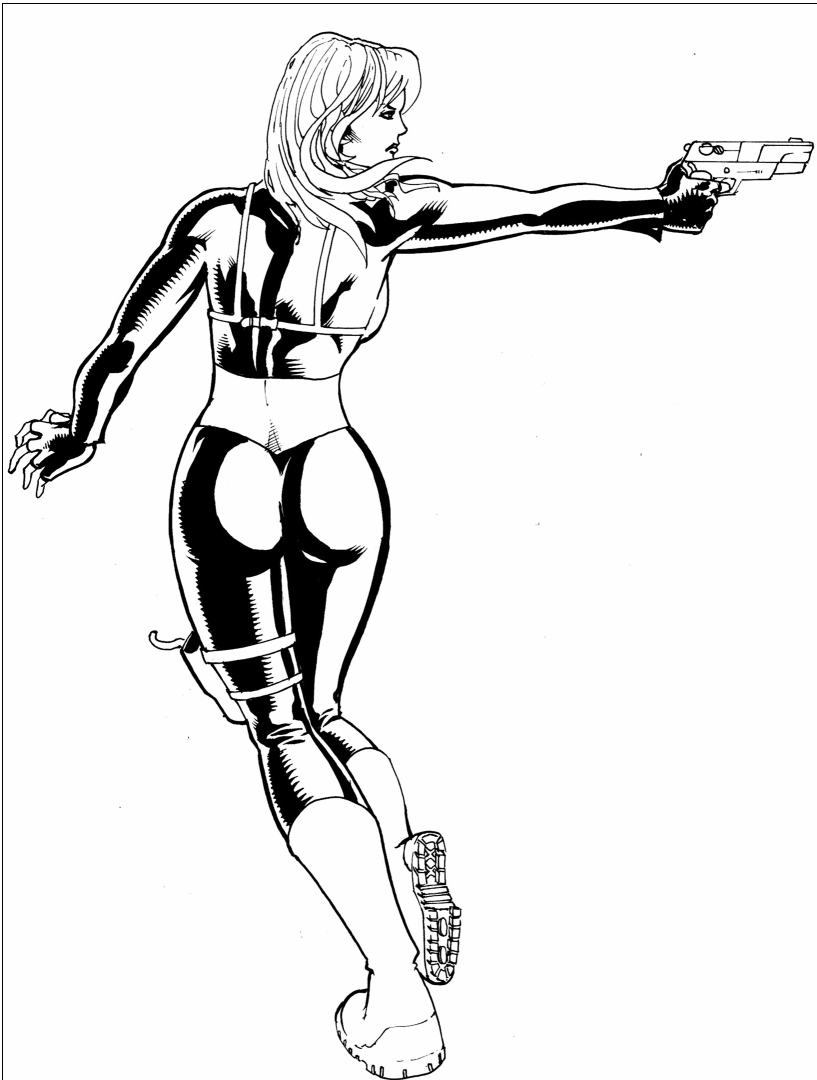
Prerequisite: related Weapon skill 5 ranks, Dex 13+, Close Combat Shot

Benefit: The character can make a flurry of ranged attacks with a personal firearm at the expense of accuracy. With a lightning shot, the character may make one extra ranged attack with a personal firearm in a round at his 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.

Linguist (Ex)

Prerequisite: must be fluent in at least three different languages, Int 11+

Benefit: With this advantage, the hero becomes a master linguist. Whenever the hero encounters a new language, either



spoken or written, that he does not know the hero can make an Intelligence check to determine if he can understand it. The check is made with a bonus equal to the hero's Wisdom modifier. For a written language, the bonus applies to a Decipher Script check instead.

The DC for the check depends on the situation: DC 15 if the language is in the same group as a language the hero has as a Read/Write Language or Speak Language skill; DC 20 if the language is unrelated to any other languages the hero knows; and DC 25 if the language is ancient or unique. With this special ability, a 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.

Living Weapon (Ex)

Prerequisite: Unarmed Combat skill 3 ranks, Jump 3 ranks, Combat Martial Arts, Defensive Martial Arts

Benefit: The character attacks with either fist interchangeably, or even with elbows, knees, and feet. This means that the character may even make unarmed strikes when his hands are full, and there is no such thing as an off-hand attack for a character striking unarmed.

The character also deals more damage with unarmed strikes. The character deals 1d6 points of damage with an unarmed strike.

Living Weapon, Improved (Ex)

Prerequisite: Living Weapon, Unarmed Combat skill 7 ranks

Benefit: Unarmed strike causes d8 damage.

Living Weapon, Advanced (Ex)

Prerequisite: Living Weapon, Improved Living Weapon, Unarmed Combat skill 11 ranks

Benefit: Unarmed strike causes 1d10 damage.

Low Profile (Ex)

Prerequisite: None

Benefit: Reduce the character's Reputation bonus by 3 points.

Mastercraft (Ex)

Prerequisite: Computer Use 10 ranks, either Craft (Electronic) or Craft (Mechanical) at 10 ranks, and Disable Device at 10 ranks.

Benefit: The character becomes adept at creating mastercraft objects. He applies the mastercraft ability to one of his Craft skills (electronic or mechanical). From this point on, he can build mastercraft objects using that skill.

With Craft (electronic), the character can build electronic devices. With Craft (mechanical), the character 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 character can add the mastercraft feature to an existing ordinary object by making the Wealth check and then making the Craft check as though he were constructing the object from scratch.

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.

Mastercraft, Improved (Ex)

Prerequisite: Mastercraft, Computer Use 12 ranks, either Craft (Electronic) or Craft (Mechanical) at 12 ranks, and Disable Device at 12 ranks.

Benefit: The character can add the mastercraft ability to another Craft skill, or he can improve his ability in the skill selected previously, so that his mastercraft objects provide a +2 bonus.

Mastercraft, Advanced (Ex)

Prerequisite: Mastercraft, Improved Mastercraft, Computer Use 14 ranks, either Craft (Electronic) or Craft (Mechanical) at 14 ranks, and Disable Device at 14 ranks.

Benefit: The character adds another +1 bonus to his mastercraft ability. If the character focuses his ability on one Craft skill, his mastercraft objects now provide a +3 bonus. If the character already has the ability for both Craft skills, he 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.

Medical Expert (Ex)

Prerequisite: None

Benefit: The character gets a +2 bonus on all Craft (pharmaceutical) checks and Treat Injury checks.

Special: Remember that the Craft (pharmaceutical) skill can't be used untrained.

Medical Mastery (Ex)

Prerequisite: Medical Specialist, Treat Injury 7 ranks, Spot 7 Ranks, Surgery

Benefit: When making a Treat Injury skill check, the character may take 10 even if stress and distractions would normally prevent him from doing so.

Medical Specialist (Ex)

Prerequisite: Treat Injury 6 ranks, Spot 6 Ranks, Surgery

Benefit: The character receives a competence bonus on Treat Injury checks equal to his Intelligence modifier.

Medical Miracle, Major (Ex)

Prerequisite: Minor Medical Miracle, Medical Specialist, Expert Healer, Medical Mastery, Treat Injury 15 ranks, Spot 7 Ranks, Surgery

Benefit: The hero can revive a character reduced to zero wound points. If the character is able to administer aid within 3 minutes of the character's death, he can make a Treat Injury check. The DC for this check is 40, and the character 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 one wound point.

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

Medical Miracle, Minor (Ex)

Prerequisite: Medical Specialist, Expert Healer, Medical Mastery, Treat Injury 12 ranks, Spot 7 Ranks, Surgery

Benefit: The character can save a character reduced to zero wound points. If the character is able to administer aid within 3 rounds of the character's death, he 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 one wound point.

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

Melee Smash (Ex)

Prerequisite: Str 11+

Benefit: The hero has an innate advantage that increases melee damage. The hero receives a +1 bonus on melee damage.

Melee Smash, Improved (Ex)

Prerequisite: Melee smash, Str 13+

Benefit: The hero receives an additional +1 bonus on melee damage (+2 total).

Melee Smash, Advanced (Ex)

Prerequisites: Melee smash, improved melee smash, Str 15+

Benefit: The hero receives an additional +1 bonus on melee damage (+3 total).

Meticulous (Ex)

Prerequisite: None

Benefit: The character gets a +2 bonus on all Forgery checks and Search checks.

Mobility (Ex)

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 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 (Ex)

Prerequisite: None

Benefit: The character gets a +2 bonus on all Escape Artist checks and Sleight of Hand checks.

Special: Remember that the Sleight of Hand skill can't be used untrained.

Nip-Up (Ex)

Prerequisite: Concentration 6 ranks, Jump 6 ranks

Benefit: The character can stand up from a prone position as a free action that does not provoke an attack of opportunity.

Nonlethal Force (Ex)

Prerequisite: Weapon/combat skill at 5 ranks

Benefit: The character becomes adept at using non-lethal force to subdue an opponent. From this point on, he can deal non-lethal damage with a weapon that normally deals lethal damage (if he so chooses) without taking the normal –4 penalty on the attack roll.

No Sweat (Ex)

Prerequisite: Luc 16+

Benefit: When the character spends a luck point, he first chooses the result he wants, and then gets to add an additional 1d6 to the total.

Opportunist (Ex)

Prerequisite: Evasion, Dex 13+

Benefit: 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 hero's attack of opportunity for that round. Even a hero with the Combat Reflexes feat can't use this advantage more than once per round.

Plan (Ex)

Prerequisite: Int 11+, and either Savant or Linguist

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

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

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

This bonus can be applied to all skill checks and attack rolls made by the hero and his 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.

Point Blank Shot (Ex)

Prerequisite: None

Benefit: The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet.

Power Attack (Ex)

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 (Ex)

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.

Profile (Ex)

Prerequisite: Investigate 6 ranks, Listen 6 ranks, Sense Motive 6 ranks, Gather Information 5 ranks

Benefit: By making a Gather Information check (DC 15) when talking to witnesses of a crime, the character 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 character 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 character 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.

Quick Draw (Ex)

Prerequisite: Weapon skill 1 rank or higher

Benefit: The character can draw a weapon as a free action.

A character with this advantage may throw weapons at his 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 (Ex)

Prerequisite: Weapon skill 1 rank or higher

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.

Rage (Ex)

Prerequisite: Con 13+, Str 13+

Benefit: The character can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Defense. The increase in Constitution increases the character's wound points, but these wound points go away at the end of the rage when his Constitution score drops back to normal. While raging, the character cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. The character may prematurely end his rage. At the end of the rage, the character loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

Rage, Indomitable (Ex)

Prerequisite: Rage, base Will Save +4

Benefit: While in a rage, the character gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves he also receives during his rage.

Rage, Mighty (Ex)

Prerequisite: Tireless Rage, Con 15+, Str 15+

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

Rage, Tireless (Ex)

Prerequisite: Rage (taken five times)

Benefit: The character no longer becomes fatigued at the end of his rage.

React First (Ex)

Prerequisite: Bluff 7 ranks, Diplomacy 7 ranks, Alertness, Conceal Motive

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

Renown (Ex)

Prerequisite: None

Benefit: The character's Reputation bonus increases by +3.

Robust (Ex)

Prerequisite: Con 15+

Benefit: The hero gains five extra vitality points

Run (Ex)

Prerequisite: Speed higher than zero.

Benefit: When running, the character moves a maximum of five times his normal speed instead of four times. If the character is in heavy armor, the character can move four times his speed rather than three times. If the character makes a long jump, the character gains a +2 competence bonus on his Jump check.

Savant (Ex)

Prerequisite: Int 11+, One of the following skills at 4 ranks or more: Computer Use, Craft (any single skill), Decipher Script, Demolitions, Disable Device, Forgery, Investigate, Knowledge (any single skill), Navigate, Repair, Research, Search.

Benefit: Select one of the skills listed in the following paragraph. The hero must have ranks in the skill if it is Trained Only. The hero gets to add a bonus equal to his Intelligence modifier when making checks with that skill. A hero can take this advantage 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.

Scientific Improvisation (Ex)

Prerequisite: 6 ranks in either Craft (Chemistry) or Craft (Electronic), plus 6 ranks in Knowledge (Earth and Life Sciences), Knowledge (Physical Sciences), or Knowledge (Technology), plus 6 ranks in Research.

Benefit: The character gains the ability to improvise solutions using common objects and scientific know-how. This ability lets the character 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 character's Intelligence modifier, or until the end of the current encounter, before it breaks down. It can't be repaired.

Second Wind (Ex)

Prerequisite: Con 11+, luc12+

Benefit: The hero can spend 1 luck point to gain a second wind. When the hero does this, he recovers a number of vitality points equal to his Constitution score. This advantage does not increase the hero's vitality points beyond the character's full normal total.

Sharp-Shooting (Ex)

Prerequisite: Close Combat Shot, Related Weapon skill 7 ranks or better.

Benefit: If the character 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.

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 speed.

Sixth Sense (Ex)

Prerequisite: Investigate 15 ranks, Listen 10 ranks, Sense Motive 15 ranks, Gather Information 10 ranks, Research 10 ranks, Search 15 ranks, Spot 10 ranks, luc12+

Benefit: The character becomes so attuned at solving mysteries that he finds a way to put two and two together and rarely misses a clue. Whenever the character spends 1 luckpoint 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.

Skill Mastery (Ex)

Prerequisite: Int 13+, Hide 6 ranks, Move Silently 6 ranks

Benefit: The character selects a number of skills equal to 3 + his 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 from doing so.

Skip Shot (Ex)

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 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.

Smart Defense (Ex)

Prerequisite: Int 13+, Spot 6 ranks

Benefit: The hero applies his Intelligence bonus and his Dexterity bonus to his Defense. Any situation that would deny the hero his Dexterity bonus to Defense also denies the Intelligence bonus.

Smart Survival (Ex)

Prerequisite: Int 13+, luc13+

Benefit: The character can spend 1 luck point to reduce the damage dealt by a single attack or effect by 5 points.

Smart Weapon (Ex)

Prerequisite: Related Weapon skill 5 ranks, Int 13+

Benefit: The character selects one weapon that he is proficient in and can use with one hand. With the selected weapon, the character can use his Intelligence modifier instead of Strength or Dexterity modifier on attack rolls.

Sneak Attack (Ex)

Prerequisites: Hide 4 ranks, Move Silently 4 ranks

Benefit: If the character can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage.

The character's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks his target. This extra damage is 2d6.

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

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

The character can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Sneak Attack, Improved (Ex)

Prerequisites: Sneak Attack, Hide 11 ranks, Move Silently 11 ranks

Benefit: Sneak Attack damage increases by +3d6 (to a total of 5d6).

Sneak Attack, Greater (Ex)

Prerequisites: Improved Sneak Attack, Hide 18 ranks, Move Silently 18 ranks

Benefit: Sneak Attack damage increases by +4d6 (to a total of 9d6!).

Sonic/Concussion Resistance (Ex)

Prerequisite: Con 13+

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

Sow Distrust (Ex)

Prerequisite: Bluff 10 ranks, Diplomacy 10 ranks, Alertness, Conceal Motive, React First, Talk Down

Benefit: The character can turn one character against another. The character must spend a full-round action and know the name of the character he is attempting to persuade as well as the name of the character toward which 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 + twice the character's Charisma bonus. If the target fails the save, his 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 character uses this advantage against him or her. As long as the target continues to fail the Will save, the character 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 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 character can't use this advantage on his allies.

This is a Mind-Affecting ability.

Spring Attack (Ex)

Prerequisites: Dexterity 13, Dodge, Mobility, Weapon skill 4 ranks or more

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 advantage if he is carrying a heavy load or wearing heavy armor.

Stamina (Ex)

Prerequisite: Robust, Con 15+

Benefit: The hero recovers twice as fast as normal, including ability damage. He also awakens in half the normal time after being knocked unconscious.

Stealthy (Ex)

Prerequisite: None

Benefit: The character gets a +2 bonus on all Hide checks and Move Silently checks.

Streetfighting (Ex)

Prerequisites: Brawl, base attack bonus +2.

Benefit: Once per round, if the character makes a successful melee attack with an unarmed strike or a light weapon, the character deals an extra 1d4 points of damage.

Studious (Ex)

Prerequisite: None

Benefit: The character gets a +2 bonus on all Decipher Script checks and Research checks.

Sudden Action (Ex)

Prerequisite: Harm's Way, luc13+

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

Sunder (Ex)

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 advantage incurs an attack of opportunity when he strikes at an object held or carried by another character.

Surface Vehicle Operation (Ex)

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 advantage 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 advantage as many as five times. Each time the character takes the advantage, he selects a different class of surface vehicle.

Surgery (Ex)

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 advantage take a –4 penalty on Treat Injury checks made to perform surgery.

Sweep (Ex)

Prerequisite: Hide 6 ranks, Move Silently 6 ranks, Spot 5 ranks

Benefit: The hero knows how to size up an area and get the lay of the land in a single sweep of his 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.

Sweep, Improved (Ex)

Prerequisite: Sweep, Spot 8 ranks

Benefit: The character's ability to get the lay of the land improves. Now the character not only spots potential perils with a successful check, he can determine the relative strength of these dangers. A successful check relates the danger's strength compared to the Infiltrator: stronger, on par, or weaker (GM's estimate).

Tactical Aid (Ex)

Prerequisite: Knowledge (Tactics) 5 ranks

Benefit: As a full-round action, the character provides tactical aid to all of his allies (including himself) within sight and voice range of his 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 his Wisdom modifier.

Talk Down (Ex)

Prerequisite: Bluff 8 ranks, Diplomacy 8 ranks, Alertness, Conceal Motive, React First

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

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

This is a Mind-Affecting ability.

Talk Down, Improved (Ex)

Prerequisite: Talk Down

Benefit: A character can talk down a number of opponents equal to his Charisma bonus within 15 feet of his position or within 15 feet of a television, radio, or telephone broadcasting the character's message.

Talk Down, Advanced (Ex)

Prerequisite: Improved Talk Down

Benefit: The range extends to 30 feet and covers all opponents who can hear and understand the character's voice.

Taunt (Ex)

Prerequisites: Fast-talk, dazzle.

Benefit: The 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 13). If the Charisma check succeeds, the target can try to resist.

The target resists the taunt by making a Will saving throw (DC 10 + twice the character'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.

Toughness (Ex)

Prerequisite: None

Benefit: The character gains +1 wound point.

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

Track (Ex)

Prerequisite: Survival 1 rank or more

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 normal speed (or at the character's normal speed with a –5 penalty on the check, or at up to twice the character's speed with a –20 penalty on the check). The DC depends on the surface and the prevailing conditions.

Surface	Track DC
Very soft	5
Soft	10
Firm	15
Hard	20

Very Soft: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the quarry leaves frequent but shallow footprints.

Firm: Most normal outdoor or exceptionally soft or dirty indoor surfaces. The quarry might leave some traces of its passage, but only occasional or partial footprints can be found.

Hard: Any surface that doesn't hold footprints at all, such as bare rock, concrete, metal decking, or indoor floors. The quarry leaves only traces, such as scuff marks.

If the character fails a Survival check, he can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this advantage can use the Survival skill to find tracks, but can only follow tracks if the DC is 10 or less. A character can use the Search skill to find individual footprints, but cannot follow tracks using Search.

Condition	DC Modifier
Every three targets in the group being tracked	–1
Size of targets being tracked: ¹	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: ²	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked target hides trail (and moves at half speed)	+5

¹ For a group of mixed sizes, apply only the modifier for the largest size category represented.

² Apply only the largest modifier from this category.

Trap Sense (Ex)

Prerequisite: Search 4 ranks

Benefit: The character gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to Defense against attacks made by traps.

Trap Sense, Improved (Ex)

Prerequisite: Trap Sense, Search 8 ranks

Benefit: The character now has a total +4 bonus on Reflex saves made to avoid traps and a total +4 dodge bonus to Defense against attacks made by traps.

Trap Sense, Greater (Ex)

Prerequisite: Improved Trap Sense, Search 12 ranks

Benefit: The character now has a total +6 bonus on Reflex saves made to avoid traps and a total +6 dodge bonus to Defense against attacks made by traps.

Trick (Ex)

Prerequisite: Int 11+, and either Savant or Linguist

Benefit: The 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 any bonuses. 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 + twice the 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.

Trustworthy (Ex)

Prerequisite: None

Benefit: The character gets a +2 bonus on all Diplomacy checks and Gather Information checks.

Two-Weapon Fighting (Ex)

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 (Ex)

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 Strength modifier to attack rolls when targeting the character. (If the opponent has a Strength penalty, he still takes that penalty.)

The opponent's Strength modifier applies to damage, as usual.

The character can select a new opponent on any action.

Uncanny Dodge (Ex)

Prerequisite: Evasion.

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

Uncanny Dodge, Improved (Ex)

Prerequisites: Evasion, uncanny dodge, Base Reflex save of +5 or higher

Benefit: 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 can react to a single attacker.

Unlimited Access (Ex)

Prerequisite: Renown, Diplomacy 6 ranks, Perform (any one) 6 ranks

Benefit: 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 character adds a bonus equal to his Charisma modifier.

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

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

Vehicle Dodge (Ex)

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 (Ex)

Prerequisite: None

Benefit: The character gets a +2 bonus on all Drive checks and Pilot checks.

Weapon Finesse (Ex)

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 advantage.

Prerequisites: Proficient with weapon, base attack bonus +1.

Benefit: With the selected melee weapon, the character may use his Dexterity modifier instead of his Strength modifier on attack rolls.

Special: A character can gain this advantage multiple times. Each time the character takes the advantage, the character selects a different weapon.

Weapon Focus (Ex)

Choose a specific weapon. A character can choose unarmed strike or grapple for your weapon for purposes of this advantage.

Prerequisites: Weapon skill of 1 rank or more.

Benefit: The character gains a +1 bonus on all attack rolls he makes using the selected weapon.

Special: A character can gain this advantage multiple times. Each time the character takes the advantage, the character must select a different weapon.

Weapon Focus, Greater (Ex)

Prerequisite: Weapon Focus with the weapon, Weapon skill 8 ranks

Benefit: The character receives a +1 competence bonus on attack rolls made with the weapon selected for the Weapon Focus ability. This bonus stacks with the earlier bonus.

Weapon Specialization (Ex)

Prerequisite: Weapon skill 4 ranks, Weapon Focus with the weapon

Benefit: The hero gains weapon specialization with a specific melee or ranged weapon that he also has applied the Weapon Focus advantage to. The hero gets a +2 bonus on damage rolls with the chosen weapon.

Weapon Specialization, Greater (Ex)

Prerequisite: Weapon Specialization, Weapon skill 12 ranks, Greater Weapon Focus, Weapon Focus with the weapon

Benefit: The character gains greater weapon specialization with the weapon he selected previously. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Whirlwind Attack (Ex)

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 regular attacks and instead make one melee attack at the character's highest base attack bonus against each adjacent opponent.

Wild Empathy (Ex)

Prerequisites: Handle Animal 5 ranks

Benefit: The character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 3d6 and adds his Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

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

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

Windfall (Ex)

Prerequisite: None

Benefit: The character's Wealth bonus increases by +3. Also, this advantage provides a +1 bonus on all Profession checks.

Special: A character can select this advantage multiple times. Each time, both of its effects stack.

Winning Smile (Ex)

Prerequisite: Cha 15+, Renown, Diplomacy 9 ranks, Perform (any one) 9 ranks

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

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

This ability doesn't enable the character to control the target, but the target perceives the character's words and actions in the most favorable way. The character can try to give the target orders, but he 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 character or his allies that threatens the target breaks the mood and clears the target's head. Otherwise, a target remains won over for 1 minute per Charisma modifier.

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

This is a Mind-Affecting ability.

Without a Trace (Ex)

Prerequisite: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently, and Sleight of Hand each at 5 ranks

Benefit: When the character 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 character's activity take a –4 penalty.

DISADVANTAGES

NOTE: Will saves for disadvantages are always a failure on a natural roll of one.

Disadvantages provide a number of additional skill points to a starting character. Five skill points gained through disadvantages can be traded in for an additional Advantage; Ten skill points gained through disadvantaged can be traded in for a +1 to a single Ability Score. The GM may limit the number and types of Disadvantages you may take.

Addiction

The character must have a particular substance or situation or he will suffer severe mental or physical distress. The exact effects vary widely depending on the addiction, but should result in a -3 to three or more Skills or -1 to one or more attributes per level. For example, a character addicted to tobacco might suffer jitters, and a -1 to reflex saves, after going too long without a smoke.

The substance or situation the character needs is:

- Inconvenience (2): common (e.g., tobacco)
- Hardship (5): uncommon (e.g., an herb, imported food, illegal narcotics)
- Peril (10): rare (e.g., feather of a mystical bird)

Bad Hands

Using your off hand normally incurs a -4 penalty to the character's skill roll. Characters with this Trait suffer a greater penalty than normal or cannot make any skill roll at all when using their off hand.

Any skill rolls made when the character uses his off hand are:

- Inconvenience (2): a -2 penalty with each hand. (-2/-6 total)
- Hardship (5): a -4 penalty with each hand. (-4/-8 total)

Bad Tempered

The character has an extremely bad temper. Little things can set the character off, especially when things seem to go against the character's wants or desires. Disagreements over policy may be perceived as personal attacks, good-natured kidding as infuriating insults, sincere appeals for aid as self-righteous mocking and so on. The character may become verbally abusive, flail about, and even break things.

When his temper flares, he will carry on, even at the risk of:

- Inconvenience (2): Will save DC 12
- Hardship (5): Will save DC 16
- Peril (10): Will save DC 20

Dependent

A dependent is someone who needs the character's protection and help, and who the character feels obligated to look after. The character will go out of his way to protect or nurture the dependent, and must make a control roll to overcome such compulsions. Dependents can include children, family, friends and comrades, or even strangers.

Compared to the character, the dependent:

- Inconvenience (2): needs little help
- Hardship (5): needs regular help (e.g., a child, an elderly relative)
- Peril (10): needs special help (e.g., dying relative, wanted fugitive)

Distinctive Features

The character stands out and is noticed in a crowd because of some distinctive feature, be it some aspect of his appearance, a style of dress, accent, or a combination. A distinctive feature should be role-played by the character and can be an important, fun (and even humorous) aspect of the character.

His distinctive features are:

- Inconvenience (2): easily concealed (e.g., a scar, tattoo or attire)
- Hardship (5): concealed only with some effort, such as using Disguise or performance skills (e.g., mannerism, hair color, speech impediment or accent)

Duty

The character has an obligation to some person or organization. Such an obligation is usually undertaken voluntarily, though it may be involuntary. Examples of duties include: service in the modern U.S. Armed Forces, an officer's commission in the Interstellar Fleet, a vocation as a full-time priest, or a knight's service to his liege. The character must meet this obligations or risk censure, expulsion, or even imprisonment, depending on the nature of the Duty (as defined by the player, with the GM's permission).

A Duty can be used to represent any job, but it is recommended that GMs not allow it for trivial obligations or "duties" which the character (or player) doesn't mind losing. A voluntary Duty should involve something the character wants or needs to maintain (e.g., the character needs the job to pay bills and rent) rather than something selected merely for the point value. Involuntary Duties or those requiring a term of service (such as U.S. military service) should involve some type of punishment if violated by the character (e.g., an Article 15 non-judicial punishment for a service member violating the Uniform Code of Military Justice).

The character's duty affects his life:

- Inconvenience (2): Rarely (once a month or less; e.g., a military reservist)
- Hardship (5): Occasionally (once a week or more; e.g., active duty military service, a police officer)
- Peril (10): Constantly (every day, once or more times a day; e.g., an undercover operative or a soldier in a combat zone)

Easy to Kill

The character has little ability to resist the effects of deadly damage. This can represent the character's lack of will to survive, apathy, use of *chi* (or *ki*), a weakened body, or anything else that the player wishes. The character suffers additional damage from piercing attacks (such as wounds from gunshots, arrows, or swords). The amount of extra damage suffered depends on the level of the trait. The amount of total damage cannot exceed two times the initial damage rolled for the injury. This trait is appropriate for minor NPCs, such as henchmen, "mooks" and other cannon fodder.

The amount of additional damage the character suffers from deadly attacks is:

- Inconvenience (2): -1 to Fortitude save vs. death
- Hardship (5): -3 to Fortitude save vs. death
- Peril (10): -5 to Fortitude save vs. death

Enemy

Enemies are forces that are actively seeking to harm, imprison, or otherwise plague the character. An enemy should show up in some way in most, if not all, adventures in which the character participates. An Enemy can be a single person, a small group, or even an entire nation. The enemy should make sense for the game campaign or story, however. The player should also define the origin or basis for the enemy, even if the character himself is unaware of it (roleplaying a "surprise discovery" of one's enemy and/or the reasons for him being the character's enemy can make for a dramatic encounter).

Overall, your enemy is:

- Inconvenience (2): less powerful than you, merely watching you, or limited to a relatively small geographic area
- Hardship (5): as powerful as you, seeking to capture you, or limited to a county, province, or region
- Peril (10): more powerful than you, wants to kill you, able to hound you to the corners of the Earth, or has access to powerful weapons, supernatural abilities, or other resources

Forgetful

The character has trouble remembering things. The severity of the character's memory loss is dependent upon the level of the trait.

The character:

- Inconvenience (2): -1 to Intelligence checks and Intelligence skills.
- Hardship (5): -3 to Intelligence checks and Intelligence skills.
- Peril (10): -5 to Intelligence checks and Intelligence skills.

Honest

The character is compelled to tell the truth, even in situations that will result in negative consequences.

The character:

- Inconvenience (2): Will save to lie (DC 12), -1 to Bluff skill checks
- Hardship (5): Will save to lie (DC 16), -3 to Bluff skill checks
- Peril (10): Will save to lie (DC 20), -5 to Bluff skill checks

Illiterate

The character is not as well-schooled in reading and writing as some. (This may be normal in some cultures.)

The character:

- Inconvenience (2): reads and writes half as fast as the average person
- Hardship (5): cannot read or write at all

Impaired Sense

One of the character's senses is duller than normal and receives a penalty on all Awareness skill rolls, as well as other skill rolls involving that sense (GM's discretion). This Trait may be purchased for each of the following senses—hearing, sight, smell/taste (counts as one sense), and touch.

The character:

- Inconvenience (2): -4 to Spot or Listen
- Hardship (5): -8 to Spot or Listen
- Peril (10): Blind or Deaf

Insomnia

The character is unable to get a good night's rest. This may be due to a chemical imbalance, frequent nightmares, or some other reason. Characters without adequate rest (normally 12–HLT hours of sleep) each night suffer a penalty (-3 or -6) to all skill rolls requiring concentration and alertness (GM's discretion) due to fatigue.

The character:

- Inconvenience (2): has difficulty sleeping and getting to sleep (loses an average of 1 hour of sleep each night)
- Hardship (5): can't sleep without some form of natural aid, such as wine or sleeping powder (loses an average of 2 hour of sleep each night)
- Peril (10): cannot sleep around any noise or movement whatsoever (loses an average of 4 hours of sleep each night)

Low Pain Threshold

The character has a low tolerance for pain. He has a penalty to Concentration rolls to resist torture or extreme pain, and suffers increased penalties due to wounds (see *Wounds and Effects of Damage*).

The character has:

- Inconvenience (2): -2 penalty to all skills while suffering wound damage
- Hardship (5): -4 penalty to all skills while suffering wound damage
- Peril (10): -6 penalty to all skills while suffering wound damage

Minor

The character is not yet an adult in the game setting (at least legally), which poses a variety of physical, social, and legal problems. His parents or guardians still bear legal responsibility and authority for him. Most adults treat him as an inferior, and he may face restrictions such as curfews, drinking ages, and driving limitations. He also grapples with various physical difficulties; a young child has problems reaching countertops, for example, while a teenager may experience trouble with acne or embarrassing voice changes. Note that the age at which a character becomes an adult, at least socially and legally if not physically, varies from setting to setting.

The character is a:

- Inconvenience (2): teenager (13-17 years old)
- Hardship (5): adolescent (7-12 years old)
- Peril (10): young child (6 years old or younger)

Naïve

The character has led a sheltered life, is generally gullible, and easily misled or fooled. Skill rolls made by others to persuade or convince the character with this disadvantage receive a bonus due the character's *naïveté*. The bonus is dependent on the level of the trait.

The character is:

- Inconvenience (2): -2 to Sense Motive skill checks
- Hardship (5): -4 to Sense Motive skill checks
- Peril (10): -8 to Sense Motive skill checks

Oblivious to Danger

The character has little or no sense of danger to themselves. This can represent ignorance, a death wish, or whatever the player wants it to represent. Whenever that character is allowed an Awareness roll to detect a threat (such as a booby trap, ambush, and the like), the character suffers a penalty to the roll. The severity of the penalty depends on the level of the trait. If a character does become aware of a threat, how the character reacts is still up to the player.

Any skill rolls to perceive or otherwise detect a threat are at:

- Inconvenience (2): -2 to surprise checks
- Hardship (5): -4 to surprise checks
- Peril (10): -8 to surprise checks

Out of Shape

The character is not in good physical shape. Due to the character's relatively poor fitness he gains a penalty to all skill rolls involving sports, athletic pursuits, or personal physical exertion (GM's discretion).

The character's penalty to skill rolls involving sports or athletic pursuits is:

- Inconvenience (2): -2 to all Athletic Group skills
- Hardship (5): -3 to all skill rolls involving physical exertion.
- Peril (10): -5 to all skill rolls involving physical exertion.

Outsider

The character is not part of the dominant group, culture or organization in the campaign and, as a result, is treated differently. The character may be merely distrusted by most people, snubbed in social situations, ignored altogether, subject to restrictive laws (mandating where the character may or may not live, how he travels, civil rights, and so on), or even hunted, threatened with imprisonment or death.

An outsider is subject to:

- Inconvenience (2): mild prejudice with few or no legal restrictions; -3 penalty to all skill rolls involving social interaction
- Hardship (5): strong prejudice with numerous or severe legal restrictions; -6 penalty to all skill rolls involving social interaction
- Peril (10): extreme prejudice or treated as inferior with few or no legal rights; -9 penalty to all skill rolls involving social interaction

Physical Disadvantage

The character has some physiological illness or condition that impacts his life or otherwise limits his ability to function. The condition may be mild, moderate or severe. The ailment is defined by the player when the trait is taken. Characters may take this trait multiple times, each time for a different ailment.

The level of the trait is based on the frequency and intensity of the condition.

At Inconvenience level, this disadvantage affects the character infrequently (once every two game sessions, on average) and impacts the character in a minor way (the condition slightly affects the character's actions, causes -3 on related skill rolls, partially incapacitates the character for hours at a time or completely incapacitates the character for minutes at a time).

Examples include a moderate allergy that causes a bad rash or sneezing, severe dyslexia, muteness, a missing finger, arthritis, a petit mal seizure that causes loss of muscle control or mild paralysis.

At Hardship level, affects the character frequently (once per game session, on average) and impacts the character in a moderate way (the condition moderately affects the character's actions, causes -6 to related skill rolls, partially incapacitates the character for days at a time or completely incapacitates the character for hours at a time).

Examples include Type I (insulin-dependent) Diabetes resulting in insulin shock if taken without food or unconsciousness if food is eaten without taking insulin, a missing limb, an early case of Cerebral Palsy or Parkinson's Disease causing mild tremors or a severe allergic reactions to common substances.

At the Peril level, the condition severely affects the character's actions, causes -9 penalty on related skill rolls or prohibits skill rolls altogether at the GM's discretion, or completely incapacitates the character for days at a time or permanently.

Examples include grand mal epileptic seizures, advanced cases of Cerebral Palsy, two or more missing limbs, or paralysis below the waist.

The negative effects of the trait may be curtailed or lessened with the application of medicine, a ritual or some other means, reflecting an addiction or need for regular medication. No Control Roll is allowed for physical disadvantages.

The character's condition:

Inconvenience (2): affects the character infrequently and impacts the character in a minor way.

Hardship (5): affects the character frequently and impacts the character in a moderate way.

Peril (10): affects the character very frequently or constantly and impacts the character in a major way.

Sample Physical Disadvantages

Listed below are a number of suggested Physical Disadvantages. You are free to make up your own, use these, or both for your game.

Diabetes; Dyslexia; Epilepsy; Illness; Inflexible (Stiff); Lameness; Mute; Overweight; Vertigo.

Primitive

The character hails from a primitive society by the standards of the dominant civilizations of the setting. He is unfamiliar with modern technology and starts the game with no technology-related skills beyond those used by his home society—even untrained skills. The character also suffers a penalty to any skill rolls involving the use of “advanced” technology.

Examples of characters with this trait include a Native American from a tribe with no contact with settlers in frontier America, a tribesman from a lost valley of dinosaurs in a pulp-era game or a human on an Earth conquered by an interstellar empire in the year 2001.

The character is:

Inconvenience (2): character is one progress level lower than campaign

Hardship (5): character is two progress levels lower than campaign

Peril (10): character is three progress levels lower than campaign

Psychological Disadvantage

This is some psychological condition or disorder that affects the character and limits his abilities in some way during the game. The player defines the condition as well as the circumstances that will trigger the condition (if any).

Psychological disadvantages always come into play in the appropriate situation. If a situation occurs that triggers the condition, the character must endure the effects for at least one turn. On a successful Control Roll, however, the character may act normally on the next turn and thereafter, until another situation occurs that triggers the condition.

The level of the trait is based on the frequency and intensity of the condition, and how difficult the condition is to overcome.

Inconvenience (2): The condition affects the character infrequently (once every two game sessions, on average) and impacts the character in a minor way (the condition influences the character's choice of actions, causes -3 on related skill rolls). Examples include a mild phobia resulting in anxiety, a dislike for someone resulting in irritation or tension when he is encountered, or a code of conduct that the character prefers but is not compelled to follow. (CS 5)

Hardship (5): The condition affects the character frequently (once per game session, on average) and impacts the character in a moderate way (the condition limits the character's choice of actions, causes -6 TN on related skill rolls). Examples include a strong phobia resulting in avoidance of the object of the character's fear, a mild hatred for someone resulting in threats or hostility when he is encountered, or a code of conduct that the character will risk much to follow. (CS 10)

Peril (10): The condition affects the character very frequently (twice or more per game session) and impacts the character in a major way (the condition dictates the character's actions, causes -9 to related skill rolls). Examples include a severe phobia resulting in catatonic shock, a severe hatred for someone resulting in a fit of rage when he is encountered, or a code of conduct that the character will choose even over death. (CS 15)

Sample Psychological Disadvantages

Listed below are a number of suggested Psychological Disadvantages. You are free to make up your own, use these, or both for your game.

Battle Lust; Bipolar; Code of Honor; Compulsive; Coward; Credit Seeker; Cruel; Decadent; Delusional; Dishonest; Flashbacks; Greedy; Hopeless Romantic; Humorless; Impatient; Impulsive; Indecisive; Intimidating; Jealous; Lazy; Lecherous; Miserly; Obsessed; Optimist; Paranoid; Patriot; Pessimist; Phobia; Power-hungry; Prejudiced; Reckless; Schizophrenia; Sense of Duty; Shy; Stubborn; Uncreative; Uninspiring; Vain; Vow.

Secret

The character has a secret that, if revealed, would cause problems for him. The higher the point value the more dire the consequences of the secret's exposure. A secret may be a criminal past, a secret identity or double life, a love affair, or anything that would be poorly received by others if discovered.

If revealed, the secret would expose the character to:

- Inconvenience (2): ostracism or embarrassment
- Hardship (5): arrest, bodily harm, financial or social ruin
- Peril (10): death

Short

The character is noticeably shorter than the average human. This trait has benefits as well as drawbacks, but should only be used in a campaign or game setting in which it is more the latter than the former. For instance, in a campaign in which there are no humans and all the PCs are short, this disadvantage would be inappropriate. The effects of this trait are explained below.

Being short can also be a Distinctive Feature (in the right setting). It may not be purchased with the Indistinct advantage without the GM's permission.

The character is:

- Inconvenience (2): short, about 4 feet tall (e.g., human children), with a maximum MOV of 6.
- Hardship (5): a dwarf, about 3 feet tall (e.g., dwarves) with a maximum MOV of 4.
- Peril (10): a midget, about 2 feet tall, with a maximum MOV of 2. Counts as Small size (see *Target Size*).

Short Lived

The character has a shorter-than-average life-span. This might represent a the life-span of a different species or race, or it could reflect a terminal illness or other medical problem, such as a congenital heart defect, incurable cancer, or the final stages of AIDS.

Barring a miracle, the character will only live for:

- Inconvenience (2): 50% shorter than average, or less than 50 years
- Hardship (5): 75% shorter than average, or less than 10 years
- Peril (10): 90% shorter than average, or less than 1 year

Slow Healer

The character heals damage caused by physical injuries more slowly than normal and skill rolls involving attempts to heal the character suffer a penalty. Determine the normal rate of healing for the game (see *Healing*), and then apply the modifier listed for the appropriate level of the trait. For example, if characters normally heal a number of points of damage equal to their HLT each day, then a character with this trait at the Inconvenience level would heal the same amount of damage each month.

This trait can represent a condition or illness, such as hemophilia, complications from diabetes, a mystical curse, or some other effect.

The character heals:

- Inconvenience (2): natural healing is at half the character's normal rate, -2 to Treat Injury checks made on the character
- Hardship (5): natural healing is at a quarter the character's normal rate, -4 to Treat Injury checks mad on the character

Slow Reflexes

The character is slow to react and incurs a penalty to his Initiative in combat (see *Initiative*) and to Awareness rolls to avoid surprise. Characters with a high REF score may take this trait, to reflect good coordination and agility but poor response time to unexpected events.

The character suffers:

- Inconvenience (2): -2 to Initiative checks
- Hardship (5): -4 to Initiative checks
- Peril (10): -8 to Initiative checks

Social Disadvantage

The character lacks social graces is at a disadvantage in social situations and dealings with other people. This trait may be defined as the character being pompous, whiny, opinionated, bossy, discourteous, crude, tongue-tied, air-headed, or childish. Alternatively, the disadvantage may be due to a distasteful personal habit that the character has (such as picking his nose, belching, or flatulence at inappropriate moments), a speech impediment (stuttering, a bad lisp) or any other explanation that the player thinks up (with the GM's permission).

While it might seem minor at first glance, this trait can have potentially serious consequences, depending on the

rules governing behavior in the culture in which the character is interacting. In feudal Japan, for example, a samurai who rudely lectures his daimyô risks extreme dishonor or, more likely, death!

The character's slip-ups risk:

Inconvenience (2): minor embarrassment; skill rolls involving social interaction are at -3

Hardship (5): major embarrassment, ostracism or injury; skill rolls involving social interaction are at -6

Peril (10): arrest, severe injury (or death), or financial ruin; skill rolls involving social interaction are at -9

Sample Social Disadvantages

Antisocial; Bad Reputation; Offensive Habit; Oppressed; Poor hygiene; Socially Inept; Unapproachable.

Unattractive

The character is exceptionally unattractive and others take notice, to the character's disadvantage. An unattractive person receives a penalty on all skill rolls involving situations in which his appearance is important (GM's discretion).

This is a developed trait by default, because one's features can be altered through life (gaining weight, suffering severe burns, developing stone-like skin, and the like), either through magic, a curse, an accident, or other mutation. This Trait may also be ruled an innate trait in some settings or genres, at the GM's discretion. In addition, this trait could allow a *bonus* to skill rolls in certain situations, such as interaction with races or creatures that find the feature attractive, at the GM's discretion.

The character's penalty to skill rolls to which his/her appearance is important is:

Inconvenience (2): -3

Hardship (5): -6

Peril (10): -9

Unlucky

Accidents and freak mishaps plague the character for some reason. Things just seem to go wrong for him, regardless of any precautions he may take (from carrying a lucky charm to making thorough preparations far in advance). The trait might reflect a character who is inattentive, reckless, cursed, or just plain, well...unlucky.

The character is prone to:

Inconvenience (2): -2 to Luck Attribute

Hardship (5): -4 to Luck Attribute

Peril (10): -6 to Luck Attribute

Weak Willed

The character is reluctant to assert himself. He tends to follow the instructions and advice of others. This may stem from lack of self-esteem or fear of confrontation.

The character is:

Inconvenience (2): -2 to Will saves

Hardship (5): -4 to Will saves

Peril (10): -6 to Will saves

SKILL BASICS

This chapter includes notes on all skills available in the system. It includes notes on skills requiring certain minimum ability scores to use (for example, skills involving handling objects should require a Strength score), as well as exploring alternate uses for some skills.

Manipulation-Based Skills

Certain skills (including Craft, Disable Device, Disguise, Forgery, Treat Injury, Open Lock, Perform, Profession, Sleight of Hand, and Use Rope) involve an amount of delicate manipulation. As such, creatures without prehensile limbs or without a Strength score cannot fully use these skills without some alternate means of manipulation (such as telekinetic ability). Such creatures can still have ranks in these skills, though, and while unable to use the skills physically can direct or assist others in doing so. Such assistance uses the rules for aiding another creature, but granting a bonus on such skill checks has a DC of 15.

Getting Skills

A starting character has a number of ranks in skills equal to his Intelligence score.

Using Skills

To make a skill check, roll:

3d6 + skill modifier (Skill modifier = skill ranks + ability modifier + miscellaneous modifiers)

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

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

Miscellaneous Modifiers: Miscellaneous modifiers include bonuses provided by Advantages, 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 18 on the 3d6 is not an automatic success when making a skill check, and a natural roll of 3 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 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 keeps trying until he eventually succeeds.

Untrained Skill Checks

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

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

Favorable and Unfavorable Conditions

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

The GM can alter the odds of success in four ways to take into account exceptional circumstances:

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character, or working under conditions that are significantly better than normal.
 2. Give the skill user a –2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or possessing misleading information.
 3. Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience when making a Perform check or searching for information on an extremely well documented topic with a Computer Use check.
 4. Increase the DC by 2 to represent circumstances that make the task harder, such as making a Perform check in front of a hostile audience or searching for information on a very poorly documented topic with a Computer Use check.
- Conditions that affect a character's ability to perform the skill change the character's skill modifier. Conditions that modify how well the character must perform the skill to succeed change the DC. A bonus on a character's skill modifier or a reduction in the DC of the check have the same result—they create a better chance for success. But they represent different circumstances, and sometimes that difference is important.

Time and Skill Checks

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

In general, using a skill that requires concentration while in close combat is dangerous. Nearby opponents can make attacks of opportunity against a character when he lets his 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 can still attempt to use the skill, but the character takes a –4 penalty on his 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.

Critical Successes

When you roll a natural 18 (the 3d6 roll is actually showing an 18) for a skill check, you automatically succeed, and you've scored a Critical Success. You sometimes score a Critical on with a roll lower than 18 (usually from an advantage or other special ability). Any roll of lower than 18 is not an automatic success, and if the skill check fails, it doesn't count as a Critical Success; if the skill check is a success it will be a Critical Success.

The effects of a Critical Success vary from skill to skill, and are subject to the Gamemaster's discretion, but suggestions are listed in each skill's description.

Critical Failures

Whenever you roll a natural 3 (the 3d6 roll is actually showing 3) for a skill check, you automatically fail and you've made a Critical Failure. Sometimes you may get a Critical Failure if you roll higher than a 3 (usually because you're using experimental or shoddy equipment). Any roll of higher than 3 is not an automatic failure, and if the skill check succeeds it does not count as a Critical Failure.

The effects of a Critical Failure vary from skill to skill, and are subject to the Gamemaster's discretion, but suggestions are listed in each skill's description.

Taking 10

When a character is not being threatened or distracted, he may choose to take 10. Instead of rolling 3d6 for the skill check, calculate the result as if the character had rolled a 10. 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 18

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 18. Instead of rolling 3d6 for the skill check, calculate the result as if the character had rolled a 18.

Taking 18 is the equivalent of attempting the check over and over again until the character gets it right. Taking 18 takes twenty times as long as making a single check (2 minutes for a skill that can normally be checked in 1 round).

You may not get a Critical Success when Taking 18.

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 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 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 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 3d6 and apply the appropriate ability modifier. The GM assigns a DC, or sets up an opposed check when two

characters are engaged in a contest using one ability against another. In some cases, a test of one's ability doesn't involve luck. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, make opposed Strength checks.

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

Modifier Types and Stacking

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

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

The only specific bonuses that stack are dodge bonuses, synergy bonuses, and sometimes circumstance bonuses. Circumstance bonuses stack only if they're provided by differing circumstances; if two circumstance bonuses caused by similar circumstances apply, they don't stack.

Specific bonuses that don't stack include competence, cover, equipment, morale, natural armor, and size.

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

Any bonus without a descriptor (such as simply a "+1 bonus") stacks with other bonuses.

All penalties stack, regardless of their descriptors.

Skill Descriptions

Skills are presented in alphabetical order, in the following format. Entries that do not apply to a particular skill are omitted in that skill's description.

Skill Description Format

Skill Name (Key Ability) Trained Only; Armor Penalty

The skill name line and the line beneath it include the following information:

Key Ability: The abbreviation for the ability whose modifier applies to the skill check. Exceptions: Speak Language and Read/Write Language have "None" given as their key ability because the use of these skills never requires a check.

Trained Only: If "Trained Only" appears on the line beneath the skill name, a character must have at least 1 rank in the skill to use it. If "Trained Only" is omitted, the skill can be used untrained. If any particular notes apply to trained or untrained use, they are covered in the Special section (see below).

Armor Penalty: If "Armor Penalty" appears on the line beneath the skill name, apply the armor penalty for the armor the character is wearing to checks involving this skill.

Check: What a character can do with a successful skill check, and the check's DC.

Try Again?: Any conditions that apply to repeated attempts to use the skill for a particular purpose. If this entry is omitted, the skill check can be tried again without any inherent penalty other than taking additional time.

Special: Any particular notes that apply, such as whether a character can take 10 or take 20 when using the skill.

Untrained: Any details about using a skill untrained. If this entry doesn't appear, it means the skill works the same even when used untrained, or that an untrained character can't make checks with this skill (true for skills that are designated "Trained Only").

Time: How much time it takes to make a check with this skill.

Critical Success: Some of the possible effects of a critical success made while using the skill.

Critical Failure: Some of the possible effects of a critical failure made while using the skill.

Appraise (Int)

Check: You can appraise common or well-known objects with a DC 12 Appraise check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10%,) of its actual value.

Appraising a rare or exotic item requires a successful check against DC 15, 20, or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value.

A magnifying glass gives you a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant's scale gives you a +2 circumstance bonus on Appraise checks involving any items that are valued by weight, including anything made of precious metals. These bonuses stack.

Appraising an item requires a thorough examination and an objective assessment of its condition and qualities. A creature with an Intelligence score lower than 3 lacks the analytical ability to appraise items.

Assess Damage: You can look over an item and accurately measure how much damage it has taken and how much more punishment it can absorb. With a successful Appraise check (DC 20) the GM tells you how many wound points an item has taken and how many more it can withstand before breaking.

Item History: As part of the appraisal process, you can determine an item's area of origin or the race responsible for its manufacture. Your appraise skill allows you to analyze the methods of manufacture used to produce an item and from that information determine the race or culture that made the item. The DC for this check depends on age and nature of the culture. Older items are harder to identify, as are those produced by obscure cultures. Alternately, the GM may sometimes rule that you have no chance to determine an item's origin.

<u>Example of Item Age and Origin</u>	<u>DC</u>
The item is new or was made by a major nation or race.	10
The item is over 50 years old or was produced by a minor race or nation.	15
The item is over a century old or was produced by a rare race.	20
The item is over 500 years old or was produced by a race unknown in the region.	25
The item is over 1,000 years old or was crafted by a race long thought merely a legend.	30

Action: Appraising an item takes 1 minute (ten consecutive full-round actions).

Try Again: No. You cannot try again on the same object, regardless of success.

Special: A dwarf gets a +2 racial bonus on Appraise checks that are related to stone or metal items because dwarves are familiar with valuable items of all kinds (especially those made of stone or metal).

The master of a raven familiar gains a +3 bonus on Appraise checks.

A character with the Diligent feat gets a +2 bonus on Appraise checks.

Synergy: If you have 5 ranks in any Craft skill, you gain a +2 bonus on Appraise checks related to items made with that Craft skill.

Untrained: For common items, failure on an untrained check means no estimate. For rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

Critical Success: The estimate is perfect.

Critical Failure: The estimate is wildly inaccurate. A worthless bottle could be mistaken for a valuable antique, or the worth of a Ming vase could be overlooked.

Artist (visual art) (Int)

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

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

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

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10–19	Talented amateur
20–24	Professional
25–30	Expert
31 or higher	Master

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

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

Critical Success: Double the progress made on the item this week.

Critical Failure: The item is totally ruined and the character must begin the project again from scratch.

Artist (writing) (Int)

This skill allows a character to create short stories, novels, scripts and screenplays, newspaper articles and columns, and

similar works of writing.

When creating a work of writing, the player simply makes a Craft (writing) check, the result of which determines the quality of the work.

No Wealth check is necessary to use this Craft skill.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10–19	Talented amateur
20–24	Professional
25–30	Expert
31 or higher	Master

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

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

Critical Success: Double the progress made on the item this week.

Critical Failure: The item is totally ruined and the character must begin the project again from scratch.

Balance (Dex) Armor Penalty

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

Narrow Surface	DC*	Difficult Surface	DC
7–12 in. wide	10	Uneven or angled	10
2–6 in. wide	15	Slippery surface	10
Less than 2 in. wide	20		

*Add +5 to the DC if the narrow surface is slippery or angled; add +10 if it is both slippery and angled.

Being Attacked While Balancing: While balancing, the character is flat-footed (the character loses his 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 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 full speed, but the character takes a –5 penalty on his 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.

Cat Creep: With a successful skill check against DC 20, you can literally walk on the tips of your big toes, adding a +2 bonus to all Move Silently checks and, where applicable, leaving a minimal trail reminiscent of cat prints. A successful use of Cat Creep adds a +4 circumstance penalty to the Track DC of anyone attempting to follow your trail. While using Cat Creep, you are limited to moving half your speed.

Countering Feints: If an opponent uses the Bluff skill to feint, you can use your superior sense of balance to help recover in time to avoid the effects. If you have 5 or more ranks in the Balance skill, you gain a +2 synergy bonus to Sense Motive checks when making an opposed roll against a feint.

Hustle: You can move at full speed through moderate or heavy obstructions. You pick your way through difficult ground and keep your footing. To move through a moderate obstruction, you must make a successful Balance check (DC 20). Moving through heavy obstructions is a DC 30 check. If you succeed, you may move at our full rate. If you fail, you trip at the edge of the obstruction, fall prone, and immediately end your movement. If you have not yet used all your actions, you can then stand up or take the rest of your actions as normal.

Shake Off: When standing on a tightrope or aboard a small rowboat, etc., your Balance skill allows you to unsettle the footing of others enough to cause them to tumble off whilst maintaining your own balance. As a standard action, make a Balance check opposed by those of everyone else either aboard the rowboat or walking across the tightrope. Anyone who fails to match or beat your roll loses their footing and falls off.

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 full speed, is also a move action.

Critical Success: You move at twice the speed you were trying to move at, up to double speed.

Critical Failure: You fall. Alternately, you freeze up where you are, forcing someone else to come help you.

Bluff (Cha)

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

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

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

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

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

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 discovers evidence to the contrary. A character should not make a Bluff check every time he utters a lie.

Bluffing requires both the ability to stretch the truth and to freely improvise so as to make the bluff best suit any particular situation. While creatures with Intelligence scores lower than 3 can use the Bluff skill to feint in combat (relying on instinct rather than intellect), they lack the creative insight to effectively deceive.

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 Dexterity bonus to Defense (if the opponent has one), thus lowering his 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.

Also, when you attempt to feint in combat, you take a -4 penalty on your Bluff check against an opponent with both a different type and a body type. For example, a humanoid feinting against a wraith (an undead of the incorporeal amorphous body type) would take a -4 penalty to his Bluff check, but the same humanoid feinting against a zombie (an undead of the humanoid body type) would take no penalty. A creature with a combination body type avoids the -4 penalty on its Bluff check when feinting against other creatures of its kind or against creatures that have any of its combined body types.

Creating a Diversion to Hide: A character can use Bluff to help him 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 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.

Non-Verbal Communication: You can make a Bluff check to use body language and pantomime to communicate nonverbally with a creature with which you do not share a common language. To do so, both you and the subject must have

Intelligence scores of 3 or higher and must both be able to see each other.

To get information across to another creature, make a DC 15 Bluff check for simple messages or a DC 20 check for complex messages, especially those relying on getting across information the target creature doesn't already know. Failure by 4 or less means you can't get the message across. Failure by 5 or more means that some false information has been implied or inferred. You can select a group of creatures (all of which must be able to see you) to communicate with instead of a single creature, but you take a -4 penalty on your Bluff check to do so. If any subject of the attempt has a different body type than yours, you take a -4 penalty on your Bluff check, which stacks with the penalty for attempting to communicate with a group.

A creature other than your subject can make a Sense Motive check to intercept your message if it sees you, but it takes the same -4 penalty to its check if it has a body type different than yours.

Card Shark: Many forms of card games, most notably poker, require the ability to throw off your opponent's ability to determine the strength of your hand. When playing such a game, each participant makes a Bluff check. The highest score will win the game.

Charlatan: On worlds where magic is real or believed in, with a few mumbled words and grandiose gestures, you convince others that you are a powerful spellcaster capable of calling on mighty enchantments. In combat, you may use this skill to disrupt the efforts of your enemies. As a full-round action, make a Bluff check opposed by your opponent's Sense Motive or Spellcraft check. On a success, your opponent is convinced that you are about to blast him with a spell, distracting him from other spells launched at him. He suffers a -1 circumstance penalty to all Reflex saves against spells until your next action. Your false casting distracts your opponent from the true threats against him. You may use Bluff in this manner once per combat.

Disguise Spellcasting: When attempting to cast a spell, you may attempt to disguise (though not negate) its somatic and verbal components. This is tremendously difficult, causing a -4 competence modifier to your attempt. You must make a Bluff check opposed by your opponent's Sense Motive. If you succeed, your opponent is considered flat-footed for purposes of resolving the spell's effects. You may not use this ability against enemies in combat, as they are alert and on their guard.

Flattery: You not only know how to make yourself look good in sensitive situations, but you also have the ability to make others feel good about themselves and about you. You may use Bluff to heap praise and compliments on someone, winning their trust and earning a temporary place in their good graces. You may use flattery to temporarily improve a person's reaction to you as per the Diplomacy skill. However, flattery only works in small doses and for short amounts of time. After 1d6 minutes, the target of your false praises reverts to his original attitude towards you, unless you successfully sway him with a Diplomacy check.

Pass the Buck: With a successful Bluff check, you can convince someone who has authority over you that some disaster or problem was not your fault but someone else's. Your victim must then beat your Bluff check with a Diplomacy or Bluff check of his own. Should he fail, he receives the blame for your shortcomings. The victim of this skill can attempt to pass the buck again, but he receives a -2 circumstance penalty to his Bluff check.

Poker Face: Bluffing is vitally important in many games of chance. For certain competitions where competitors can give up without having to necessarily finish the game, such as in most card games, you may choose to substitute a Bluff check for a Gambling check. You cannot, however, substitute Bluff this way in order to run the odds of a competition.

If you use a normal Gambling check, instead of trying to Bluff, you can still get a +2 synergy bonus if you have 5 or more ranks of Bluff.

Seduction: A character may make a Bluff check against another character in order to attempt to seduce them. This check is opposed by the Sense Motive check of the target of the seduction. If successful the target gives in to their carnal urges for their seducer. Information may be extracted from the target, or they may perform tasks they might otherwise not perform.

The Game Master may assign modifiers to the Sense Motive roll of the target based on the target's sexual orientation (+10 when opposing someone's seduction if they are of the opposite gender to the target's sexual orientation, personal preferences (+1 to +3 depending upon the appearance of the seducer) and the requests being made of the seducer (this varies greatly based on what the seducer is asking for; a simple chore might not require a modifier but a betrayal of one's people might add a +15 modifier to the roll).

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.

Critical Success: In seducing someone, they have become infatuated with you, and may possibly fall in love with you. If bluffing or creating a diversion, your opponents are absolutely fooled. If using feint against your opponent, he becomes flat-footed. If shadowing someone, you don't need to make another check for half an hour.

Critical Failure: Your target isn't fooled for a second, and instantly realizes your intent. If you were attempting to seduce someone, they refuse to have anything to do with you. If shadowing someone, you are immediately spotted but believe that you have not been. For the duration of the scene, any further Bluff, Sense Motive, or Spot checks made on you by the target

receive a +2 bonus.

Boating (Dex)

Boating is used to steer all watercraft of all shapes and sizes.

Check (Half Action): No skill checks are required to perform standard boating functions, but complex tasks, such as those that arise during combat or other threatening circumstances, require a roll.

Task DC

Shallow turn/avoid obstacle 5

Average maneuver/navigate shallows 10

Tight turn/dangerous area 15

High stress check/very dangerous area 20

Heroic or complex set of maneuvers 25+

Unfamiliar type of vehicle +5

This rating may help or hinder the vehicle's pilot.

Retry: Yes, but there is a lapse of time between tries — GM's discretion, based on current conditions.

If you absolutely have to turn immediately to avoid a reef, but fail the check, a second attempt is impossible.

Special: This skill covers the physical act of boating; knowledge of boating and making money with it as a sport are covered by the knowledge and sport skills, respectively. If you have 5 or more ranks in Boating, you get a +2 synergy bonus to any Knowledge and Mechanics checks concerning water craft, as well as a +2 synergy bonus to any Sport checks to professionally compete with them.

Critical Success: When not in a chase, you manage to avoid mishap even when it is seemingly impossible to do so. Your vehicle is not only unscathed by whatever pitfall you avoided, but you sail past it without a single chip in your paint. During a chase, your maneuver is successful unless an opposing driver scores a critical success with a higher total. Also, you receive a +4 bonus to your next maneuver or crash check.

Critical Failure: The boat hits an obstacle, turns over, or runs out of gas. The GM may rule that this is equivalent to failing a crash check.

Bureaucracy (Cha)

You can cut through red tape and navigate the treacherous halls of a bureaucracy.

Check (5 minutes): You can attempt to bypass normal office procedures, favorably impress bureaucrats, or tell if an individual would be receptive to bribes.

Task DC

Bypass bureaucrat or secretary 10*

(move up one layer of management)

Rush paperwork through immediately 15

Know if person would be offended by bribe 15

Tactfully offer someone a bribe 15

Convince person to ignore policy 20

Convince person to break policy 25

Individual believes you are important -2

(i.e. visiting dignitary, rich investor, law enforcement officer, etc.)

Individual believes you are poor/unimportant +2

Individual believes you could threaten his job -5

Individual has been successfully bribed -5†

* Add +2 to this DC for every layer of management past the first that you are dealing with.

† Each time the standard bribe (\$100 times management layer) is doubled, an additional -2 is added to this modifier.

A bureaucracy is made up of "layers" of management.

Each layer represents a bureaucrat in charge of the people working "under" him. A small company typically has only 1 or 2 layers, but a multinational corporation might have as many as 12.

The first third of the management layers at a company represents its lower management.

These bureaucrats are directly in charge of the company's employees. Lower management is useful if you want to look at personnel files, get into the mail room, get hired, look at company e-mail logs, or get permission to tour a company facility.

The second third of the management layers at a company represents its middle management.

Their purpose is largely to keep the riffraff (i.e. you) away from the upper management. Middle management is usually only useful if you want something that the lower management don't want to give you. By going over their heads to middle management, you can have their decisions overruled. Working with middle management

is also important if you want to become involved in the company's policies and classified projects.

The final third of the management layers at a company represents its upper management. These are the bureaucrats who set company policy, manage its classified projects, and oversee its various departments.

Upper management is where you need to go to change company policies, talk about classified projects, or overrule the decisions of middle management.

Bribes: It is possible to bribe bureaucrats in order to receive special consideration. Not all bureaucrats are susceptible to this, but for those who are, \$100 times their management layer is enough to reduce the DCs for all future dealings with them by 5. Every time this amount is doubled, future DCs are reduced by an 2 more. Typically, highly moral or wealthy bureaucrats are immune to being bribed, and may take offense at such an offer (increasing the DCs for further dealings with them by 5).

Critical Success: Not only do you successfully complete your task, but all DCs for further dealings with this bureaucrat are reduced by 2.

Critical Failure: Not only do you fail to complete your task, but all DCs for further dealings with this bureaucrat are increased by 2.

Chemistry (Int) Trained Only

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

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

Craft DCs

Type of Acid	Purchase DC	Acid	Base	Time
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.

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. Scratch built explosives deal concussion damage.

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 Fortitude save.

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

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

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

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

Time: The amount of time required for the Craft check.

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

Table: Poisons

Poison	Type	Save DC	Initial Damage	Secondary Damage	Purchase DC	Restriction	Craft DC	Time
Arsenic	Ingested	15	1d4 Str	2d4 Con	9	Res (+2)	24	4 hr.
Atropine	Injury	13	1d6 Dex	1d6 Str	3	Res (+2)	14	1 hr.
Belladonna (plant)	Injury	18	1d6 Str	2d6 Str	14	Lic (+1)	n/a	n/a
Blue vitriol	Injury	12	1d2 Con	1d2 Con	3	Res (+2)	9	1 hr.
Blue-ringed octopus venom	Injury	15	1d4 Con	1d4 Con	14	Lic (+1)	n/a	n/a
Chloral hydrate	Ingested	18	1d6 Dex	Unconsciousness 1d3 hours	12	Res (+2)	28	8 hr.
Chloroform ¹	Inhaled	17	Unconsciousness 1d3 hours	—	9	Res (+2)	24	4 hr.
Curare (plant)	Injury	18	2d4 Dex	2d4 Wis	15	Res (+2)	n/a	n/a
Cyanide	Injury	16	1d6 Con	2d6 Con	15	Mil (+3)	31	15 hr.
Cyanogen	Inhaled	19	1d4 Dex	2d4 Con	12	Mil (+3)	28	8 hr.
DDT	Inhaled	17	1d2 Str	1d4 Str	9	Lic (+1)	20	4 hr.
Knockout gas	Inhaled	18	1d3 Dex	Unconsciousness 1d3 hours	12	Res (+2)	26	8 hr.
Lead arsenate (gas)	Inhaled	12	1d2 Str	1d4 Con	6	Res (+2)	17	2 hr.
Lead arsenate (solid)	Ingested	12	1d2 Con	1d4 Con	6	Res (+2)	18	2 hr.
Mustard gas	Inhaled	17	1d4 Con	2d4 Con	12	Mil (+3)	26	8 hr.
Paris green (gas)	Inhaled	14	1d2 Con	1d4 Con	9	Res (+2)	20	4 hr.
Paris green (solid)	Ingested	14	1d4 Con	1d4 Con	9	Res (+2)	24	4 hr.
Puffer poison (fish)	Injury	13	1d6 Str	Paralysis 2d6 minutes	13	Lic (+1)	n/a	n/a
Rattlesnake venom	Injury	12	1d6 Con	1d6 Con	12	Lic (+1)	n/a	n/a
Sarin nerve gas	Inhaled	18	1d4 Con	2d4 Con	15	Illegal (+4)	30	15 hr.
Scorpion/tarantula venom	Injury	11	1d2 Str	1d2 Str	12	Lic (+1)	n/a	n/a
Strychnine	Injury	19	1d3 Dex	2d4 Con	9	Res (+2)	23	4 hr.
Tear gas	Inhaled	15	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.

Pharmaceuticals: This skill allows a character to compound medicinal drugs to aid in recovery from treatable illnesses. A medicinal drug gives a +2 circumstance bonus on Fortitude saves made to resist the effects of a disease. The Craft (pharmaceutical) check is based on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it.

Disease Fortitude Save DC	Purchase DC	Craft DC	Time
14 or lower	5	15	1 hr.
15–18	10	20	3 hr.
19–22	15	25	6 hr.
23 or higher	20	30	12 hr.

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.

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.

Critical Success: Double the progress made on the item this week.

Critical Failure: The item is totally ruined and the character must begin the project again from scratch.

Climb (Str) Armor Penalty

Check: With each successful Climb check, the character can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds).

A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.

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

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

Since the character can't move to avoid an attack, he 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 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 full speed, but the character takes a –5 penalty on his 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).

Creatures that lack claws or grasping appendages generally make poor climbers, and are able to climb slopes (surfaces with angles of less than 90 degrees but more than 60 degrees) but not walls (perpendicular surfaces), overhangs, or ceilings. Note that hooved animals (such as mountain sheep and goats) generally make their way around their alpine habitats by jumping rather than climbing.

Climb Modifiers by Body Type

<u>Body Type</u>	<u>Climb Check Modifier*</u>
Amorphous	+5
Aquatic	-5
Arthropod	+5
Avian	+0
Humanoid	+0
Quadruped (clawed feet)	+5
Quadruped (hooves)	-5
Radial	+0
Snake	+5**
Combination	Varies ***
Other	+0

* = Does not stack with racial Climb bonuses or any bonus for having a climb speed.

** = Provided that the creature can grip the surface it climbs, usually by wrapping its body around it. If not, it takes a -5 penalty.

*** = Use the lowest modifier for the combined types. For example, a centaur has a -5 penalty to Climb checks for being a humanoid quadruped (hooves).

Cling: You can attempt to leap and cling to a wall or slope. The DC of the Climb check is equal to the normal Climb DC of the wall or slope +5. With the Game Master's permission, you may also attempt to jump and cling to the side of a moving inanimate object no smaller than a wagon. The DC of such an attempt equals the base Climb check DC (usually 15, plus appropriate modifiers for slipperiness or other hazards) +10.

Rappel: By anchoring a line to the top of a cliff face or similar vertical surface, you can quickly drop down to the cliff

bottom by carefully sliding down the rope and using the cliff face to break your speed. You must have enough rope to reach the bottom of the cliff or you will stop at a point equal to your rope's length. You move downwards at a rate equal to twice your base speed. While rappelling, you lose any shield bonuses to Defense, but still gain any dodge or Dexterity bonuses. You also have enough control over your speed and direction that you can still attempt to avoid attacks. Rappelling requires a DC 10 Climb check. On a failure, you slam into the cliff side and drop too fast, taking damage as if you had fallen half the cliff's height.

Swarm Huge Monster: Walls, ropes, and cliffs are not the only things you can scale. When facing a monster that is two size categories or more larger than you, you can find purchase on the creature and scramble up its side for a better shot at it. Using the Climb skill in this manner counts as a full-round action. Your Climb check is opposed by the monster's Strength check as it tries to buck you off. To remain on top of the creature, you must win an opposed Balance versus Strength check each round. If you fail, you tumble from the creature on its action, taking 1d6 points of damage and losing your action for that round. While atop the creature, all of your attacks against it count as if you caught the creature flat-footed.

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 can lift.

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

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

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

DC Example Wall or Surface or Task

0	A slope too steep to walk up.
5	A knotted rope with a wall to brace against.
10	A rope with a wall to brace against. A knotted rope. A surface with sizable ledges to hold on to and stand on, such as a rugged cliff face.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a rough natural rock surface, a tree, or a chain-link fence. An unknotted rope. Pulling yourself up when dangling by your hands.
20	An uneven surface with just a few narrow handholds and footholds, such as a coarse masonry wall or a sheer cliff face with a few crevices and small 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.
—	Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
10*	
-5*	Climbing a corner where a character can brace against perpendicular walls (reduces normal DC by 5).
+5*	Surface is slippery (increases normal DC by 5).

*These modifiers are cumulative; use any that apply.

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

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

Critical Success: You move at twice the speed you were trying to climb at, up to double speed.

Critical Failure: You fall. Alternately, you freeze up where you are, forcing someone else to come help you.

Computer Use (Int)

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

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

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

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

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

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

Level of Security	DC
Minimum	20
Average	25
Exceptional	35
Maximum	40

Computer Hacking

Breaking into a secure computer or network is often called hacking.

When a character hacks, he 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 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 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 identifying information. This imposes a –5 penalty on any attempt made to identify the character if his activity is detected.

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

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

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

Locate What You're Looking For: To find the data (or application, or remote device) the character wants, make a Computer Use check. See Find File under the skill description.

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

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

Defend Security: If the character is the system administrator for a site (which may be as simple as being the owner of a laptop), he 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 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.

Scope of Alteration	DC	Time
Crash computer	10	1 minute
Destroy programming	15	10 minutes
Damage programming	20	10 minutes

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

Write Program: A character can create a program to help with a specific task. Doing so grants the character a +2 circumstance bonus to the task.

A specific task, in this case, is one type of operation with one target.

The DC to write a program is 20; the time required is 1 hour.

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

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 pass codes	25	1 minute
Hide evidence of alteration	+10	1 minute
Minimum security	–5	—
Exceptional security	+10	—
Maximum security	+15	—

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.

Critical Success: The program you were writing or modifying works particularly well, or your repairs are very stable (no chance of failure if it was a temporary fix). If creating a virus, it is more effective than you expected (adding a +5 to the modifier it applies to DCs using an infected system). If you are breaking into a computer system, your presence and signs of your tampering can only be noticed by the system's other users if they score a critical success. If reviewing a system, you discover all information you were looking for and your bonus with future Computers checks using the system is increased to +4. If tracing a user, you gain all the information available about them through their ISP, including their physical location or the router hub closest to them, if available.

Critical Failure: The program you were writing or modifying is buggy and works erratically (viruses may invade the computer you were using to write them), or your repairs are shoddy and utterly destroy the equipment the next time it's used. If you are breaking into a computer system, your presence is immediately noticed and your location is traced. If reviewing a system, you are locked out after its users review your system, gaining a +4 against it. If tracing a user, you leave yourself open to the target, who may trace your electronic ID to gain information about you.

Concentration (Con or Cha for creatures with no Con score)

Check: A character makes a Concentration check whenever he may potentially be distracted while engaged in some action that requires his 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.

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 must roll the check as normal.

The check DC depends on the nature of the distraction.

Creatures that lack Constitution scores (such as constructs and undead) use their Charisma modifiers to make Concentration checks.

Feign Death: The character has incredible control over his body's autonomous functions – the breath, dilation of the pupils, even the heart's beat obey the character's every whim. A successful Concentration check, opposed by an observer's Spot check, allows the character to slow his heartbeat and control all autonomous functions to such a degree that he appears, for all intents and purposes, to be dead. The character must attempt a new Concentration check each round that he remains under direct observation. If the character takes damage while attempting to feign death, he must immediately succeed at another Concentration check against a DC equal to 10 + damage suffered or involuntarily react (by flinching, a sharp intake of breath and so on) to the attack. While attempting to feign death, the character is considered to be holding his breath – when he reaches the point where he is required to roll Constitution checks continue to holding his

breath, his opposed Concentration checks suffer a -1 cumulative circumstance penalty. When the character fails his first Constitution check, he can no longer attempt to feign death.

Fire Walk: With a successful Concentration check against a DC of 20, a character can walk across hot coals without injury. Fire walking is a common test of focus and courage in many cultures – the trick to successful fire walking is moving without hesitation, as the thin sheen of perspiration that wells up along the bottom of the foot when it comes near the coals is sufficient to offer protection from the heat. The ability to fire walk offers no protection against the sort of heat and flame commonly faced by adventurers – fire walking can only be attempted on coals that are prepared to an exacting degree of heat and carefully raked until they are perfectly arranged.

Focus: You can clear your mind and act normally even after sustaining a jarring injury. If you are stunned, you may make Concentration check at DC 25 to take a partial action in your next round. Any skill checks or attacks made with this action suffer a -2 circumstance penalty. Normally, stunned creatures cannot take any action. Even if your check succeeds, you still suffer all the other penalties for being stunned.

Grace Under Pressure: By clearing your mind and locking on to a problem, you can quickly solve or overcome it. This



comes at the risk of rushing yourself and making a mistake that causes you to waste more time on a problem than if you had taken a slower, steadier method. With a successful Concentration check at DC 20 you cut in half the time needed to take 10 or 20 with a skill. If your Concentration check fails, you rush yourself and botch your attempt. You spend half the time needed for the skill attempt, but treat your result as if you rolled a one.

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).

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, below decks 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.

Critical Success: No further Concentration checks are required. If you are capable of completing the task, you do.

Critical Failure: Your concentration is ruined. You cannot attempt the task again until at least one of the current distractions is removed.

Cultures (Wis); Trained Only

You can blend into foreign cultures and have an encyclopedic knowledge of foreign customs.

Check (Free Action): You can determine the proper action dictated by local customs.

Situation DC

Common situation (table manners) 10

Uncommon situation (annual event) 15

Rare situation (once in a lifetime event) 20

You are very familiar with local customs -5

You were raised to follow the local customs -10

You are somewhat familiar with local customs +0

You are unfamiliar with local customs +5

If the check succeeds, you know what to do in a given cultural situation.

If the check fails, you don't know what to do in the situation at hand. If the check fails by 5 or more, you remember an incorrect response for the situation instead.

Retry: No. Once you've had time to think about a given situation, you either know the correct response or you don't. Should the same question come up at a later date (assuming opportunity for additional study on the subject) then another check may be appropriate (at Game Master's discretion).

Special: If you have 8 or more ranks in Cultures you gain a +2 bonus with most disposition checks.

Critical Success: Your response to the situation is not only correct, it shows a great understanding of the culture and impresses members of the culture who witness it.

Critical Failure: Your response to the situation is not only incorrect, it is insultingly so. Any member of the culture who witnesses it is deeply offended.

Decipher Script (Int) Trained Only

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

If the check succeeds, the character understands the general content of a piece of writing, reading about one page of text or its equivalent in 1 minute. If the check fails, the GM makes a Wisdom check (DC 10) for the character to see if he 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.

Cryptography: Cryptography is used for cracking and creating encryption codes.

Check (1 day): You can create or crack encryption codes. Like most modern cryptographers, you require a computer to do your best work, but you can still create primitive codes without one. You need not be able to read and write the language a message is written in to encrypt or decrypt it, but you get +2 to your Cryptography checks if you do.

To create a code, you make a Cryptography check, adding the power rating of any computer you use in the attempt. Your Game Master makes this roll in secret and notes the result next to the code for future reference.

In order to crack a code, you must make a Cryptography check against the result of the skill check that was originally made to create it. Again, if you are using a computer to aid your work, add its power rating to the attempt. Once you've cracked a code, you can read any message using that cipher without making additional checks (assuming you understand the language, of course).

Create Cipher: You can create codes and simple methods for encrypting written messages. You must be able to read the language that you wish to encrypt. You can create a simple system to decode the message which to encrypt. You can create a simple system to decode the message which anyone literate in the encoded language can use to translate the missive. Anyone with the Decipher Script skill can attempt to crack the code. The DC to do this is equal to the result of your Decipher Script check when creating the code.

Muddle Script: After deciphering a script, with a few modifications here and there you can attempt to modify its meaning. As a rule of thumb, you can change any verb to its negative form ('go here' becomes 'don't go here') or modify two adjectives to have the opposite meaning. Make a Decipher Script check. If anyone attempts to decode the modified message at a later date, they read your message as the true one if their check does not beat a DC equal to your check. If their check beats your, they notice your attempt at deception.

Try Again?: No, unless conditions change or new information is uncovered. Yes on Cryptography, 1 day per check.

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.

Critical Success: If you are creating a code, you stumble across an 'unbreakable' code that can only be cracked with a critical success.

Critical Failure: If creating a code, it is flawed, and anyone who attempts to decode it automatically succeeds. If trying to crack a code, you cannot make any further attempts to crack this code; someone else must do so.

Demolitions (Int) Trained Only

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

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

A character can make an explosive difficult to disarm. To do so, the character chooses the disarm DC before making his 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 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 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.

Critical Success: If setting or building an explosive device, the device is set or built in half the normal time (rounded up). If disarming a device, the device is disarmed in half the normal time (rounded up), or 1 second before it detonates – whichever comes first.

Critical Failure: The device detonates immediately.

Diplomacy (Cha)

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

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

To use the Diplomacy skill, both you and your subject must be able to speak a common language or be able to establish communication through some magical means (such as telepathy or a *Tongues* spell). As creatures with Intelligence scores of lower than 3 don't use language, such creatures can't be influenced with a Diplomacy check without magical aid or a wild empathy check in the case of animals.

If the subject has an intelligence score of 3 or higher but you don't share a common language, you can use gestures to communicate (see the Bluff skill), but you take a -5 penalty on your Diplomacy check once communication has been successfully established.

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 position, and trying again is futile.

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

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

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

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

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

Bribery and Diplomacy

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

An illegal act, bribery requires two willing participants—one to offer a bribe and the other to accept it. When a character requires a bribe to render services, then a hero's Diplomacy check automatically fails if a bribe isn't attached to it. If a bribe isn't required, a hero can add a bribe to get a bonus on his skill check. This can backfire, as some characters will be insulted by a bribe offer (their attitude changes one step for the worse) and others will report the hero to the proper authorities. To bribe a character, make a Wealth check. Typical DCs are shown on below, but the GM may modify the DC as he sees fit. If the hero succeeds in the check, he gains a +2 bonus on the Diplomacy check. For every point by which the hero beats the DC, increase the bonus by +1 (to a total maximum bonus of +10).

Bribe Target	Purchase DC
Bouncer	6
Bureaucrat	10
Informant	7
Police officer	10

Beg Alms: In order to remain humble, or due to circumstances beyond their control, some characters assume the mantle of beggar. They depend on the kindness of strangers to provide life's necessities. Each week a DC is set by the Game Master, if you succeed on your skill check your basic need is met for the week. On a critical failure you will get into some major problem with the local authorities or other group depending on the whims of the Game Master.

Calm Emotions: You can use Diplomacy to try to talk your way out of a potential fight. When dealing with a NPC who is ready to attack, make a Diplomacy check opposed by his Will save to bring him to his senses. If he succeeds, he may act normally. If he fails, he stops to consider your words. The Game Master has final say in determining if your Diplomacy skill has any use in a situation – as a rule of thumb, this skill works in any situation that arises in a neutral or safe setting with an irritated NPC who otherwise has no particular reason to seek your death. You cannot use Diplomacy against creatures that do not share a language with you or have a specific reason to attack.

Complicate: Sometimes you find it to your advantage to delay the resolution of a specific discussion for a time (or even indefinitely). Every time you attempt to complicate the situation in order to delay resolution, you make a Diplomacy check. The other participants in the discussion make opposed Sense Motive checks. If you succeed then you can prevent any of the discussion's participants from coming to an agreement for a single day, without seeming to be interfering. Each participant that beats your Diplomacy skill check realizes what you are doing. The danger associated with this activity is directly related to the importance of the situation. Complicating the negotiations between two countries on the brink of war exposes you to a high degree of risk. Similar actions taken to delay the discussions of a sea captain and a merchant so that your party can get onto a ship carry a fairly low degree of danger.

Enlightened Impartiality: Use Diplomacy to make even the bluntest insults appear to be innocently offered wisdom. When offering insult or unpleasant advice to a NPC, roll a Diplomacy check opposed by a Sense Motive check. If your result is higher, you have disguised your meaning with enough philosophical trappings that he accepts your words as a pearl of 'enlightened wisdom.' If his result is higher, he sees through the prettiness of your words to their true meaning.

Negotiations: When bargaining with other, your Diplomacy skill allows you to negotiate a better deal or bargain. Make a Diplomacy check opposed by the merchant or negotiator's own Diplomacy check. If you succeed, you earn a 10% discount on the price of an item. You may attempt to use Diplomacy in this manner just once for every item you wish to buy. When using this skill to hammer out a treaty, each success allows you to force your opponent to concede a point to you. However, the Game Master has veto power over any points he deems too extreme. For example, you could not negotiate a surrender that allows you to keep all your items, gold, and magic and walk away unharmed.

Critical Success: If haggling, you can alter the price upward or downward by 50% in addition to the amount determined by success (to a minimum of 10% of the market price if haggling down, or a maximum of 190% of the market price if haggling up). If trying to convince someone of your position, your opponent is completely converted to your viewpoint.

Critical Failure: If haggling, your opponent can alter the price upward or downward by 50% (to a minimum of 10% of the market price if haggling up, or a maximum of 90% if haggling down). If trying to convince someone of your position, you make a fool of yourself and lose the argument.

Disguise (Cha)

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

appearance.

Disguise	Modifier
Minor details only	+5
Appropriate uniform or costume	+2
Disguised as different sex	-2
Disguised as different age category	-2 ¹

1 Per step of difference between the character's age category and the disguised age category (child, young adult, adult, middle age, old, or venerable).

If the character is impersonating a particular individual, those who know what that person looks like automatically get to make Spot checks. Furthermore, they get a bonus on their Spot checks.

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

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

In general, a Disguise check requires the ability to manipulate objects and materials (a manipulation-based skill) unless being used by creatures with natural shape-changing ability or under the effects of magic.

While you can attempt to disguise yourself as any sort of creature within ten percent of your height and weight, the Disguise skill works best when you try to masquerade as a creature with the same body type. If you attempt to disguise yourself as another kind of creature altogether, you take a penalty based on the difference in body type.

Body type penalties don't apply if you use a magical effect to assume a different body type, but are otherwise cumulative with the circumstance penalties noted in the charts above. As well, the Game Master should allow common sense to dictate whether any particular disguise attempt should have a chance at success. For example, while it might be possible for a humanoid creature to non-magically disguise itself as a wounded or otherwise motionless centaur, no amount of non-magically enhanced Disguise skill will allow that human to pass as a centaur at full gallop. Likewise, the Disguise skill alone is not enough to allow a normal creature to pass as incorporeal.

Blend In: You can move into a large crowd of people and slightly change your appearance to resemble those around you. This allows you to make a skill check without spending 1d3 x 10 minutes creating a disguise. However, you may only use Disguise in this manner if there are a group of people nearby that you can escape into. For example, you could blend into a small group of beggars by grabbing a nearby, filthy, soiled cloak, draping it over your shoulders, and sitting down amongst them. Obviously, this skill does not prevent anyone who witnessed your attempt from pointing you out to any pursuers or enemies.

Camouflage: You can combine face paint, branches, debris, and other items to camouflage yourself or someone else. Using Disguise in this manner requires a skill check at DC 15. On a successful check, the recipient of a Disguise gains a +2 competence bonus to Hide checks made in forests, jungles, or other areas with heavy undergrowth. This Disguise check is made in secret, thus only the Game Master knows if your camouflage is truly effective.

Warpaint: You make yourself look terrifying to the enemy, such as by nailing body parts of fallen foes to your shield, painting fearsome patterns on your face with makeup or adding spikes and the skulls of fallen foes to your armor. Make a Disguise check (DC 15). If you succeed, you gain a +2 synergy bonus to all Intimidate checks for the next 26 hours if you maintain the disguise. Test again after 24 hours to maintain your appearance.

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

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

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

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

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

Time: A Disguise check requires 1d4 x10 minutes of preparation. The GM makes Spot checks for those who encounter the character immediately upon meeting the character and again each hour or day thereafter, depending on circumstances.

Critical Success: The disguise is perfect. Only a critical success with a Spot check can see through it.

Critical Failure: The disguise looks perfect, but something goes wrong with it at a critical moment (latex skin comes loose, padding slips into the wrong places, etc.).

Drive (Dex)

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

Try Again?: Most driving checks have consequences for failure that make trying again impossible.

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

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

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

Time: A Drive check is a move action.

Critical Success: When not in a chase, you manage to avoid mishap even when it is seemingly impossible to do so. Your vehicle is not only unscathed by whatever pitfall you avoided, but you sail past it without a single chip in your paint. During a chase, your maneuver is successful unless an opposing driver scores a critical success with a higher total. Also, you receive a +4 bonus to your next maneuver or crash check.

Critical Failure: The vehicle hits an obstacle, skids out of control, or stalls. The GM may rule that this is equivalent to failing a crash check.

Electronics (Int) Trained Only

Electronics is used to repair electronic devices or disarm traps that primarily use electronic components, such as electronic eyes. (The Hide skill is used to avoid/bypass electronic surveillance devices without disabling them.) No skill is required to operate simple electronic devices or devices the user is familiar with.

Check (Varies): Mundane, everyday tasks do not require an Electronics check, but attempting mundane tasks with a time limit or performing more complex or invasive tasks does.

Task DC

Operate unfamiliar electronic device 15+

Disarm or bypass electronic device 20+

Operate Unfamiliar Electronic Device (Full Action): A successful check allows you to operate the device in question. The DC for your check depends on the complexity of the device, and is set by the GM. After you've figured out how to operate a device once, you needn't do so again.

Disarm/Disable Electronic Device: Your Game Master should make this skill check in secret, so you don't know the magnitude of your success or failure. The time required for the check depends upon the device.

Device Time DC

Simple (pressure pad, 1 round 10 crude electric eye)

Tricky (door keypad, 1d4 rounds 15 video camera)

Difficult (motion sensor, 2d4 rounds 20 heat sensor)

Obnoxious (retina scan, 3d4 rounds 25-40 voiceprint analyzer)

Leave no sign of work — +5

Delayed breakdown* — +5 (1d4 minute delay)

Unfamiliar device — +5

* The device is sabotaged and left to break down at a later time determined by the character.

If the check succeeds, the sabotage is successful and the device ceases to operate or malfunctions in the manner desired.

If the check fails, you have failed to disable the device. If you fail by 5 or more, the device goes off, an alarm is tripped, or you think that you've sabotaged the device, but it continues working normally.

Repair Electronic Device (Varies): You can repair a damaged electronic device. Such a task can take a few rounds, an hour or two, or even days to complete, depending on the magnitude of the repair, availability of parts and proper equipment, and the situation (e.g. whether you're conducting the repairs during your spare time or in the middle of a raging firefight). The Game Master is the final arbiter of how long an attempted repair takes.

Task DC

Replace part 10

Simple repair 15

Troubleshoot and/or complex repair 20

Major repairs involving multiple parts 25+

Quick/temporary fix* -5

High stress situation +5

Unfamiliar parts/device +5

Tools and/or parts unavailable +15

* 10% chance of failure (non-cumulative) each time the equipment is used.

Retry: If operating an unfamiliar device, yes. If repairing a device, yes, but you must begin the task again. Parts are not consumed by a repair attempt. The check can be made again after the required repair time has elapsed. If bypassing or disarming a device, yes, but only if you know that your previous attempt was a failure.

Special: If the specific schematics of the device are available, you gain a +5 bonus to your skill check.

Critical Success: You instantly figure out how to use the device, or your repairs are very stable (there is no chance of failure if it was a temporary fix). If you are bypassing or disarming a device, the device is bypassed or disarmed in half the normal time (rounded up), or 1 second before it triggers — whichever comes first.

Critical Failure: You are unable to figure out how to use the device, or your repairs are shoddy and utterly destroy the equipment the next time it's used. If you are bypassing or disarming a device, it immediately goes off, or you believe your sabotage to be successful, when in fact the device continues to work perfectly (at the GM's discretion).

Escape Artist (Dex) Armor Penalty

Check: Make a check to escape from restraints or to squeeze through a tight space.

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

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

For a tight space, a check is only called for if the character's head fits but his 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 head doesn't fit through.

A character can make an Escape Artist check opposed by his 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 can move in the same round.

Limbless creatures, including those with the amorphous, aquatic, and snake body types, gain a +8 bonus to Escape Artist checks to escape from entanglement and on grapple checks. Such creatures also gain a +4 bonus on Escape Artist checks to squeeze through a tight space. Amorphous creatures generally can't be manacled at all, and other limbless creature can only be manacled or bound if some part of their body is physically pierced (a hook through a fish's jaw or a snake's tail, for example).

Cave-ins: You are able to wriggle out of a rock-fall or cave-in without dislodging even more rock. Making a check to escape from a cave-in can only be done after the character is caught beneath the falling rocks. Characters who are still conscious are able to attempt to slither free of the rubble without suffering further damage or causing a second collapse. Escaping from a cave-in requires a full-round action for every five feet of distance the trapped character must move and the DC for each action is set by the number of dice of damage inflicted by the collapsing tunnel. Multiply the number of dice by 5 to determine the DC. Every failed check causes an additional 1d6 vitality points of damage as the character is caught under the weight of the settling rocks. The bonus provided by the stonecutting ability applies to Escape Artist checks of this type.

Contortionist: You can twist your limbs and arrange your body to squeeze into tight spaces. You may make an Escape Artist check to move through spaces normally too small for you to fit into. Make an Escape Artist check with a DC determined by the relative size of the area you want to enter.

Relative Size	DC
One size smaller	15
Two sizes smaller	25
Three sizes smaller	35

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 is not being actively opposed.

Special: A character can take 10 on an Escape Artist check. A character can take 20 if he is not being actively opposed (a character can take 20 if he 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.

Critical Success: You escape your bonds in half the normal time. If you are in a tight space, you don't need to make any further Escape Artist checks to escape. If attempting to escape under scrutiny, you receive one surprise round to act before your observers may do anything.

Critical Failure: You are trapped. You cannot make any further Escape Artist checks to escape – someone else must free you now.

Forgery (Int)

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

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

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

Condition	Examiner's Check Modifier
Type of document unknown to examiner	–4
Type of document somewhat known to examiner	–2
Type of document well known to examiner	+0
Document is put through additional tests ¹	+4
Examiner only casually reviews the document ¹	–2

¹ Cumulative with any of the first three conditions on the table. Apply this modifier along with one of the other three whenever appropriate.

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

In general, forging a document requires the ability to manipulate tools and materials (a manipulation-based skill), though creatures unable to use the skill in this way can still make Forgery checks to detect a forgery. However, a creature cannot use the skill for either purpose if it is illiterate or has an Intelligence score lower than 3.

You can attempt to forge a document in a language you cannot read or write, but to do so you must have a sample

document to copy and you take a -8 penalty on the check. This penalty falls to -4 if you can first decipher the document (see Decipher Script).

Forge Coins: You can make fake coins using a small amount of valuable metal and a lot of lead. Making coins requires the use of the Craft (Metalworking) skill. Determine how many coins you wish to make and, before you create them, determine the total value you wish to use to produce them. The proportion of these materials in relation to the total value of the coins determines a modifier to your Forgery check, as listed in the table below. You must use valuable materials worth at least 10% of the coins value or the forgery is automatically detected. Make Craft checks as normal to determine your progress. Anyone inspecting the coins makes an Appraise check with a DC equal to the result of your Forgery check made at the time of the coins' creation modified below:

Valuable Materials as a Percent of Coins' Total Value	Forgery Check Modifier
10% to 30%	+0
31% to 50%	+2
51% to 75%	+4
76% or higher	+8

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.

Critical Success: The forgery is perfect. It can only be detected with a critical success.

Critical Failure: The forgery appears to be perfect, and passes any test the forger puts it through, but is automatically noticed when presented for inspection in a crucial situation (the ink runs, the glue fails, etc.).

Gamble (Luc)

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 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 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 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 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 wins and gains an increase to his Wealth bonus. The amount of the increase depends on the difference between the character's check result and the next highest result among the other participants.

Check Result Difference	Wealth Bonus Increase
1-9	+1
10-19	+2
20-29	+3
30-39	+4
40 or more	+5

Try Again?: No, unless the character wants to put up another stake.

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

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

Time: A Gamble check requires 1 hour.

Critical Success: The character gains an additional +1 to his wealth score if he wins the game.

Critical Failure: The character's wealth score drops an additional 1d4 points.

Gather Information (Cha)

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

If the situation doesn't require the expenditure of money, no Wealth check is necessary.

Information ranges from general to protected, and the cost and DC increases accordingly for the type of information the character seeks to gather, as given in the table below.

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

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

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

Successful gather Information checks generally require time, money, and a knack for getting to know the locals. If you cannot speak the language the locals use, you cannot make a Gather Information check unless you find some way to overcome the language barrier (such as the use of magic). If you know a language that at least a few of the locals understand, or if you use gestures to establish communication

Informant: You establish a working relationship with a person or organization who is well-tuned to the gossip and information that spreads through the area. If you pay your informant (amount determined by GM; such as 3d6 gold pieces per week), you may make one Gather Information check per week without spending an evening socializing and combing for gossip. Your informant makes regular reports to you about any specific topics you designate. You may have more than one active informant, so long as you pay the required amount each week.

Knowing the Field: You can use this skill to gain some insight on gambling odds, or on your competition in a game or tournament. A successful Gather Information check (DC 15) lets you learn about a single event or game, effectively learning his or their average skill bonus in the particular competition. The DC might be higher if the competitor is relatively unknown. If you have 5 or more ranks of Gather Information, you gain a +2 synergy bonus to Gambling skill checks to run the odds of a particular competition if details would be helpful.

Spread Rumors: Rather than seek out information, you can spread rumors of your own invention across town. Make a Gather Information check as normal. For 1d3 weeks after this check, anyone looking for information regarding the topic of your rumor might uncover your falsehoods in place of useful information. If Gather Information checks made by others fail to equal or exceed your own, they uncover your rumor instead of the information they want.

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.

Critical Success: You not only find the answer to your question, you also receive any related information.

Critical Failure: You receive faulty information, or the person you're asking about gets wind of your intention.

Handle Animal (Cha) Trained Only

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

Task	Time	DC
Handle an animal	Move action	10
"Push" an animal	Full-round action	25

Teach an animal a trick	1 week	See text
Train an animal for a purpose	See text	See text

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

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

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

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

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

Attack (DC 20): The animal attacks apparent enemies. The character may point to a particular enemy to direct the animal to attack that enemy. Normally, an animal only attacks humans and other animals. Teaching an animal to attack all creatures (including unnatural creatures such as undead and aberrations if they exist in your campaign) counts as two tricks.

Come (DC 15): The animal comes to the character, even if the animal normally would not do so (such as following the character onto a boat).

Defend (DC 20): The animal defends the character (or is ready to defend the character if no threat is present). Alternatively, the character can command the animal to defend a specific other character.

Down (DC 15): The animal breaks off from combat or otherwise backs down.

Fetch (DC 15): The animal goes and gets something. The character must point out a specific object, or else the animal fetches some random object.

Guard (DC 20): The animal stays in place and prevents others from approaching.

Heel (DC 15): The animal follows the character closely, even to places where it normally wouldn’t go.

Perform (DC 15): The animal does a variety of simple tricks such as sitting up, rolling over, and so on.

Seek (DC 15): The animal moves into an area and searches for something of interest. It stops and indicates the first thing of interest it finds. What constitutes an item of interest to an animal can vary. Animals almost always find other creatures or characters of interest. To understand that it’s looking for a specific object, the animal must make an Intelligence check (DC 10).

Stay (DC 15): The animal stays in place waiting for the character to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track (DC 20): The animal tracks the scent presented to it.

Work (DC 15): The animal pulls or pushes a medium or heavy load.

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

Combat Riding (DC 20, 6 weeks): An animal trained to bear a rider into combat knows Attack, Come, Defend, Down, Guard, and Heel. An animal trained in riding may be “upgraded” to an animal trained in combat riding by spending three weeks and making a Handle Animal check (DC 20). If the animal was trained in other tricks (in addition to those provided by training the animal for riding), those tricks are completely replaced by the combat riding tricks.

Fighting (DC 20, 3 weeks): An animal trained for combat knows the following tricks: Attack, Down, and Stay.

Guarding (DC 20, 4 weeks): An animal trained to guard knows the following tricks: Attack, Defend, Down, and Guard.

Laboring (DC 15, 2 weeks): An animal trained for heavy labor knows Come and Work.

Hunting (DC 20, 6 weeks): An animal trained for hunting knows Attack, Down, Fetch, Heel, Seek, and Track.

Performing (DC 15, 4 weeks): An animal trained for performing knows Come, Fetch, Heel, Perform, and Stay.

Riding (DC 15; 3 weeks): An animal trained to bear a rider knows Come, Heel, and Stay.

Placate Animal: If you have a tasty morsel or other treat on hand, you can silence an angry animal or convince it to leave you alone. Give the animal a day’s worth of palatable food appropriate to its diet and make a Handle Animal check opposed by its Will save. If the check succeeds, the animal ignores you to devour the food. This skill works only against creatures with the animal subtype.

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 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.

Critical Success: When not in a chase, you manage to avoid mishap even when it is seemingly impossible to do so. Your vehicle is not only unscathed by whatever pitfall you avoided, but you sail past it without disturbing your mount's winning appearance. During a chase, your maneuver is successful unless an opposing rider scores a critical success with a higher total. Also, you receive a +4 bonus to your next maneuver or crash check. If training an animal, the task takes half the time it normally would and/or the animal learns its tasks especially well. The animal might also form a strong bond of friendship with you. If handling or pushing an animal, you get very good results from the animal.

Critical Failure: If riding an animal, you fall off and the animal bolts. The GM may apply falling damage, as appropriate. If training or raising an animal, it is ruined for future training, and develops a strong dislike for you. You can never use the Handle Animal skill on the animal again, and all Handle Animal checks made by other trainers receive a -5 penalty with the animal. If handling or pushing an animal, it panics, and you must bring it back under control (with a Handle Animal check, DC 20 + all applicable modifiers) to do anything with it.

Hide (Dex) Armor Penalty

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

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

Size	Modifier	Size	Modifier
Fine	+16	Large	-4
Diminutive	+12	Huge	-8
Tiny	+8	Gargantuan	-12
Small	+4	Colossal	-16
Medium-size	+0		

If people are observing the character, even casually, he can't hide. The character can run around a corner so that he 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 has less than one-half cover or concealment.

Cover or Concealment	Circumstance Bonus
Three-quarters	+5
Nine-tenths	+10

Creating a Diversion to Hide: A character can use the Bluff skill to help him 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 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 can make a Spot check (opposed by the character's Hide check) every time he changes course (goes around a street corner, exits a building, and so on). If he is unsuspecting, he generally gets only a Spot check after an hour of tailing.

Wall Flower: By remaining quiet and keeping still, you discreetly fade into the background of the group. Make a Hide check opposed by a Sense Motive check from the target (or targets). If successful, people are aware of your presence but largely ignore you – they will not initiate conversations or remember more than vague details about you. If you fail, people not only notice you, but they are likely to be intrigued by your enigmatic silence. A character with 5 or more ranks in the Disguise skill gains a +2 synergy bonus to a Wall Flower check.

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.

Critical Success: You find a perfect hiding place. Attempts to Spot you automatically fail until you leave it. If shadowing someone, you don't need to make another check for half an hour.

Critical Failure: Everyone within line of sight automatically sees you trying to hide. If shadowing someone, you are immediately spotted but believe that you have not been. For the duration of the scene, any further Bluff, Sense Motive, or Spot checks made on you by your target receive a +2 bonus.

Hobby (Wis)

You are skilled at a particular hobby, such as clubbing, creative writing, gambling, gaming, gardening, Internet surfing, jogging, puzzle solving, reading, shopping, socializing, tinkering, traveling, or working on cars.

You can take this skill multiple times, each time applying it to a separate Hobby. For example, you could have Hobby (Reading) at rank 4 and Hobby (Gaming) at rank 3. Your ranks in one Hobby don't affect your skill checks in another.

A Hobby is unlike a Craft, a Profession, or Sport, in that you do it just for fun. Although a few rare individuals make money at their hobbies, this is the exception rather than the rule.

Check: You have a great deal of knowledge about your hobby and the tools that are needed to practice it. In addition, you are capable of performing your hobby. Your Game Master sets DCs for specific tasks.

Retry: Specific tasks can usually be retried, unless failure results in injury or the destruction of your tools.

Special: If you have 5 or more ranks in a Hobby, you get a +2 synergy bonus to any Knowledge checks that have anything to do with that Hobby.

Critical Success: You perform your Hobby particularly skillfully, create something remarkable, or have the time of your life.

Critical Failure: You perform your Hobby poorly, possibly resulting in an injury if it is a physical hobby or destroying materials if they are used.

Intimidate (Cha)

Check: With a successful check, a character can forcibly persuade another character to perform some task or behave in a certain way. A character's Intimidate check is opposed by the target's Will save. Any modifiers that a target may have on Will saving throws against fear effects apply to this check. If the character succeeds, he 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 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 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.

When you make an Intimidate check, you use an implied threat to make another creature submit to your will.

Unlike Bluff and Diplomacy checks, Intimidate doesn't require you to speak a language the subject understands, but it helps. If you can't communicate with your subject, you take a -4 penalty on your check.

In situations where superior strength seems a better bargaining chip than words, though, you can get a bonus on your Intimidate check by demonstrating that strength against an object used as a prop (such as a bar to bend or something you can break). Make a Strength check, either before the Intimidate check or as a free action in the same round you make your first Intimidate check. On a result of 15 or more, you gain a +1 bonus on Intimidate checks against any creature that witnessed the Strength check, with an additional +1 bonus for every two points by which your check result exceeds 15. If your Strength check result is 9 or less, however, you instead take a -2 penalty on Intimidate checks against any creatures that witnessed your Strength check. Against those creatures, you cannot retry your Strength check, though your allies can attempt Strength and Intimidate checks of their own.

No matter how physically imposing you are, intimidation still requires that you impress your will on your subject. As such, your maximum bonus from a Strength check cannot exceed your Charisma score (so that a character with a Charisma score of 6 could never get more than a +6 bonus no matter how impressive a Strength check is made). As well, bonuses from a Strength check do not stack with the bonus you gain from attempting to intimidate creatures smaller than you (but can help you overcome your penalty for trying to intimidate creatures larger than you).

Bluster: You attempt to assume the persona of an important individual, such as a wealthy merchant or military officer, who holds a level of power over the target of this skill. Make an Intimidate check as normal, but add a +2 synergy bonus if you have 5 or more ranks in Disguise. Normally, only Bluff grants a synergy bonus to this skill.

Bully: You can use your Intimidate skill over a long period of time. This bullying slowly erodes the target's ability to resist, until finally he caves in completely. Every time you successfully intimidate the target but do not demand anything you gain a +1 cumulative circumstance bonus to your next Intimidate check. This check can only be done once per day, and the bonus lasts until you fail an Intimidate check against the target. Once you fail your Intimidate check you lose the circumstance bonus and cannot attempt to intimidate the target again.

Immune to Pain: You shrug off horrible injuries as a way to intimidate your enemies. Immediately after suffering the loss

of one or more wound points, you may attempt to intimidate the opponent who injured you as a free action, using your Constitution modifier rather than your Charisma modifier. The DC of the skill check is opposed by the target's Will save plus twice the wound points you've taken. If you are successful, the target suffers a -1 morale penalty to all attack and damage rolls for the next 1d4 rounds. You receive a +2 synergy bonus on this check if you have 5 or more ranks in the Bluff skill; also you get a +2 synergy bonus if you have the Endurance advantage; these two bonuses do stack in this instance.

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 Intimidate check for every size category the character is larger than his target. Conversely, the character takes a -2 penalty to his check for every size category the character is smaller than his target.

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

Time: An Intimidate check is a full-round action.

Critical Success: You completely cow your target and plant a permanent kernel of fear in his heart where you are concerned. Just the thought of you makes him nervous. The DCs for your Intimidate checks against him are dropped by 5 in the future (to a minimum of 5).

Critical Failure: You not only fail to intimidate your target, you make him angry and uncooperative. The DCs for your Intimidate checks against him are raised by 5 in the future. There is no maximum that your DC to Intimidate someone can be raised to.

Investigate (Int) Trained Only

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

Analyze Clue: The character can make an Investigate check to apply forensics knowledge to a clue. This function of the Investigate skill does not give the character clues where none existed before. It simply allows the character to extract extra information from a clue he has found.

The base DC to analyze a clue is 15. It is modified by the time that has elapsed since the clue was left, and whether or not the scene was disturbed.

Circumstances	DC Modifier
Every day since event (max modifier +10)	+2
Scene is outdoors	+5
Scene slightly disturbed	+2
Scene moderately disturbed	+4
Scene extremely disturbed	+6

Collect Evidence: The character can collect and prepare evidentiary material for a lab. This use of the Investigate skill requires an evidence kit.

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

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

Research: 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 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?: 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 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 hours per object.

Critical Success: You find and properly interpret all clues in the area.

Critical Failure: You are led completely down the wrong track. You reach the wrong conclusions on the most basic deductions.

Jump (Str) Armor Penalty

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

The character's Jump check is modified by his 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 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 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 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 beats the DC by 5 or more. Standing from a prone position is a move action.

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

Long Jump: This is a horizontal jump, made across a gap such as a chasm or stream. At the midpoint of the jump, the character attains a vertical height equal to one-quarter the horizontal distance. The DC for the jump is equal to the distance jumped (in feet). 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 normal speed.

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

Long Jump Distance	DC ¹	Long Jump Distance	DC ¹
5 feet	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.

If the character fails the check by less than 5, he 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 movement grasping the far edge. If that leaves the character dangling over a chasm or gap, getting up requires a move action and a Climb check (DC 15).

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

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

High Jump Distance	DC ¹	High Jump Distance	DC ¹
1 foot	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.

If the character succeeds on the check, he can reach the height. The character grasps the object he 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 does not reach the height, and lands on his feet in the same square from which the character jumped.

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

Creature Size	Maximum Height
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium-size	8 ft.
Small	4 ft.
Tiny	2 ft.

Diminutive	1 ft.
Fine	0.5 ft.

Hop Up: The character can jump up onto an object as tall as his 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 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 takes falling damage as if the character had dropped 10 fewer feet than he actually did.

Non-humanoid creatures have much less vertical reach than creatures that can walk on two legs. When a creature with a body type other than humanoid attempts a vertical leap, it has less vertical reach and usually takes a check penalty as well. Most quadrupeds, however, gain an extra bonus from their superior speed when they perform running jumps.

Vertical Jump Modifiers & Vertical Reach by Body Type

Body Type	Vertical Jump Check Modifier*	Reduced Vertical Reach?**
Amorphous	- ***	Yes
Aquatic	+0	Yes
Arthropod	-5	Yes
Avian	+0	No
Humanoid	+0	No
Quadruped	-5	Yes
Radial	-5	Yes
Snake	- ***	Yes
Combination	Varies *****	Varies *****
Other	+0	Yes

* = Does not stack with racial Jump bonuses.

** = If a creature has reduced vertical reach, refer to the table below. If a creature does not have a reduced vertical reach, use the normal table above.

*** = These creatures cannot make Jump checks, but can stretch their bodies upward as far as their vertical reach allows.

***** = Use the least favorable modifier for the combined types. For example, a centaur has a -5 modifier for a high jump for being a humanoid quadruped.

Reduced Vertical Reach

Creature Size	Vertical Reach
Colossal	64 ft
Gargantuan	32 ft
Huge	16 ft
Large	8 ft
Medium	4 ft
Small	2 ft
Tiny	1 ft
Diminutive	½ ft
Fine	¼ ft

Horizontal Jump Modifiers by Body Type

Body Type	Horizontal Jump Check Modifier*	Running Horizontal Jump Check Modifier*
Amorphous	- ***	- ***
Aquatic	+0	+5
Arthropod	+0	+0 **
Avian	+0	+0
Humanoid	+0	+0
Quadruped	+5	+5
Radial	-5	-5
Snake	- ***	- ***
Combination	Varies *****	Varies *****
Other	+0	+0

* = Does not stack with racial Jump modifiers.

**** =**

***** =** These creatures cannot make Jump checks, but can cross gaps by stretching their bodies horizontally as far as their vertical reach.

****** =** Use the highest modifier for the combined types. For example, a centaur has a +5 modifier for a running long jump for being a humanoid quadruped.

Leap into the Saddle: With a successful Jump check, you can leap onto the back of a quadrupedal creature and maintain this position. Your Jump check must allow you to leap high enough to clear the creature. Each round, if the creature attempts to throw you from its back, you must beat its Strength check with your Balance check.

Pole Vault: When carrying any long pole or staff, you can use it to augment the height of your jump. Make a running high jump as normal, but make a second Jump check at DC 15 to add the length of the pole to the total distance you jump. You may jump above the maximum distance normally allowed by your height after applying this modifier. If you fail the Jump check to use the pole, resolve your initial Jump check but halve the height it would normally allow you to clear.

Vault Enemy: You may jump onto your enemies and use your momentum to leap over and past them. Make a running or standing high jump. If your jump equals or exceeds your opponent's height, you may immediately make a second standing jump from his position. Using the Jump skill in this manner counts as a full-round action but does not draw attacks of opportunity unless you fail the first Jump check. In that case, you land prone in a space adjacent to the enemy you attempted to vault.

Normally, Tumbling is your best bet for evading enemies, but unlike that skill you may attempt to vault enemies even if your speed has been reduced by your current carrying load. In any case, your opponent may try to oppose you with their Tumble skill to still get their attack of opportunity.

Wall Spring: By jumping up onto a wall and pushing off, you are able to increase the vertical distance of your jump. After making a running or standard high jump in which you end your movement next to a wall, you may immediately make another standing high jump and add the vertical distance of the two jumps together to determine your total jump height. The maximum height for a wall spring is 1.5 times your height. Performing a wall spring is a full-round action. You receive a +2 synergy bonus if you have 5 or more ranks in the Tumble skill.

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.

Critical Success: You jump your maximum distance.

Critical Failure: You fall into any gap you were attempting to jump across. This may inflict damage, per the conditions of the Jump and the GM's discretion.

Knowledge (Int) Trained Only

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

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

Creatures with an Intelligence score lower than 3 cannot have ranks in a Knowledge skill. Such creatures have the capacity to learn tasks or tricks, and can remember people, things, and places they've encountered, but don't have enough intellectual muscle to store, organize, and recall information the way smarter creatures can.

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 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 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 doesn't know whether the appraisal is accurate or not.

Some example 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 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.

Critical Success: You remember every detail related to your current situation involving this area of knowledge.

Critical Failure: You mis-remember some important details on the subject, coming to the wrong conclusion about the current situation.

Language (Int) Trained Only

The Read/Write Language skill doesn't work like a standard skill.

Your character begins play knowing one language at rank 6. Characters in this system do not gain additional languages due to Intelligence bonuses.

Having 1 rank in a language means your character can speak a few words. Two ranks means he can compose basic sentences. Three skill ranks allows him to say all but the most complex sentences. At four ranks, the character can speak simple sentences with an accent good enough to fool native speakers in short conversations. At 5 ranks, the character is fluent in the language and can accurately maintain a native accent in fluid conversation. Six ranks in a language allows the speaker to accurately mimic particular dialects.

A character is assumed to be able to read and write any language he speaks (unless, of course, he is illiterate).

Check: A native speaker of the language in question may make an opposed Listen roll either to understand a halting speaker or to discern false accents. If the speaker has 5 or more ranks in the language, those who listen to him should only roll if they have some reason to doubt the character.

Retry: A character may retry as often as needed to communicate his message. If attempting to pass himself off as a native speaker, there is no retrying a failed opposed roll.

Language Groups

There are thousands of languages to choose from when a character buys ranks in 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 Language.

This list is by no means exhaustive—there are many more language groups, and most groups contain more languages than those listed here.

Algonkin: 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.

Critical Success: You have no trouble carrying on a conversation mimicking the accent. Only a critical success on an opposed Listen roll can detect your true accent.

Critical Failure: This results in a misspeak of epic proportions. You might want to call the King's daughter a "beautiful virgin," but it comes out "disgusting whore."

Listen (Wis)

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

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

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

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

DC	Sound
-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 low-experienced character sneaking up on someone ¹
20	A tiger stalking prey ¹
30	A bird flying through the air
+5	Through a door
+15	Through a solid wall

¹ This is actually an opposed check; the DC given is a typical Move Silently check result for such a character or creature.

Condition	Check Penalty
Per 10 feet of distance	-1
Listener distracted	-5

Deaf creatures cannot make Listen checks, but not all creatures that lack ears are deaf. Oozes, for example, can detect vibrations in the ground or through the air with their whole bodies (as per the blindsight special quality). Likewise, plant creatures have some ability to pick up sound, usually through their leaves.

Ear for Detail: Not only can you detect noises, but you are also an expert at identifying the source. You hear not only the scrape of boot against stony floor, but also recognize the pace of the footsteps and the distinctive sound of hobnailed boots, allowing you to identify an intruder as an or warrior clad in chainmail before he comes into sight. If you have met the orc before, you recognize his stride and know exactly who approaches. If you beat the DC of a Listen check by 20 or more, you attain an extraordinary success. This allows you to determine the source of the noise, such as the type of creature, what actions might cause the noise, and so on.

Echoes: It takes more than keen ears to tell where a sound is coming from below the ground. Strange echoes can distort

noises, making their source seem close or further away, confusing the senses and endangering even the wary. Those with knowledge of the dark tunnels and their acoustic properties can attempt to discern the true location of an echo's origin. In caverns below the earth, echoes are very common and determining from which direction a sound really originates is crucial to the survival of those who make their homes in these tunnels and chambers. Characters may add any bonuses they receive from stonecutting (normally +2) to any Listen checks made to sift through echoes for 'real' sounds. Normally, a successful Listen check only reveals the presence of noise and does nothing to reveal the location of the noise's source. A successful Listen check (DC 15) can give the listener a good idea of approximately where the echoes come from and can rule out passages from which the sound could not originate.

Heart Whisper: Choose a living target and make a listen check against a DC 25. If you are successful, you can tell by the beating of their heart how injured they are and whether they are suffering from the effects of poison or disease. The information gathered is simply a general overview of their current health, for example if they are at half of their vitality points, or if they have taken any wound damage. A character with 5 or more ranks in Treat Injury gains a +2 synergy bonus to the skill check.

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

Special: When several characters are listening to the same thing, the GM can make a single 3d6 roll and use it for all the listeners' skill checks.

A character can take 10 or take 18 when making a Listen check. Taking 18 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).

Critical Success: You know exactly what you've heard.

Critical Failure: You mishear something, possibly with comical or disastrous effects.

Mechanics (Int) Trained Only

Mechanics is used to repair mechanical devices or to disarm traps that use primarily mechanical components (e.g. a scything blade). No skill is required to operate simple mechanical devices or devices the user is familiar with.

Check (Varies): No skill checks are required for everyday mechanical tasks, but operating unfamiliar devices and working within a rigid time frame or under difficult circumstances (such as combat) requires a roll.

Task DC

Operate unfamiliar mechanical device 15+

Disarm or bypass mechanical device 20+

Operate Unfamiliar Mechanical Device (Full Action): A successful check allows you to operate the device. The DC for your check depends on the device's complexity, and is set by your Game Master. Once you've figured out how to operate a device once, you don't need to do so again.

Disarm/Bypass Mechanical Device: Your GM should make this skill check in secret, so you don't know the magnitude of your success or failure. The time required for the check depends upon the device.

Device Time DC

Simple (mechanical switch) 1 round 10

Tricky (gear-driven device) 1d4 rounds 15

Difficult (clockwork device) 2d4 rounds 20

Obnoxious (engine, automaton) 3d4 rounds 25-40

Leave no sign of work — +5

Delayed breakdown * — +5 (1d4 minute delay)

Unfamiliar device — +5

* The device is sabotaged and left to break down at a later time determined by the character.

If the check succeeds, the sabotage is successful and the device ceases to operate or malfunctions in the manner you desired.

If the check fails, you have failed to disable the device. If you fail by 5 or more, the device goes off, an alarm is tripped, or you think that you've sabotaged the device, but it continues working normally.

Repair Mechanical Device (Varies): You can repair a damaged mechanical device. Such a task can require a few rounds, an hour or two, or even days to complete, depending on the magnitude of the repair, availability of parts and proper equipment, and the situation (i.e. whether during your spare time or in the middle of a raging firefight).

Task DC

Replace part 10

Simple repair 15

Troubleshoot and/or complex repair 20
Major repairs involving multiple parts 25+
Quick/temporary fix* -5
High stress situation +5
Unfamiliar parts/device +5
Tools and/or parts unavailable +15

* 10% chance of failure (non-cumulative) each time the equipment is used.

Retry: If operating an unfamiliar device, yes. If repairing a device, yes, but you must begin the task again. Parts are not consumed by an unsuccessful repair check. The check can be made again after the required repair time has elapsed. If bypassing or disarming a device, yes, but only if you know that your previous attempt was a failure.

Critical Success: You instantly figure out how to use the device, or your repairs are very stable (no chance of failure if it was a temporary fix). If you are bypassing or disarming a device, the device is bypassed or disarmed in half the normal time (rounded up), or 1 second before it triggers — whichever comes first.

Critical Failure: You are unable to figure out how to use the device, or your repairs are shoddy and utterly destroy the equipment the next time it's used. If you are bypassing or disarming a device, it immediately goes off, or you believe your sabotage to be successful when in fact the device continues to work perfectly (at the GM's discretion).

Move Silently (Dex) Armor Penalty

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

Whispery Movement: As you quietly move towards an enemy, you cause a moderate amount of noise designed to draw your opponent's attention away from your position. You throw rocks towards spots in the distance, rustle branches before quickly moving away, and so on. Take a -2 competence penalty to your Move Silently check. In return, if you make a Hide check shortly after moving silently, you gain a +2 competence bonus if your Move Silently check was successful.

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.

Critical Success: You don't make a sound. There's nothing for anyone to hear.

Critical Failure: You stumble and make a loud noise, alerting everyone in the area to your presence.

Navigate (Int)

Check: Make a Navigate check when a character is trying to find his 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 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 moves via the best reasonable course toward his goal. If the character fails, he still reaches the goal, but it takes the character twice as long (the character loses time backtracking and correcting his path). If the character fails by more than 5, he travels the expected time, but only gets halfway to his destination, at which point the character becomes lost. A character may make a second Navigate check (DC 20) to regain his path. If the character succeeds, he continues on to his destination; the total time for the trip is twice the normal time. If the character fails, he loses half a day before the character can try again. The character keeps trying until he succeeds, losing half a day for each failure.

Length of Trip	DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

When faced with multiple choices, such as at a branch in a tunnel, a character can make a Navigate check (DC 20) to intuit the choice that takes the character toward a known destination. If unsuccessful, the character chooses the wrong path, but at the next juncture, with a successful check, the character realizes his 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 doesn't know from the result whether the character is following the right or wrong path.

A character can use Navigate to determine his 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 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.

Critical Success: Some time is taken off the length of the journey determined by the GM based on the length of the trip, terrain, and potential short-cuts.

Critical Failure: The character gets very lost. It takes triple the time to reach the destination. The GM is encouraged to throw in some events/encounters related to this to further trouble the player depending on the terrain, and other in-game details.

Open Lock (Dex; Trained Only)

Attempting an Open Lock check without a set of thieves' tools imposes a -2 circumstance penalty on the check, even if a simple tool is employed. If you use masterwork thieves' tools, you gain a +2 circumstance bonus on the check.

Check: The DC for opening a lock varies from 20 to 40, depending on the quality of the lock, as given on the table below.

Lock	DC	Lock	DC
Very simple lock	20	Good lock	30
Average lock	25	Amazing lock	40

Action: Opening a lock is a full-round action.

Special: If you have the Nimble Fingers feat, you get a +2 bonus on Open Lock checks.

Untrained: You cannot pick locks untrained, but you might successfully force them open.

Critical Success: The lock opens. If there is a trap connected to the lock, the character gets an additional check to notice it.

Critical Failure: The lock is jammed. No further attempts can be made, and the key will no longer work.

Perform (Cha)

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

The number of Perform categories is kept purposely finite. When trying to determine what Perform skill a particular type of performance falls under, use a broad interpretation of the

existing categories. Do not arbitrarily make up new categories.

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

The ability to perform well enough to amuse or distract an audience requires enough brainpower to arrange the elements of the performance in a pleasing manner and to gauge the audience's reactions and adjust accordingly. As such, creatures with Intelligence scores of 3 or lower can not take ranks in any Perform skill, nor can they generally make untrained Perform checks. Where a creature with an Intelligence score of 1 or 2 has been trained to perform simple tricks (see Handle Animal), such a creature can make an untrained Perform check at a +2 bonus to perform on its own. As well, such creatures can make an untrained Perform check to aid another character's Performance check (acting, comedy, and dance are the most appropriate performance forms).

Some example Perform categories, and the qualities each one encompasses, are as follows:

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

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

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

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

Sing: The character is a musician gifted with a talent for producing musical tones with your voice.

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

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

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

Result Performance

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

Several types of performance have other requirements, as noted below:

- **Act, Comedy:** These kinds of performances work best when the performer and the audience speak a common language. You can use gestures to establish communication (see the Bluff skill, previous), but you make your Perform check at a -5 penalty. Miming, which is included under Perform (Act) is entirely nonverbal and does not require a Bluff check or take a penalty (unless the Game Master hates mimes, in which case the performer had best beware).
- **Keyboard, Percussion, String, or Wind Instruments:** In addition to requiring the instrument in question, these Perform skills require the ability to manipulate tools and materials (a Manipulation-based skill). If you have 5 or more ranks in one of these skills (or the appropriate Craft skill) you can improvise an instrument in about an hour. Doing so requires a DC 15 Perform or Craft check, but you take a -2 penalty on any Perform check you make with an improvised instrument.
- **Oratory:** This kind of performance absolutely requires a means of communicating in the language of the audience, though you can use magical means to establish such communication.
- **Sing:** This kind of performance benefits from a common language with the audience, but does not require one. If you sing in a language your audience does not understand, you take a -4 penalty on your Perform check.

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 attempts. At the GM's discretion, impromptu instruments may be employed, but the performer must take a -4 penalty on the check because his equipment, although usable, is inappropriate for the skill.

Every time a character takes the Creative feat, he 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.

Critical Success: You double your earnings and/or immediately come to the attention of someone who can make you a star. Your next performance for this audience gets a +10 bonus.

Critical Failure: You are booed off the stage. Your next performance for this audience suffers a -10 penalty.

Pilot (Dex) Trained Only

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

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

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

A character with the Vehicle Expert advantage 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 advantage, or else the character takes a –4 penalty on Pilot checks.

Time: A Pilot check is a move action.

Critical Success: When not in a chase, you manage to avoid mishap even when it is seemingly impossible to do so. Your vehicle is not only unscathed by whatever pitfall you avoided, but you sail past it without a single chip in your paint. During a chase, your maneuver is successful unless an opposing driver scores a critical success with a higher total. Also, you receive a +4 bonus to your next maneuver or crash check.

Critical Failure: The aircraft stalls out or an engine catches on fire. The GM may rule that this is equivalent to failing a crash check.

Profession (Wis)

Check: The ranks in this skill give a bonus to the character's wealth score.

Ranks	Wealth Bonus Increase
1–5	+1
6–10	+2
11–15	+3
16–20	+4
21–23	+5

Even though Profession is a Wisdom-based skill, creatures with Intelligence scores lower than 3 can not organize their thoughts well enough or retain enough of the specialized knowledge necessary to undertake a profession, and so cannot take ranks in a Profession skill. As well, most professionals (even those largely built around brainwork) require record-keeping or tool use, and so requires the ability to manipulate objects and materials (a manipulation-based skill).

Special: If the Gamemaster deems it appropriate, a character can add his 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 gets a cumulative +1 bonus on all Profession checks.

Critical Success: You earn double your normal income, or perform the task you were attempting particularly well.

Critical Failure: You earn no money that week, or perform the task you were attempting particularly poorly.

Read Lips (Int) Trained Only

Read Lips allows you to watch someone else's lips and understand what they're saying.

Check (1 minute): You may attempt to understand what someone in your line of sight is saying by watching their lips. You must be able to understand the language they are speaking, and you cannot do anything else other than move half your speed while you are using this skill. The Game Master makes this check in secret for you.

Modifier Conditions DC

Read lips of one person up to 10 ft. away 10

Every 10 additional ft. away +5

(up to 30 ft. total)

Each additional person to be read +5

(up to 4 total)

Complicated speech +5

Inarticulate speaker +5

If the check succeeds, then you understand most of what was said during that minute, but you miss certain details. If the check fails, you don't understand what was said. If the check fails by 5 or more, you misunderstand what was said.

Retry: You can use Read Lips once per minute.

Critical Success: You understand exactly what was said during the minute.

Critical Failure: You disastrously misunderstand what was said during the minute (e.g. you might mistake the word "contact" for the word "target").

Ride (Dex)

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

Check: Typical riding actions don't require checks. A character can saddle, mount, ride, and dismount without a problem.

Mounting or dismounting an animal is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or asking the animal to perform an unusual technique also requires a check.

Guide with Knees (DC 5): The character can react instantly to guide his mount with his 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 can only use one hand this round because the character needs to use the other to control his mount.

Stay in Saddle (DC 5): The character can react instantly to try to avoid falling when his mount rears or bolts unexpectedly or when the character takes damage.

Fight while Mounted (DC 20): While in combat, the character can attempt to control a mount that is not trained in combat riding (see the Handle Animal skill). If the character succeeds, he uses only a move action, and the character can use his attack action to do something else. If the character fails, he can do nothing else that round. If the character fails by more than 5, he 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 move action to have the animal perform a trick (commonly, to attack). The character can use his attack action normally.

Cover (DC 15): The character can react instantly to drop down and hang alongside his mount, using it as one-half cover. The character can't attack while using his mount as cover. If the character fails, he doesn't get the cover benefit.

Soft Fall (DC 15): The character reacts instantly when he 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 takes 1d6 points of falling damage.

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

Fast Mount or Dismount (DC 20; armor penalty applies): The character can mount or dismount as a free action. If the character fails the check, mounting or dismounting is a move action. (A character can't attempt a fast mount or dismount unless he can perform the mount or dismount as a move action this round, should the check fail.)

If you attempt to ride a creature ill-suited to being used as a mount, you take penalty on your Ride checks. To be used as a mount, a creature must be at least one size category larger than you, and must have a suitable body type.

Mount & Rider Suitability by Body Type

Body Type	Suitable to Serve as Mount?	Suitable to Ride a Mount?
Amorphous	No *	Yes
Aquatic	Yes	No
Arthropod	Yes	Yes
Avian	Yes	Yes
Humanoid	No	Yes
Quadruped	Yes	No
Radial	Yes	Yes
Snake	No	No
Combination	Varies **	Varies **
Other	No ***	No ***

* = Most amorphous creatures don't have bodies solid enough to carry riders at all.

** = If the combination includes one form that is suitable to serve as a mount, the creature is a suitable steed, but not a suitable rider.

*** = These creatures usually aren't suitable as mounts or as riders, but exceptions are possible.

Suitable Mounts: Most suitable mounts are long and low, with bodies large enough to support a rider and shaped so as to allow the mount to wear riding tack and harness, or so that the rider can hold on well without it. If you ride an unsuitable mount, you take a -5 penalty on Ride checks which stacks with the penalty for being an unsuitable rider.

Suitable Riders: Most suitable riders can sit astride a mount and have appendages available for hanging on and controlling the mount with reins or the equivalent (a manipulation-based skill). If you're an unsuitable rider, you take a -5 penalty on Ride checks which stacks with the penalty for riding an unsuitable mount.

Soft Fall: In general, you can avoid damage from falling off your mount only if it is no more than one size category larger than you are. If your mount is larger than that, your fall distance equivalent to the reduced vertical reach for a creature of the mount's size category (see the Jump skill), even if the mount doesn't actually have reduced vertical reach. With a successful Ride check, you can reduce the damage by 1d6 (possibly negating all damage from the fall).

Special: If the character is riding bareback, he 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.

Critical Success: When not in a chase, you manage to avoid mishap even when it is seemingly impossible to do so. Your vehicle is not only unscathed by whatever pitfall you avoided, but you sail past it without disturbing your mount's winning appearance. During a chase, your maneuver is successful unless an opposing rider scores a critical success with a higher total. Also, you receive a +4 bonus to your next maneuver or crash check.

Critical Failure: If riding an animal, you fall off and the animal bolts. The GM may apply falling damage, as appropriate.

Search (Int)

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

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

DC Task

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

Though Search is primarily a visual skill, the most efficient searches also have a tactile element as the searcher touches the area she's investigating, looking under and around things. It's possible to search only by sight (touching nothing), but such searches take a -2 penalty on the check. As well, blind creatures or creatures that cannot see can still make Search checks (relying on touch, smell, or both), but take a -8 penalty on such checks.

See the notes on the Spot skill for information on whether Search checks or Spot checks are more appropriate in a given situation.

Rapid Search: Normally, searching a 5-by-5 foot area or a volume of material 5 feet on a side takes a full-round action. With this use of the skill, you can search an area this as a standard action or two areas of this size as a full-round action. You make a quick search of the area, looking for any eye-catching details or obvious items of note. This means that you rush yourself and take a -10 competence penalty to your check.

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.

Critical Success: You find everything in the square you're searching, as well as anything in all adjacent squares, or you find all items the person is attempting to hide from you.

Critical Failure: If the square you are searching contains a trap, you trigger it. If it contains a clue, the clue is kicked into a harder to find spot or destroyed. In any event, nothing convinces you that the square or person you searched is hiding anything of interest.

Sense Motive (Wis)

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.

Critical Success: You receive extremely accurate information from your senses (e.g. he's holding something back, or he's been drugged).

Critical Failure: You are totally misled by your senses (e.g. it looks like your team leader is lying to you about your mission when he's not).

Sleight of Hand (Dex) Trained Only; Armor Penalty

Check: A check against DC 10 lets a character palm a coin-sized, unattended object. Minor feats of sleight of hand, such as making a coin disappear, also have a DC of 10 unless an observer is concentrating on noticing what the character is doing. When a character performs this skill under close observation, the character's skill check is opposed by the observer's Spot check. The observer's check doesn't prevent the character from performing the action, just from doing it unnoticed. When a character tries to take something from another person, the character's opponent makes a Spot check to detect the attempt. To obtain the object, the character must get a result of 20 or higher, regardless of the opponent's check result. The opponent detects the attempt if his 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 body. The character hiding the object makes a Sleight of Hand check, which sets the DC for any Spot or Search checks to notice the concealed object. Tiny objects gain no modifier to be hidden. Small objects receive a +2 penalty, Medium-sized objects receive a -6 penalty, objects larger than Medium size cannot be feasibly hidden on one's person.

By definition, a Sleight of Hand check requires the ability to manipulating something (a manipulation-based skill), and can be applied to either objects or creatures provided they fit easily into a character's hand. As a practical matter, any item must be two size categories smaller than the creature attempting to manipulate it with a Sleight of Hand check, but even then, but even then, some items (including unwilling creatures) might prove too awkward to be manipulated successfully.

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.

Critical Success: Your Sleight of Hand was perfect. It can only be noticed with a critical success.

Critical Failure: Your Sleight of Hand attempt is automatically noticed by anyone observing you (or having their pockets picked by you).

Sport (Str or Dex; Armor Check Penalty)

This skill is used to perform a sport, such as baseball, basketball, football, hockey (field or ice), jai-alai, racing (boat, drag, horse, plane, or stock car), rugby, soccer, swimming, tennis, or track and field.

You can take this skill multiple times, each time applying it to a separate sport. For example, you could have Sport (Skiing) at rank 4 and Sport (Scuba Diving) at rank 3. Your ranks in one Sport don't affect your skill checks in another. A Sport is unlike a Hobby, or Profession in that it is an organized physical activity. Although a few rare individuals make money at sports, this is the exception rather than the rule.

Check: You are capable of playing a sport. Your Game Master sets DCs for specific tasks.

Retry: Specific tasks can usually be retried, unless failure results in injury.

Special: If you have 5 or more ranks in a sport, you get a +2 synergy bonus to any Knowledge checks that have anything to do with that Sport.

Critical Success: You play your sport with great skill, break records, or have the time of your life.

Critical Failure: You play your sport poorly, likely resulting in injury, humiliation, or both.

Spot (Wis)

Check: The Spot skill is used to notice items that aren't immediately obvious and people who are attempting to hide. The GM may call for a Spot check by a character who is in a position to notice something. A character can also make a Spot check voluntarily if he wants to try to notice something in his 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 is trying to discern. The check carries a further -5 penalty if the character is in the midst of activity.

Blind creatures cannot make Spot checks unless they also have blindsense or blindsight special qualities (though in many cases those qualities make Spot checks unnecessary).

In most cases, a Spot check is a free action, and you can make the check whenever you have a turn. However, retrying a failed Spot check is a move action.

It's possible to look around an area in an attempt to spot something, but such tasks are more appropriately handled with a Search check. In general, if something is more or less in plain sight but either small enough to overlook or placed in

such a way that it might be overlooked, you can find it with a Spot check. Items that are disguised or camouflaged to look like something else, or which are totally concealed (such as an object hidden under tall grass) requires a Search check to find.

Hawkeyed: Your sense of sight and eye for detail are so well-refined that you can pick out minor characteristics at a great distance. Make a Spot check at DC 10+1 per ten feet of distance when looking at anyone more than 30 feet away from you. On a successful check, you pick out details on a person as if he was only ten feet away from you. Obviously, even extremely small creatures exhibit no real detail at a ten foot distance. Your check suffers a -2 competence penalty against small creatures. For each size category above medium-size, you gain a +2 competence bonus to your check.

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

Critical Success: You automatically win an opposed check (e.g. piercing a disguise even if its creator rolled a critical success as well) or notice all possible information or evidence in the area.

Critical Failure: You mistakenly believe that you saw something (a pickpocketing attempt, etc.) that didn't really happen, or completely miss all information or evidence in the area. You cannot find any of this information or evidence without a critical success.

Surveillance (Wis) Trained Only

Surveillance is used to analyze and enhance intelligence photographs and video. You can also use it to notice important events during a long stakeout or spot signs of someone watching you.

Check: The time taken and DC vary depending on what you want to accomplish.

Task Time DC

Analyze photograph 1 hour 20+ or frame of video

Enhance photograph 5 minutes 10* or frame of video

Notice important event Free action 10† during stakeout

Notice signs of Full action Opposed surveillance

Hide/find bug 5 minutes Opposed

* Add 5 to this DC for each previous enhancement.

† Add 2 to this DC for each day spent on stakeout.

Analyze Photograph or Video: You can carefully examine an image to get a clear picture of an individual shown in it, read any visible text, or otherwise extract information from it. Your Game Master sets the DC based on the quality of the recording equipment and the conditions when the image was taken. Any appropriate concealment bonuses that would apply when the image was taken (such as light fog or darkness) are also added to the DC.

Condition DC

Black and white security camera 25-30

Infrared camera 25*

Color security camera 20-25

Camcorder 20-25

Professional film footage or photo 15-20

* Ignores concealment bonuses from darkness, but doesn't allow identification of individuals.

Enhance Photograph or Video: You must have a computer to enhance an image. Add the computer's power rating to this check. If successful, reduce the image's DC for purposes of analysis by 2.

Stakeouts and Surveillance: When something happens while you're on a stakeout, your Game Master makes this check secretly to see if you notice the event. Alternately, you can actively watch your surroundings and try to spot signs that you are under surveillance. Your Game Master makes a secret opposed Surveillance check against the Surveillance check of anyone spying on you. If the total of your check beats their result, you notice them.

Hide/Find Bugs: You can find listening devices by making an opposed Surveillance check against the person who hid the bug in the first place. If using a bug detector, you receive +5 to this check.

Retry: When noticing events during a stakeout, no. When analyzing an image, yes, but only after enhancing the image again. You cannot retry enhancement checks — once you fail one, the image is as clear as you can make it. When looking for bugs, yes. When hiding bugs, yes, as long as the bug hasn't been found yet.

Critical Success: You gain the information you are seeking from the photograph, or you reduce the image's DC by 4 if enhancing it. If hiding a bug or trying not to be spotted while spying on someone, then only a critical success finds the bug or spots you.

Critical Failure: You can gain no information from the image you are studying. If you were enhancing it, you introduced

false information into the image. If hiding a bug or trying not to be spotted while spying on someone, you or the bug are automatically found.

Survival (Wis)

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

DC Task

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

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

Wild creatures and most monsters that normally live without benefit of civilization can successfully forage for food and water simply by taking 10 on a Survival check (and thus are able to survive in the wild without having the Survival skill). Aberrations, animals, fey, magical beasts, plants, and vermin have this option. Other creatures cannot take 10 on Survival checks to forage for food and water, as the task is never routine for them.

Foraging: The foraging DC 10 shown above assumes an average climate and environment, but foraging can become easier or more difficult depending on weather conditions and terrain.

FORAGING DCs *

Terrain	Spring	Summer **	Autumn	Winter ***
Desert	14	18	16	14
Forest	12	10	8	12
Hills	12	10	8	12
Jungle	10	10	8	10
Moor	12	12	10	12
Mountains	12	12	10	12
Plains	12	10	10	12
Swamp	12	10	8	10
Tundra	12	12	10	12

* = Add +4 to the DC for conditions of drought. Add +2 for conditions of unusual heat or cold.

** = Or warm climate

*** = Or cold climate

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.

Critical Success: You don't need to make another

Survival check for one full week and all food, shelter, and modifiers for all people you are helping are in effect through that time as well.

Critical Failure: You become hopelessly lost. You could run into a natural hazard or a dangerous animal as well, per the Game Master's discretion.

Swim (Str) Armor Penalty

Check: A successful Swim check allows a character to swim one-quarter his 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 makes no progress through the water. If the character fails by 5 or more, he 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 breath. A character can hold his 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 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 breath. Each round, the DC of the check

increases by 1. If the character fails the check, the character begins to drown.

The DC for the Swim check depends on the water:

Water	DC
Calm water	10
Rough water	15
Stormy water	20

Each hour that the character swims, make a Swim check against DC 20. If the character fails, he 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.

Though most land-based creatures can swim, some are better suited for it than others.

Swim Modifiers by Body Type

Body Type	Swim Check Modifiers *
Amorphous	+4
Aquatic	+8
Arthropod	+4
Avian	+0
Humanoid	+0
Quadruped	+4
Radial	+0
Snake	+4
Combination	Varies **
Other	+0

* = Does not stack with racial Swim bonus or any bonus for having a swim speed.

** = Use the highest modifier for the combined types. For example, a centaur has a +4 bonus on Swim checks for being a humanoid quadruped.

Carrying a Load while Swimming: Swim checks are subject to double the normal armor check penalty and encumbrance penalty, but as most things a creature carries have some buoyancy, water helps to support the load. As a rule of thumb, treat anything a swimmer carried as one-half its normal weight when you calculate its load unless the swimmer holds it up and out of the water (as a mount might hold a rider who doesn't dismount before entering the water) or unless the item is solidly constructed of materials whose buoyancy is negligible (such as metal or stone).

Dive: You can leap off great heights and hit water at such an angle that you avoid taking damage from the fall. Make a Swim check at DC 20 if you jumped into the dive, 30 if you fell and must attempt to maneuver yourself into position as you fall. If you succeed, you take half damage for falling into water. Note that if the water is too shallow, you plummet straight to the bottom and take normal damage. The water you fall into must be at least twice your height in depth for your dive to reduce the damage you take.

Stillness: With a successful Swim check against a DC equal to that of the water conditions +5, you can sit absolutely still within the water, neither sinking nor rising, unmoved by the current without apparent effort.

Try Again?: A new check is allowed the round after a check is failed.

Special: 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.

Critical Success: You move twice your normal swimming speed this round.

Critical Failure: You become tangled up in some obstruction and begin to drown. Someone else must save you from drowning.

Treat Injury (Wis)

Check: The DC and effect depend on the task attempted.

Long-Term Care (DC 15): With a medical kit, the successful application of this skill allows a patient to recover wound points and ability points lost to temporary damage at an advanced rate 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 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 Vitality Points (DC 15): With a medical kit, if a character has lost vitality points, the character can restore some of them. A successful check, as a full-round action, restores 1d4 vitality points. The number restored can never exceed the character's full normal total of vitality points. This application of the skill can be used successfully on a character only once

per day.

Revive Dazed, Stunned, or Unconscious Character (DC 15): With a first aid kit, the character can remove the dazed, stunned, or unconscious condition from a character. This check is an attack action.

A successful check removes the dazed, stunned, or unconscious condition from an affected character. The character can't revive an unconscious character who is at zero wound points.

Stabilize Dying Character (DC 15): With a medical kit, a character can tend to a character who is dying. As an attack action, a successful Treat Injury check stabilizes another character. The stabilized character regains no wound points, but he stops losing them. The character must have a medical kit to stabilize a dying character.

Surgery (DC 20): With a surgery kit, a character can conduct field surgery. This application of the Treat Injury skill carries a -4 penalty, which can be negated with the Surgery advantage. Surgery requires 1d4 hours.

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

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

Treat Disease (DC 15): A character can tend to a character infected with a treatable disease. Every time the diseased character makes a saving throw against disease effects (after the initial contamination), the treating character first makes a Treat Injury check to help the diseased character fend off secondary damage. This activity takes 10 minutes. If the treating character's check succeeds, the treating character provides a bonus on the diseased character's saving throw equal to his ranks in this skill.

Treat Poison (DC 15): A character can tend to a poisoned character. When a poisoned character makes a saving throw against a poison's secondary effect, the treating character first makes a Treat Injury check as an attack action. If the treating character's check succeeds, the character provides a bonus on the poisoned character's saving throw equal to his ranks in this skill.

Try Again?: Yes, for restoring vitality 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 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 18 only when restoring wound points or attempting to revive dazed, stunned, or unconscious characters.

Long-term care, restoring wound 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 takes a -4 penalty on the check.

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

A character with the Medical Expert advantage 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.

Critical Success: When tending the injuries of a target you manage to heal triple normal instead of double.

Critical Failure: Your patient does not recover any points for the day. If it was an attempt to save the life of someone in imminent danger, you may have killed them (GM discretion).

Tumble (Dex) Trained Only; Armor Penalty

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

Acrobatic skill can be of great use in combat, but wearing armor or carrying a load definitely puts a damper on the use of this skill. You can't use this skill if armor, excess equipment, or loot has reduced your speed, and most creatures can't tumble when wearing medium or heavy armor or when carrying a medium or heavy load. Races that don't suffer speed reductions for armor or load, retain the ability to tumble no matter what they carry or wear.

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.

Other Uses: With a DC 20 Tumble check, you can roll up to 5 feet as a move action while prone without provoking an attack of opportunity. With a DC 25 Tumble check, you can stand up from prone as a move action without provoking an attack of opportunity. With a DC 35 Tumble check, you can stand up from prone as a free action without provoking an attack of opportunity.

Distracting Display: If you have 8 or more ranks in Tumble, your ability to aid another improves. When using that combat action, you may grant an ally a +3 circumstance bonus to their Defense rather than +2. You leap and cavort in front of the target of your aid another attack, using your acrobatics skill to shield your ally and distract your enemy.

Leaping Roll: With a successful Tumble check, you can roll during a jump and pass through narrow openings. The DC of the Tumble check depends on how narrow an opening you are trying to leap through. In order to successfully complete a leaping roll, you must have movement remaining when you pass through the opening.

Leaping Roll Relative Size	DC
1 size smaller	25
2 sizes smaller	30

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.

Critical Success: You may tumble your entire move this action.

Critical Failure: You trip and fall prone at a spot during your move chosen by your GM.

Use Rope (Dex)

Check: Most tasks with a rope are relatively simple. The DCs for various tasks utilizing this skill are summarized on the table below:

Task	
Use Rope	
DC	
10	Tie a firm knot
10 ¹	Secure a grappling hook
15	Tie a special knot, such as one that slips, slides slowly, or loosens with a tug
15	Tie a rope around yourself one-handed
15	Splice two ropes together
Varies	Bind a character

¹ Add 2 to the DC for every 10 feet the hook is thrown; see below.

Secure a Grappling Hook: Securing a grappling hook requires a Use Rope check (DC 10, +2 for every 10 feet of distance the grappling hook is thrown, to a maximum DC of 20 at 50 feet). Failure by 4 or less indicates that the hook fails to catch and falls, allowing you to try again. Failure by 5 or more indicates that the grappling hook initially holds, but comes loose after 1d4 rounds of supporting weight. This check is made secretly, so that you don't know whether the rope will hold your weight.

Bind a Character: When you bind another character with a rope, any Escape Artist check that the bound character makes is opposed by your Use Rope check.

You get a +10 bonus on this check because it is easier to bind someone than to escape from bonds. You don't even make your Use Rope check until someone tries to escape.

In general, a Use Rope check requires the ability to manipulate the rope in question (a manipulation-based skill). As well, the rope can be simply constructed, it take a reasonably sophisticated mind to recognize it for what it is and tie a workable knot, such that a creature needs an Intelligence score of 3 or higher to use this skill.

Action: Varies. Throwing a grappling hook is a standard action that provokes an attack of opportunity. Tying a knot, tying a special knot, or tying a rope around yourself one-handed is a full-round action that provokes an attack of opportunity. Splicing two ropes together takes 5 minutes. Binding a character takes 1 minute.

Alternate Use: In addition to tying knots, binding prisoners, and setting grapples, Use Rope can allow you to lash together rough wooden objects such as ladders and stretchers (DC 15), and even more complex items such as basic furniture, rafts, and bridges (DC 20). In addition to a suitable quality of rope itself and a supply of appropriately-sized sticks or logs to lash together, you need anywhere from 10 minutes to construct something simple and fairly small (a ladder 5 feet long), to a full day for something large (a 20 foot bridge capable of supporting a Medium sized creature carrying a light load).

Sweeping Entrance: With a long enough rope and the right amount of panache, you can swing through the air and launch yourself into combat, leaping to attack your enemies. The classic use of this skill is to launch yourself into a building through a window, catching your enemies by surprise. To attempt a sweeping entrance, make a Use Rope check at DC 15 to determine if you correctly judge your rope's length and launch yourself at a correct angle. Use a move-equivalent action to swing on the rope, moving up to half the rope's length. If your skill check fails, you fall prone after your swing. When

employing the Use Rope skill in this manner, you gain a +2 synergy bonus if you have 5+ ranks in Tumble.

Special: A silk rope gives you a +2 circumstance bonus on Use Rope checks. If you cast an *animate rope* spell on a rope, you get a +2 circumstance bonus on any Use Rope checks you make when using that rope. These bonuses stack.

If you have the Deft Hands feat, you get a +2 bonus on Use Rope checks.

Synergy: If you have 5 or more ranks in Use Rope, you get a +2 bonus on Climb checks made to climb a rope, a knotted rope, or a rope-and-wall combination.

If you have 5 or more ranks in Use Rope, you get a +2 bonus on Escape Artist checks when escaping from rope bonds.

If you have 5 or more ranks in Escape Artist, you get a +2 bonus on checks made to bind someone.

Critical Success: The knot won't come undone even under extreme circumstances, or the bound person needs a critical success with his Escape Artist check to escape.

Critical Failure: The knot comes undone at a critical moment, or the bound person easily escapes his bindings.

WEAPON SKILLS

Weapon skills give the character a Base Attack Bonus with the related weapons. If the character does not have a related skill when using a weapon they suffer a -4 penalty and any roll of 3 to 5 is considered a critical failure.

At 6 ranks in a particular skill the character gains a second attack. A third attack is gained at 11 ranks and a fourth at 16 ranks. Each additional attack is at a -5 from the previous (ex. at 16 ranks the character's Base Attack Bonus would be +16/+11/+6/+1).

Automatic Rifle (Dex)

This skill covers most automatic rifles, including sub-machine guns.

Bladed Weapons (Str)

Swords, axes, and other bladed melee weapons are covered by this skill.

Blunt Weapons (Str)

Club, mace, morning star, and other similar weapons are covered by this skill.

Bow (Dex)

Long bows, short bows, composite bows and others are covered by this skill.

Cross Bow (Dex)

Light, medium, heavy, and hand crossbows are covered by this skill.

Exotic Weapons (Varies)

This skill covers one specific exotic weapon. It must be taken for each specific weapon.



Heavy Weapons (Dex)

Heavy machineguns, rocket launchers, and other powerful weapons are covered by this skill. Additionally most vehicle weaponry is covered by this skill as well.

Pistols (Dex)

Revolvers, automatic pistols, and flintlocks are covered by this skill.

Pole Arm (Str)

Long and reach weapons are covered by this skill. From pole arms to the quarterstaff.

Rifles (Dex)

Non-autofire rifles ranging from muskets to shotguns are covered by this skill.

Thrown Weapon (Dex)

The ability to throw anything from a knife to a hand grenade.

Unarmed Combat (Str)

Fighting with your fists, knees, feet, and every other part of your body.

Critical Successes: Also know as Critical Hits. Damage done goes directly to wounds instead of Vitality points.

Critical Failures: GM determines from a variety of things, such as dropping weapon, weapon jamming or breaking, hitting a comrade instead of the foe, etc.

CHARACTER PROGRESSION

As in most other games, the GM will award experience points at the end of every session.

New Skill at Rank 1	500
+1 Rank to a skill currently ranked 1 to 5	100
+1 Rank to a skill currently ranked 6 to 10	200
+1 Rank to a skill currently ranked 11 to 15	400
+1 Rank to a skill currently ranked 16 to 20	800
+1 Rank to a skill currently ranked 21+	1000
New Advantage	1750
+1 to one Saving Throw (up to +12 max per saving throw)	1000
Bonus point to specific Attribute	
First point	1000
Second point	2000
Third point	4000
Fourth point	8000
Fifth point (max)	16,000
Extra Vitality Point (up to a total of 100)	100
Extra Vitality Point (from 101 to 150)	250
Extra Vitality Point (from 150 to 200)	500
Extra Vitality Point (201+)	1000
Wealth increase	GM decides wealth increase by treasure, etc.

WEALTH

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

Wealth Bonus

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

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

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

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

Purchasing Equipment

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

The Wealth Check

A Wealth check is a 3d6 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 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 current Wealth bonus, the character's Wealth bonus decreases.

Wealth and the Starting Character

A newly created 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 current Wealth bonus, the character's Wealth bonus decreases (see below).

Try Again?

A character can try again if he 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 Wealth check. The character who provides the aid reduces his Wealth bonus by +1.

Losing Wealth

Any time a character purchases an object or service with a purchase DC higher than his 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.

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.

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 current Wealth bonus by an additional 1 point.

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

Wealth Bonus of +0

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

Regaining Wealth

A character's Wealth bonus recovers as the character advances.

Wealth Awards

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

Selling Stuff

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

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

Regardless of the character's current Wealth bonus, he 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 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.

COMBAT BASICS

This section describes the key terms that are used to describe combat. You should become familiar with them before reading the rest of this chapter.



The Attack Roll

To make an attack roll, roll 3d6 and add your attack bonus. If the total is equal to or greater than your target's Defense, you hit and deal damage based on the weapon or feat you used to attack. Everything from range to special equipment can modify your attack roll.

Attack Bonus

Your attack bonus with a melee weapon or unarmed attack is:

Base attack bonus + Strength modifier + size modifier

With a ranged weapon, your attack bonus is:

Base attack bonus + Dexterity modifier + size modifier + range modifier

Strength Modifier

A high Strength allows you to make unarmed or melee strikes with more speed and control, so your Strength modifier is added to all unarmed and melee attacks.

Dexterity Modifier

A high Dexterity gives you finer hand-eye coordination and aim, so your Dexterity modifier is added to ranged attacks.

Size Modifier

It's easier to hit a large target than it is to hit a small target. Since most characters are Medium-sized, the size modifier is usually 0. Larger targets decrease your DC to hit a target, while smaller targets increase your attack roll DC. Modifiers range from -8 (for Colossal-sized targets) to +8 (for Fine-sized targets). To determine the size modifier for a target larger or smaller than Medium

Range Modifier

All ranged weapons have a range increment, such as 15 ft. for a 9mm backup pistol. Any attack from a distance of less than one range increment has a range modifier of 0. Each full range increment beyond that distance adds a –2 penalty to the attack roll.

Example: Firing a 9mm backup pistol, which has a range increment of 15 ft., at a target 80 ft. away would apply a penalty of –8 (five full range increments, or 75 ft.; the extra 5 ft. fall short of another full range increment, and therefore don't apply another –2 modifier).

Example 2: Firing a grenade launcher—which has a range increment of 40 ft. — at a target 120 ft. away would apply a penalty of –4 (for three full range increments).

Hurled weapons, such as grenades, have a maximum range of five range increments, as do shotguns. Projectile weapons, such as bows or guns, have a maximum range of ten range increments.

Damage

When you strike an opponent with a weapon, you inflict damage according to the weapon used. Aside from damage reduction, penalties cannot reduce your damage below 1.

Damage with a ranged or melee weapon is typically:

(Weapon damage + Strength modifier + other damage modifiers) x damage multiplier + bonus damage dice – damage reduction

Weapon Damage

Different weapons deal different amounts of damage. Unarmed attacks normally inflict 1d3 points of damage, unless martial arts are used.

Strength Modifier

You add your Strength modifier to damage rolls when making an unarmed attack, grappling, or using a melee weapon, hurled weapon, bow, or sling. Off-hand attacks receive only half the Strength modifier, while two-handed attacks receive one and a half times the Strength modifier. The damage for explosives, such as grenades, is never modified by Strength, whether hurled or not.

Other Damage Modifiers

Equipment, Game Master fiat, and other situations can also modify damage. As long as such modifiers don't take the form of additional damage dice (such as from a sneak attack), they are counted when multiplying damage (see next).

Damage Multiplier

Sometimes specific weapons, ammunition, and rules multiply damage. In this case, you roll the damage a number of times equal to the multiplier (i.e. two times in the case of a $\times 2$ multiplier) applying modifiers each time. Thus, if your normal damage was 1d8+3, a $\times 3$ multiplier would modify that to 3d8+9.

If two or more multipliers are combined, add them together, subtracting 1 for each multiplier beyond the first (i.e. $\times 2 + \times 3 + \times 2 = \times 5$).

Bonus Damage Dice

Bonus damage dice (+1d6 from a sneak attack, for example) are added to the attack roll after all multipliers have been applied. So, if an attack that dealt 1d8+4+1d6 had a $\times 2$ multiplier applied to it, the final damage would be 2d8+8+1d6.

Damage Reduction

Certain equipment and abilities allow a target to absorb some or all damage when it is taken. Unless otherwise directed, you subtract the value of any damage reduction you have from each damage total you suffer. Damage reduction is subtracted from damage after all other modifiers have been applied.

Example: Donovan wears a tuxedo liner which grants him 2 points of damage reduction. When he is shot for 7 points of damage, he only suffers 5.

Defense

Your Defense makes it harder for opponents to hit you. It is used as the DC for your opponents' attack rolls. The Defense for an average person is 10. Your Defense is:

10 + equipment bonus + Dexterity modifier + size modifier + dodge bonus + natural armor

Dexterity Modifier

Your Dexterity affects your ability to dodge incoming blows. However, wearing armor can restrict your mobility, and limits your Dexterity bonus. Also, if you can't react to an incoming attack, you can't use your Dexterity bonus to Defense. (If you don't have a Dexterity bonus, nothing happens.) For instance, you couldn't use your Dexterity bonus while rock climbing, or when struck by a sneak attack.

Size Modifier

As described under The Attack Roll on the previous page, a big target is easier to hit than a small one. Most targets are Medium-sized, so your DC modifier is 0. Targets larger or smaller than Medium size, however, are respectively easier and more difficult to hit. Modifiers range from -8 (for Colossal-sized targets) to +8 (for fine-sized targets). To determine the size modifier for a target larger or smaller than Medium, see the table later in this section.

Dodge Bonus

The Sidestep feat grants you either a +1 dodge bonus to your Defense against all opponents, or a +2 dodge bonus against one opponent. Several other abilities and feats also offer dodge bonuses. However, any situation that prevents you from using your Dexterity modifier also negates dodge bonuses. Happily, dodge bonuses are not limited by armor (unlike your Dexterity modifier), and all dodge bonuses stack (i.e. they're added together) unless otherwise stated.

Natural Armor

Some combatants also have natural armor, such as scales or fur, that improves their Defense, and works like normal armor without replacing their class bonus or placing limitations on their Dexterity modifier.

Touch Attacks

Some attacks, such as a taser or a missile lock, ignore armor (both artificial and natural). In these cases, your attacker makes a touch attack roll. The attack roll is made as normal, but your Defense does not include any armor or natural armor bonus. Your size modifier and Dexterity modifier still apply, and the attacker must still worry about range modifiers if using a ranged attack.

Initiative Check

When you enter combat, you make an initiative check to determine when during the round you get to act. Initiative checks work like attack rolls, with a 3d6 roll plus a bonus from your Dexterity modifier. Your initiative check bonus is: *Base initiative bonus + Dexterity modifier* Combatants may act in order of highest initiative total to lowest initiative total. Once you have made your initiative check for a particular combat, you keep the total for the rest of the combat.

Rounds

Time in combat is divided into 6-second intervals called 'rounds.' Anything a person could reasonably accomplish in 6 seconds can be done by your character in 1 round.

Saving Throws

When your character is subjected to an unusual attack, such as brainwashing or explosives, he is allowed a saving throw to reduce or avoid the effect. Saving throws work like attack rolls, with a 3d6 roll plus a bonus from your character's save and an ability score. Your character's saving throw bonus is:

Base save bonus + ability modifier

There are three types of saving throws, each with a different use and applicable ability. They are:

Fortitude: Used when your character suffers tremendous physical damage, or an attack against his health, such as poison, diseases, or paralysis. Your character's Constitution modifier is added to his Fortitude saving throws.

Reflex: Used when your character is trying to dodge massive attacks such as explosives, or reacting quickly to a deadly situation, such as dodging out of the path of an oncoming bus. Your character's Dexterity modifier is added to his Reflex saving throws.

Will: Used to resist mental influencing or coercion such as seduction or brainwashing. Your character's Wisdom modifier is added to his Will saving throws.

The DC for a save is determined by the attack itself. For instance, arsenic poisoning might call for a Fortitude save against DC 15, while a seduction attempt might call for a Will save against DC 24.

Speed

Your character's speed tells you how far he can move in a single half action. Most characters move 30 ft., often less when wearing armor. Your character can take two standard move actions in order to move up to twice his speed in a round, or he can run, moving up to four times his speed in a round.

COMBAT SEQUENCE

During combat you have a number of options available to you, the most common of which is some form of attack or movement. This section explains how much you are allowed to do during a round of combat and when everyone's actions happen (initiative). The specifics of various actions (including attacks and movement) can be found in later sections.

Rounds and Duration

When considering how long an effect lasts, a full round is defined as a span of time from an initiative number (initiative count) during one round to the same initiative number in the next round unless otherwise stated. Effects that last one or more full rounds end just before the initiative count that they began on. For instance, a soldier lays down cover fire for a friend at initiative count 12 that lasts for one full round. The benefits of the cover fire expire immediately before initiative count 12 in the next round.

Action Types

To help you determine what you can and can't do in a single 6-second round, actions are grouped into three action types: full, half, and free. When an character's turn comes up in the initiative order, he performs his entire round's worth of actions, as described below.

Full and Half Actions

You may take either one full action or two half actions during a round. Full actions are more involved, and use up all your concentration for the round. Half actions are simpler, and you can — under most circumstances — perform two of them per round. *See table below on the facing page for a list of example actions, and what type they are (full, half, free).*

Free Actions

Free actions take up little or no time. You may perform as many free actions in a round as you like in addition to your usual full or half actions. Your GM may place limits on the number of free actions you can accomplish during any given round. Sometimes you will receive a **single attack**. All single attacks are free actions granted by a feat or circumstances. Unlike half actions used to make an attack, single attacks never become multiple attacks, even if you have a feat or ability that allows you to make multiple attacks with a single half action.

Bonus Step

In addition to all other actions you take during the round, you may take one free 5-ft. step before or after one of your actions during the round. However, if you take (or plan to take) a movement action such as a run or charge during the round, then you cannot use your bonus step. Once you have taken your bonus step, you may not then take a movement action.

<u>Action</u>	<u>Type</u>	<u>Action</u>	<u>Type</u>	<u>Action</u>	<u>Type</u>
Initiative Actions		Attack Actions		Other Common Actions	
Delay	Free	Cover Fire	Full	Aim a Ranged Weapon	Half
Ready	Full	Strafe Attack	Full	Brace a Firearm	Half
Regroup	Half	Suppressive Fire	Full	Draw or Holster weapon	Half
				Load a weapon	Half
Attack Actions		Movement Actions		Move a Heavy Object	Half
Standard Attack	Half	Standard Move	Half	Open a Door	Half
Autofire	Full	Charge	Full	Pick up an Item	Half
Burst Attack	Half	Run	Full	Retrieve a stored item	Half
Disarm	Half	Total Defense	Full	Stand up from prone	Half
Feint (uses Bluff Skill)	Half	Withdraw	Full	Stabilize dying person	Half

Grapple	Half			Move a extremely heavy	
Strike an Object	Half	Other Common Actions		Or awkward object	Full
Taunt (uses Bluff Skill)	Half	Activate an Item	Free	Refresh	Full
Trip	Half	Drop an Item	Free	Use skill of advantage	Per skill
Coup de grace	Full	Speak	Free	Other Actions	Per GM

Initiative

Initiative determines who goes first during combat. Often, getting the jump on your opponent is important, but sometimes seeing what they're up to before you act is even more important.

The Sequence of Combat

Combat is carried out in the following order of events. Don't worry if this doesn't make sense yet. Everything will be explained by the time you finish reading this section. You may wish to refer back to this section at the beginning of each combat until you are familiar with it:

1. Each combatant starts the battle flat-footed. Once a combatant acts, or is successfully attacked, he is no longer flat-footed.
2. Combatants roll for initiative.
3. If the Game Master decides that some but not all of the combatants were aware of their opponents before combat begins, then a surprise round occurs. During the surprise round, in initiative order (starting from the combatant with the highest initiative and ending with the combatant with the lowest initiative), each combatant who is aware of their opponents before the combat receives one half action. Unaware combatants receive no opportunity to act during the surprise round, and thus remain flat-footed unless successfully attacked.
4. The first normal round begins. In initiative order, all combatants receive their choice of one full action, or two half actions. In addition, any combatant who does not otherwise move during the round may take one 5-ft. step during their turn.
5. After all combatants have performed actions, a new round begins. Repeat steps 4 and 5 until the combat ends.

Rules for Initiative

There are several rules to keep in mind when determining who goes first during combat.

Rolling for Initiative

At the start of combat, each combatant makes an initiative check. The Game Master then counts down from highest result to lowest, with each combatant acting in turn. Unless a character takes an action that changes it (such as regroup), their initiative result remains the same for the rest of the combat.

The Game Master may find it easiest to write down each character's name in initiative order to speed up combat. If two or more combatants are tied for initiative, the character with the highest Dexterity goes first. If their Dexterity is the same, roll dice to determine who goes first (highest roll goes first).

Joining a Battle

If a character enters a combat after it has already begun, he makes an initiative check immediately and acts whenever his turn comes up in the existing order. If a battle overtakes a character, he is flat-footed (*see below*); if he takes action to enter the combat, he is not flat-footed.

Opponent Initiative

The Game Master can either make a single initiative check for all opponents, or separate the opponents into several groups and make an initiative check for each. The first option makes combat go faster, but it is sometimes more appropriate for a mastermind or henchman to get his own initiative check rather than getting lumped in with his minions.

Flat-Footed

Until your turn to act has come up at least once in the initiative order during combat or you've been successfully attacked at least once, you are flat-footed. This means that you cannot add your Dexterity or dodge bonuses to your Defense, and certain opponents may be able to perform a sneak attack on you.

Rules for Surprise

When combat starts, if your opponents are aware of you, but you are unaware of them, you are surprised.

The Surprise Round

If some, but not all, of the combatants involved in a combat are aware of each other, a surprise round takes place. In initiative order, combatants who are aware of their opponents receive one half action. If all or none of the participants in the battle are aware of each other, no surprise round takes place.

Determining Awareness

The GM determines who is aware of opponents at the start of a combat. Skill checks are often appropriate to determine whether or not a character is surprised. Some of these skills and the situations in which they might apply are:

Listen: When a character is being stalked with Move Silently.

Sense Motive: When a trusted friend suddenly draws a weapon.

Spot: When a character is being ambushed with Hide. It's not practical to list all the possible situations in which a character might be surprised, so your Game Master must be the final arbiter of who is surprised and who is not.

Unaware Combatants

Unaware combatants do not act during the surprise round, and therefore remain flat-footed until their first action during the first normal round, or until they've been successfully attacked.

Initiative Actions

Initiative actions generally allow you to modify your initiative result in some manner with the hope of gaining a tactical advantage. These are advanced actions, and you may wish to wait until you've become familiar with combat before trying them out.

Delay (Free Action)

By delaying your action, you can wait to see what other combatants do before committing yourself to a course of action. When it's your turn to act in a round, you may voluntarily reduce your initiative total by 1. At the start of the next initiative count, you may act before all other combatants or delay again, reducing your initiative count by 1 more. If more than one character has delayed, they may act in order of their original (total) initiative counts for the round, or delay until the following initiative count.

You may perform a number of delay actions each round equal to your initiative bonus +10. Once you have performed this many delay actions, or the round ends, you must act or lose your action for the round.

When a new round begins, all combatants' initiative totals return to normal, and they may once again delay their actions, if they wish.

Example: Donovan's initiative result is 22 and his initiative bonus is 5. He may take 15 delay actions, reducing his initiative total to 7, before he must act or lose his turn.

Ready (Full Action)

Readying allows you to take an action later in the round in response to a predetermined trigger that you choose when you take this action. This is sometimes referred to as 'going on overwatch.'

When you take this action, you must decide upon two things: a half action that you will take later in the round, and a trigger that will cause you to begin the action. For example, you could decide to fire your gun (standard attack action) at the first person to come around a corner.

Because you are watching and waiting for the right moment to act, your action may come either just before or just after the action that triggers it, at your discretion. Your Game Master may impose restrictions on when you can react to the trigger actions, however. In the example above, you'd obviously have to wait until after the person comes around the corner before shooting them, so the Game Master would likely determine that you could only follow, not precede, that action.

Should you decide that you want to cancel your action when the trigger occurs (in the event that one of your teammates is the first person to come around the corner, for instance), you must make a Reflex save (DC 15) in order to do so. If you fail this save, you must go through with your action, regardless of the consequences. Finally, if the trigger you've decided upon doesn't actually occur during the round, you lose your action. Thus, if no one comes around the corner in the example above, you just sit there watching the corner for the entire round.

Regroup (Half Action)

Sometimes it is advantageous to take stock of your situation, calm your thoughts, and carefully decide on your next

course of action. By taking this action, your initiative result is increased by 5 for the rest of the combat. This action can be taken as often as you like.

ATTACKING

Ultimately, your goal in combat is to stop your opponents from hurting you, by any means necessary. This typically involves putting them out of commission before they can do the same to you.

Rules for Attacking

Before you make an attack action, you should be aware of the requirements and special rules attached to attacks.

Melee Attacks

With a normal melee weapon or unarmed attack, you can strike any opponent adjacent to you (i.e. within 5 feet of you).

Ranged Attacks

With a ranged weapon, you can attack any opponent who is within the weapon's maximum range (five range increments for hurled weapons; ten range increments for projectile weapons) and in line of sight. A target is in line of sight if there are no obstacles completely obscuring it from your view. *See the diagram below for an example.*

Attack Rolls

An attack roll can represent one attack, or multiple attacks in the same amount of time. Your attack roll is 3d6 + your attack bonus with the weapon you're using. If the result is equal to or greater than your target's Defense, you hit and deal damage.

Automatic Misses and Hits

A natural 3 (an actual roll of 3 on 3d6) is always a miss, while a natural 18 (an actual roll of 18 on a 3d6) is always a hit. A natural 18 might also be a critical hit, while a natural 3 might be a critical miss.

Damage Rolls

If an attack hits, roll your weapon's damage and subtract that number from your target's vitality points, if the target has any. If he has no vitality points, or if there's additional damage left over after the target's vitality points have been reduced to 0, then the remaining damage is subtracted from the target's wound points. If the target's wound points drop to 0 or less, then he's out of the fight.

Critical Hits

Whenever you roll a natural 18 (the 3d6 is actually showing a 18) for an attack roll, you automatically hit your opponent, and you've scored a critical hit.

Sometimes you can score a threat with a natural roll lower than 18 (usually because you're wielding a particularly deadly weapon). The natural rolls required for a threat are collectively called your threat range. Any natural roll lower than a 18 is not an automatic hit, and if the attack misses, it doesn't count as a critical, either.

Damage from a critical hit goes directly to the target's Wound Points.

Critical Misses

Whenever you roll a natural 3 (the 3d6 is actually showing a 3) for an attack roll, you automatically miss your opponent, and you've scored a critical miss.

You can sometimes score an error on a roll higher than 1 (usually because you're wielding a particularly shoddy or experimental weapon). The natural rolls required for an error are collectively called your error range. Any roll higher than a 3 is not an automatic miss, and if the attack hits, it doesn't count as a critical miss.

Critical misses are bad because they usually cost you precious seconds — to clear a jammed gun, or to pick up a dropped weapon. A critical miss can take a number of forms, the Game Master will determine what is best for the game and current situation. It can be anything from a gun jamming and becoming useless, an important object nearby being hit by the attack, or a random ally might be hit by mistake (allow the ally a Reflex save DC 5 + the character's attack bonus, a critical failure on the Save means that the hit was a Critical Hit!).

Multiple Attacks

Multiple attacks are usually gained through the use of feats. Each feat that offers this ability describes what you have to do in order to gain the extra attacks.

Unarmed Attacks

Typically, unarmed attacks from a Medium-sized character inflict 1d3 points of damage (plus Strength modifiers, as usual). This damage is subdual, and cannot cause a critical hit. However, there are a variety of unarmed combat feats that can modify your unarmed attacks, increasing damage, offering the ability to inflict criticals, and even increasing your threat range. Unarmed attacks count as light weapons for purposes of off-hand penalties and other effects.

Attacking with Two Weapons

If you wield a second weapon, then once per round, you can make an extra attack during one of your actions (using that weapon). This style of fighting is difficult, however: you suffer a –6 penalty to all attack rolls with the weapon in your primary hand and a –10 penalty to all attack rolls with the weapon in your off-hand. There are several ways to reduce these penalties, and you may benefit from more than one of them at once.

If your off-hand weapon is smaller by one size category or more than your primary weapon, it is considered a light weapon, and your primary and offhand penalties are each reduced by 2.

If you have the Ambidexterity feat, your off-hand penalty is reduced by 4.

Finally, if you have the Two-Weapon Fighting feat, your primary and off-hand penalties are each reduced by 2.

Double Weapons

Some weapons have two damage values (e.g. “2d6/1d4”). These are called double weapons because they grant you an extra attack once per round. The penalties for using a double weapon are equal to those for using a light weapon (see above), reduced by 2 each.

Example: The bo stick has a damage value of 1d6/1d6. When using a bo stick, a character may make two attacks, each with a 1d6 damage value. Assuming the character has no feats or abilities which affect his attack modifiers for double weapons, his first attack suffers a –2 penalty (–6, reduced by 2 by the light weapon modifier and reduced by 2 more by the double weapon modifier), while his second suffers a –6 penalty (–10, reduced by 2 by the light weapon modifier and reduced by 2 more by the double weapon modifier). Damage is applied for the attacks which hit.

Attack Actions

Attack actions generally allow you to hurt your opponents in some way. In keeping with the fast-paced action movies of today, even low-powered characters can make two half-action attacks in a round. Additional attacks can be gained through the use of feats or certain types of equipment.

The following is a list of standard attack options.

Standard Attack (Half Action)

When you take this action, you make a single attack on the target of your choice, following the guidelines under Making Attacks, *above*. Certain feats or equipment may allow you to make more than one attack during a standard attack — their descriptions explain how the extra attacks work. If you are using a weapon with ammunition, a standard attack (or each attack, if feats allow more than one) uses up 1 shot.

Autofire (Full Action)

You may only take the autofire action if you are firing a weapon with the strafe ability (*see Chapter 5: Gear*). This action allows you to focus an automatic weapon on a single target in an attempt to bring him down. After selecting a number of three-shot volleys up to one-third the remaining ammunition in your weapon (rounded down), make a single attack roll with a –1 penalty for each volley fired (applying all normal modifiers as well). For every 4 full points by which your attack roll beats the target’s Defense, you score an additional hit, applying the weapon’s normal damage plus applicable modifiers. You may only score a number of hits up to the number for volleys fired. If a critical hit is scored, only the damage from the first hit is applied directly to the target’s wounds.

Example 1: Donovan is firing a 7.62x39mm assault rifle with 15 shots left. He uses the autofire action to attack one target with five three-shot volleys (using up all 15 shots remaining in his weapon). He makes an attack roll of 25, reduced to 20 by the autofire penalty (–1 ? 3 volleys fired). This exceeds his target’s Defense of 12 by 8, so he scores three hits (one for beating the target’s Defense, plus two more for beating the target’s Defense by 8). Donovan rolls 6d8 damage (three hits at 2d8 damage each).

Example 2: Donovan is firing an assault rifle with 13 shots left. He may fire four volleys of autofire, but not five.

Autofire uses up 3 shots per volley fired. If your weapon has less than 6 shots left, you may not perform an autofire

action.

Burst Attack (Half Action)

You may only take the burst action when firing a weapon with the burst ability (see Chapter 5: Gear). This action allows you to fire a short burst of ammunition in a controlled manner, increasing your chances to hit and damage a single target. When taking a burst action, you choose the degree of control you want (narrow or wide burst), and the following effects:

Narrow burst: You receive a –3 circumstance modifier to your attack roll and a +2 circumstance modifier to your damage roll.

Wide burst: You receive a +1 circumstance modifier to your attack roll.

A burst attack uses up 3 shots.

Coup de Grace (Full Action)

By taking this action, you attempt to kill a helpless foe who is adjacent to you. You automatically score a critical hit (and characters with sneak attack bonuses get to use those as well). Even if the foe survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die from the shock of the blow. You cannot use this action against a target who is immune to critical hits. Coup de grace may be used with any attack, including ranged and unarmed attacks.

Cover Fire (Full Action)

By laying down cover fire with a firearm, you can protect your teammates when they are forced into a situation where an enemy has a good shot at them. When you take this action, you choose a single ally in your line of sight who receives a +4 dodge bonus to his Defense for 1 round against enemies who are also in your line of sight. (You have to be able to shoot at them to force them to keep their heads down, or this action won't work.) You cannot lay down cover fire for an ally who is involved in a melee. Each character beyond the first who lays down cover fire for the same individual grants only an additional +1 dodge bonus, and then only against foes within their line of sight. Laying down cover fire uses up 5 shots.

Disarm (Half Action)

This action replaces an attack, and allows you to attempt to take away your opponent's weapon. If attempted with an unarmed or melee attack (physically seizing the target's weapon), the target must be within one square of you. Disarm actions with ranged strikes (shooting the weapon out of your target's hands) may only be attempted within three range increments. Disarm actions never cause any damage to the target.

When attempting a disarm action, you and your target each make an attack roll with your respective weapons, with ties going to the character with the higher Strength. If you and the target are wielding different sized melee weapons, then the character with the larger weapon receives a +4 bonus to his attack roll per size category difference. If your target is holding his weapon in both hands, he gets a +4 bonus.

If you win, your target is disarmed. If you attempted the disarm action with an unarmed or melee attack and were unarmed when you made the disarm attempt, then you now have the weapon; otherwise it's on the ground at the target's feet.

If you lose a disarm check when using a melee weapon, your target may make a free attempt to disarm you in return, using the same method.

Feint (Half Action)

You can use the Bluff skill to mislead an opponent so that he can't dodge your next attack. A feint is opposed by the target's Sense Motive skill. If your check succeeds, your target may not add his Dexterity bonus to Defense against your next attack. This effect lasts until you attack the target or the end of your next action, whichever comes first.

Circumstance	Modifier*
Opponent has INT of 6 or less	–4
Opponent has INT of 2 or less	–8
Opponent is non-intelligent	Impossible

* These modifiers are not cumulative.



Grapple (Half Action)

This action replaces a melee attack, and lets you attempt to wrestle with your target. It's useful when you want to immobilize foes instead of killing them. Grappling is more complicated than most actions and is completely described under Special Attacks and Damage.

Strafe Attack (Full Action)

The strafe action may only be taken if you are firing a weapon with the strafe ability. This action allows you to fire a long burst of ammo in an attempt to take down several opponents at once with a hail of fire. A strafe attack can affect multiple adjacent 5-ft. squares at once, as long as none are directly in front of the others. You must also have a line of sight to each square you are targeting.

After selecting a number of adjacent 5-ft. squares equal to up to half the remaining ammunition in your weapon (rounded down), make a single attack roll with a -2 penalty for each square beyond the first (applying all normal modifiers as well). Compare this attack roll with the Defense of each target in the target squares separately, hitting or missing each as usual. If one or more hits are scored, make a single damage roll and apply it to each target who was hit. A strafe attack uses up 2 shots per targeted square.

A strafe attack may not be used to target the same square more than once, nor can it be used to alternately target two adjacent squares.

Targets Larger Than One Square: If a big target occupies more than one square you are strafing, you receive +2 to your damage roll for every square of the target beyond the first that you strafe.

Optional Rule: Your GM might decide to make separate attack and damage rolls for each target affected by a strafe attack. This adds realism at the expense of speedy game play.

Example: Donovan is faced with three opponents all standing next to each other—a henchman (Defense 19) and two minions (Defense 12). He decides to strafe all three of them as a full action. He expends 6 shots from his submachinegun and makes a single attack roll with a -4 penalty. Rolling a 14, he hits the two minions, but not the henchman. He rolls damage only once, applying it to both minions.

Strike an Object (Half Action)

Sometimes you need to hit something inanimate. You might have to tag a button with a hurled knife, split a rope with a bullet, or break a remote control in the villain's hand. When that happens, you take this action. The difficulty of hitting an object depends on its size and whether or not it's moving or being held.

Immobile objects have a Defense of 5 + their size modifier. If you are attacking an immobile object with a melee

weapon, you receive a +4 to your attack roll. If you take a full-round action to line up your shot, then you score an automatic hit if using a melee weapon, or receive a +5 to your attack roll if using a ranged weapon.

Objects carried or worn by a character have a Defense of 10 + their size modifier + the character's Dexterity modifier to Defense.

Held objects are easily moved out of the path of an incoming attack. They have a Defense of 15 + their size modifier + the character's Dexterity modifier to Defense.

Damaging Objects: Weapon damage is rolled normally against objects, which are immune to critical hits. An object typically has wound points and hardness. Object wound points work similar to character wound points — an object with 0 wound points remaining is ruined. Hardness is similar to damage reduction — hardness is subtracted from the damage each attack inflicts, so a hardness of 2 would reduce 8 points of damage to 6. Your Game Master may determine that certain objects are immune to or particularly vulnerable to certain types of damage. For example, while it's easy to shoot through asbestos, it's almost impossible to burn it.

Saving Throws: Objects that are immobile (i.e. objects that are not being touched, held, or worn) never receive saving throws — they are always considered to have failed their saving throws when the need comes up. Otherwise, the object gets the same saving throw as the character in contact with it.

Breaking Objects: Finally, if you try to break an object using force, make a Strength check to see if you succeed. To calculate the DC to break an object, look up its construction quality on Table 6.2: Base Breaking DCs. This table is only a general guideline, and the Game Master may impose modifiers for large, tough, fragile, or awkward to grip objects. If the object loses more than half its wound points, the DC to break it is reduced by 2.

Construction Quality	DC to Break
Shoddy	5
Standard	10
Good	15
Excellent	20
Formidable	25
Military Grade	30
Cutting Edge	35-40

Suppressive Fire (Full Action)

You can use a firearm to pin down an opponent with suppressive fire, forcing him to seek cover and making it difficult for him to fire back. To do this, choose a single opponent in your line of sight who receives a –4 penalty to his attack rolls and skill checks for 1 round while he remains in your line of sight. In addition, the opponent must either leave your line of sight or take at least one-quarter cover by the start of your next action (provided the opponent has had at least one action in the meantime) or you get a single attack against him as a free action.

You cannot lay down suppressive fire on an opponent who is involved in a melee.

Each character who coordinates suppressive fire on a single target beyond the first imposes an additional –1 penalty to the target's attack and skill rolls, for as long as the target remains in both attackers' lines of sight. All suppressing characters receive a free attack if the target fails to take cover.

Laying down suppressive fire uses up 5 shots.

Taunt (Half Action)

You can use the Bluff skill to goad an opponent into attacking you. A taunt is opposed by the target's Sense Motive skill. If you succeed with your check, your target must attack you with his very next action.

Circumstance	Modifier
Opponent is an adversary*	+6
You appear to be helpless	+4
Opponent is hostile*	+3
Opponent is angry with you	+2
You appear to be unarmed	+2
Opponent is unfriendly*	+1
Opponent has another target	–2
Opponent is fleeing	–6
Opponent has INT of 2 or less	–8
Opponent is non-intelligent	Impossible

* See the *Disposition system*, page 269.

Trip (Half Action)

This action replaces a melee attack, and lets you attempt to trip an opponent who is up to one size category larger or smaller than you. First, you must make a successful melee touch attack to begin the trip attempt. Then, you make a Strength check, which is opposed by either your opponent's Strength or Dexterity, whichever is higher. If your target is larger than you, he receives a +4 bonus to his roll. If you are larger than your target, you receive a +4 bonus to your roll. In addition, your target gets a +2 bonus to his roll if he is braced or otherwise more stable than you.

If you win the opposed check, your target becomes prone. A prone target suffers a –4 penalty on melee attack rolls, and melee attacks against him receive a +4 bonus. Ranged attacks upon a prone character, however, receive a –4 penalty unless the attacker is adjacent to the target. Standing up requires a half action unless you have the Jump Up feat.

If you lose the opposed check, your target may make a free attempt to trip you in return, using the same method.

<u>Substance</u>	<u>Hardness</u>	<u>Wound Points</u>
Paper	0	2/inch of thickness
Cloth	0	2/inch of thickness
Rope	0	2/inch of thickness
Ice	0	3/inch of thickness
Glass	1	1/inch of thickness
Pottery	1	1/inch of thickness
Leather	2	1/inch of thickness
Drywall	3	6/inch of thickness
Hard Plastic	4	8/inch of thickness
Wood	5	10/inch of thickness
Bone or Ivory	6	12/inch of thickness
Concrete	7	14/inch of thickness
Stone	8	15/inch of thickness
Reinforced Concrete	9	20/inch of thickness
Metal (Iron, etc.)	10	30/inch of thickness
Strong Metal (Steel, etc.)	15	35/inch of thickness
Super Strong Material	20	40/inch of thickness

<u>Object</u>	<u>Hardness</u>	<u>Wound Points</u>	<u>DC to Break</u>
Drywall (1 inch thick)	3	6	10
Sandbags (12 inches thick)	5	120	13
Wooden Door (1 inch thick)	5	10	13
Computer	5	15	14
Cue Ball	6	36	21
Rope (1 inch diameter)	0	2	23
Chain	10	5	26
Handcuffs	10	10	26
Metal Bars	10	15	30
Metal Door (5 inches thick)	10	150	35
Concrete Wall (24 inches thick)	7	336	40
Blast Door (24 inches thick)	15	840	45

Attack Modifiers

Characters have a knack for getting into fights in the most unusual places — atop skyscrapers, dangling from helicopters, or even skydiving from a plane. This section describes the bonuses and penalties such unusual circumstances can impose on combat.

Favorable and Unfavorable Conditions

Your Game Master may impose any or all of the following bonuses or penalties when you attack, depending on the circumstances. In addition, he may impose blanket modifiers for conditions not listed here. These modifiers are usually applied in 2-point increments (i.e. –4, –2, +2, +4, etc.).

Cover

When you find yourself under enemy fire, the best thing you can do is take cover. Crouching behind a car, a wall, or

a door frame provides a bonus to your Defense. The more complete your cover is, the better the bonus you receive.

Cover provides two bonuses. The first bonus (the Cover Defense Bonus) is added to your Defense when you are attacked. Your GM may rule that this cover bonus doesn't stack with other modifiers, such as the bonus for kneeling (since this bonus is already factored into your cover).

The second type of bonus (the Cover Reflex Save Bonus) is added to your Reflex saving throws against any area effects that originate or spread from the other side of the cover.

If the Cover Defense Bonus is all that keeps an attack roll from hitting a target, the cover is hit instead. Roll damage and apply it to the cover. If there is more than enough damage to destroy the cover, a hole develops and excess damage is applied to the target hiding behind the cover. So, while hiding behind some drywall is better than nothing, smart characters seek out better cover when possible.

Using Hostages as Cover: If you use someone else as cover, then anytime the cover is hit (as described above) and the attack roll equals or exceeds the hostage's Defense, then the hostage is hit and suffers the damage. Make sure to control your hostage, however: if the hostage can use his Dexterity or dodge bonuses, and this bonus is the only thing that causes the attack roll to miss him, then the hostage has dodged out of the way of the attack, which hits you after all.

Concealment

If you can't take cover, then the next best thing you can do is hide yourself from sight, such as behind some bushes or in some dense smoke. Conditions such as these — where nothing physically stops attacks aimed at you, but something interferes with your attacker's accuracy — are referred to as concealment.

The effectiveness of concealment is dependent upon your attacker. If the attacker can see your body heat (e.g. if he's using a thermal sight), hiding in the darkness or behind some light foliage provides no benefit.

Concealment provides a Concealment Defense Bonus, which is similar to the Cover Defense Bonus. However, you don't have to worry about whether or not an attacker's shot hits your concealment (as there's nothing to hit). This bonus can be used in combination with a Cover Defense Bonus (e.g. hiding behind a brick wall on a foggy night), but if there are multiple concealment conditions that apply to an attack, only use the highest one (e.g. if you are hiding behind light foliage in total darkness, only the total darkness bonus applies).

Circumstance	Melee	Ranged	Dex Bonus?
Attacker Aiming	-	+1	No
Attacker Bracing	-	+2	No
Attacker Flanking Defender	+2	-	No
Attacker on Higher Ground	+1	+0	No
Attacker Prone	-4	-4	No
Attacker Running	+0	-2*	No
Defender Sitting or Kneeling	+2	-2	No
Defender Stunned, Cowering, or Off Balance	+2	+2	Yes
Defender Climbing (cannot use shield)	+2	+2	Yes
Defender Surprised or Flat-Footed	+0	+0	Yes
Defender Grappling (attacker not)	+0	+0**	No
Defender Pinned	+4	-4	Yes
Defender Prone	+4	-4	No

* If both the attacker and defender are running, each suffers a -4 penalty to attack the other.

** Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to Defense.

Degree of Cover or Concealment

Your GM subjectively assesses cover and concealment, using Table 6.6 as a guideline. Ultimately, the situation determines how effective your cover or concealment is. After all, standing behind a low wall is much more effective against a short or prone opponent than it is against a sniper on a nearby roof.

Helpless Defenders

A melee attack against a helpless opponent (an opponent who is bound, sleeping, unconscious, or otherwise unable to defend himself) receives a +4 bonus to the attack roll. Ranged attacks do not receive this bonus. In addition, the defender's Dexterity bonus is considered to be -5 (as though they had a Dexterity of 0). You can take a Coup de Grace action to target a helpless defender if you so desire.

Fighting Defensively

You can choose to fight defensively just before you take an action, taking a -4 penalty to all of your attacks and skill

checks that round to gain a +2 dodge bonus to Defense for that same round.

Flanking

When you and an ally attack an opponent directly between you, you are each considered to be flanking that opponent. You and your ally each gain a +2 flanking bonus to your attack rolls, and you can perform sneak attacks if you have that ability.

Shooting or Throwing into a Melee

If you shoot or throw a ranged weapon at an opponent who is adjacent to one of your allies, you suffer a –4 penalty to your attack roll. If your ally is unconscious or immobilized, you don't suffer this penalty unless the ally is being attacked.

<u>Degree</u>	<u>Example</u>	<u>Cover Defense Bonus</u>	<u>Cover Reflex Bonus</u>	<u>Concealment Defense Bonus</u>
One-quarter	Standing behind a short wall; light fog or foliage*; moderate darkness*	+2	+1	+1
One-half	Fighting around a corner; standing at an open window; behind a character of the same size; dense fog at 10-feet*; precipitation*	+4	+2	+2
Three-quarters	Peering around a corner; dense foliage*	+7	+3	+3
Nine-tenths	Standing at a narrow opening; behind a slightly open door; near darkness*	+10	+4**	+4
Total	Entirely behind a solid wall; total darkness; attacker blind*; dense fog at 20-feet*	-	-	+6

* Concealment examples.

** No damage if your save is successful, half damage if you fail.

Special Attacks and Damage

This section describes several unusual types of attacks and damage that deserve special attention.

Blast Damage

Some weapons affect every character and object within an area. These are called blast weapons, and they inflict blast damage. Blast damage has a base radius of effect, called a blast increment, which is measured in squares (*see the diagram below*). Everyone and everything within this blast increment from the target takes the full blast damage rolled. This damage is reduced by half (rounding down) within each blast increment out from the center of the blast. Blast damage below 1 point has no effect.

Example: Donovan is inside the third blast increment of an explosion with a blast damage value of 24. He takes 6 points of damage (24 halved for the second increment, then halved again for the third).

When you suffer blast damage, you may make a Reflex save (DC 15 +1 per die of damage) in order to dive for cover, halving the damage you suffer from the explosion (rounding down). When you succeed with such a Reflex save, you have moved to the nearest square in next ring outward from the center of the blast.

Example: The original blast damage value of the explosion in the example above was 4d6, so Donovan's Reflex save DC is 19 (15 + 4). He rolls a 21, which reduces the damage he suffers from 6 to 3.

Grappling Attacks

When you're wrestling with an enemy, you are said to be grappling. You usually do this in order to pin an opponent. There are several steps to a grappling attack.

- 1. Enter your opponent's square:** You must move into your target's square to start a grappling action. This is an exception to square occupancy..
- 2. Grab your opponent:** When you attempt to start a grapple, make a melee touch attack. Instead of applying the usual size modifier to this roll, you receive a +4 bonus for every size category you are above Medium, or a –4 penalty for each size category below Medium. This roll is called a grab check. If your grab check misses, you fail to start a grapple. If your target is already grappling someone else, then your grab check automatically succeeds.
- 3. Hold your opponent:** Once you have grabbed your opponent, you must make another grapple check — this one opposed by the target — in order to start the grapple and deal damage as an unarmed attack. If you lose, or your target is two size

categories or more larger than you are, you fail to start the grapple.

Once you have completed these steps successfully, you and your target are grappling. Once you are grappling, you can attempt an opposed grapple check as one of your attacks to perform any of the following grappling moves:

1. **Inflict Damage:** You inflict damage as though making an unarmed attack.
2. **Pin:** Hold your opponent immobile for 1 round. While you have someone pinned, your allies receive +4 to their melee attack rolls against him. While pinning someone, you can still use your actions to perform grappling moves.
3. **Break a Pin:** Break free of an opponent's pin or free an ally from a pin. Make an Escape Artist check opposed by your opponent's grapple check to perform this move.
4. **Escape:** If your opposed grapple check beats all your grappling opponents' check results, you can leave the grapple and take a standard move action. You may make an Escape Artist check opposed by your opponents' grapple checks to perform this move.
5. **Attack with a Light Weapon:** You may make one attack using a light weapon against a grappled opponent. While grappling, you lose your Dexterity and dodge bonuses to Defense.

While pinned, you are held immobile (but not helpless) for 1 full round. The only grappling move you can take while pinned is to attempt to break the pin you're held in.

Multiple combatants can grapple a single opponent, though the number of attackers is limited by the victim's size. Up to four combatants can grapple a target of their size category, while as many as eight can grapple an opponent of a larger size category. Up to two combatants may grapple a target that is one size category smaller than they are, and only one combatant may grapple a target two or more size categories smaller.

When multiple people grapple a single target, consult the skill coordination rules to resolve the attack.

Grenade-like Weapon Attacks

Weapons that are hurled or propelled (like knives, grenades, and rockets) may deviate from the target when attacks with them are unsuccessful. These weapons are referred to as grenade-like weapons.

When an attack with a grenade-like weapon misses, the weapon or ammunition deviates from its intended target. Roll 1d3 and add +1 to the total for every range increment the weapon traveled to see how many squares away from the intended square the weapon lands.

To determine which direction the weapon deviates, roll 1d8 to determine which direction it goes.

Unarmed Attacks

Kicks, punches, and martial arts moves are all unarmed attacks. Normally, unarmed attacks from a Medium-sized character deal 1d3 points of damage. In addition, there are several advantages you can take to increase the effectiveness of your unarmed attacks. These might let you deal extra damage, take extra attacks, or use other special abilities.

MOVING

Aside from attacking your opponents, most of your time in combat is spent moving around — either to get into position for a better shot, or to take cover from your opponents' fire. This section explains when and how far you can move.

Rules For Moving

In modern combat, cover, position, and movement are key to success. If you let your opponents surround you, it's over. To accurately represent movement and position, it's easiest to use miniature figures to represent the characters and their opponents. By placing them on a grid of 1-inch squares, you can easily eliminate arguments about cover and range. The standard scale used in this book is 5 feet for every 1-inch square. Distances of less than 5 feet should be ignored.

How Far Can You Move?

A Medium-sized character has a speed of 30 ft. per round. Wearing armor reduces this by the armor's speed penalty in feet per round (twice the penalty if the character doesn't have the proper armor proficiency). A medium or heavy load reduces a character in light or no armor by 10 ft. per round.

Square Occupancy

Only one combatant of Medium or greater size may occupy any single square at one time. (Two combatants of small or lesser size may occupy a single square at the same time if they are allies.)

Passing Through

You may move through an occupied square if any of these conditions apply:

1. The occupant of the square is an ally.
2. The occupant of the square is dead or helpless.
3. You successfully use the Tumble skill to pass through the square.
4. The occupant of the square is three or more size categories smaller than you.

Face and Reach

Combatants who are larger or smaller than a normal human present special concerns in combat. Larger opponents, for instance, can be attacked by more people at once, but their reach enables them to attack targets who are further away. As for smaller opponents, more of them can gang up on a single target, but they can only attack those in their own square. When fighting such opponents, you may attack into your own square.

A combatant's face determines how big it is when represented in the standard scale. Note that larger combatants have more squares that are adjacent to them, and therefore can be attacked by more opponents at once.

A combatant's reach determines how far away the combatant can perform a melee attack on an opponent.

<u>Opponent Size</u>	<u>Example of Size</u>	<u>Size Modifier</u>	<u>Reach</u>	<u>Face</u>
Fine	Fly	+8	Same square	100/square
Diminutive	Gecko	+4	Same square	25/square
Tiny	Opossum	+2	Same square	4/square
Small	Child	+1	1 square	1 square
Medium	Adult human	0	1 square	1 square
Large (tall)	Gorilla	-1	2 squares	1 square
Large (long)	Polar bear	-1	1 square	1 x 2 squares
Huge (tall)	Giraffe	-2	3 squares	2 x 2 squares
Huge (long)	Elephant	-2	2 squares	2 x 4 squares
Gargantuan (tall)	Office building	-4	4 squares	4 x 4 squares
Gargantuan (long)	Humpback whale	-4	2 squares	4 x 8 squares
Colossal (tall)	Skyscraper	-8	5 squares	8 x 8 squares
Colossal (long)	Blue whale	-8	3 squares	8 x 16 squares

Movement Actions

These actions generally allow you to move during combat, often in an effort to find cover, close with the enemy, or flee. If you take a movement action during the round, then you cannot make use of your 5-ft. bonus step.

Standard Move (Half Action)

This action normally allows you to move your character's speed in feet. However, many nonstandard forms of movement also fall under this action, such as climbing or swimming (move up to 1/4 your speed with a skill check). Using some other forms of transportation, such as skis and motorcycles, is also considered a standard move.

If you are adjacent to an opponent, you can't move more than a 5-ft. step without the Mobility feat, unless you're taking a withdraw action, or your opponent is prone.

Charge (Full Action)

Charging allows you to move up to twice your speed in a straight line, stopping to take a standard attack action against your target as soon as you are within striking distance. Your charge ends as soon as you move adjacent to an opponent — you cannot run past one opponent to charge another. When charging an opponent, your standard attack roll receives a +2 bonus. However, you suffer a penalty of -2 to your Defense for one round (until your next action) because of the reckless behavior inherent in a charge.

Run (Full Action)

When you run, you move up to four times your speed in a straight line (three times your speed if you are wearing heavy armor). You lose your Dexterity bonus to Defense, since you can't avoid attacks while running.

You may run for a number of rounds equal to your Constitution score without a roll, but after that you must succeed with a Constitution check (DC 10) to continue. You have to check again each round you continue running, and your DC increases by 1 with each additional check. Once you fail a check, you must stop running and rest for 1 minute (10 rounds) before you can start running again. While you are resting, you may move no further than your speed in feet each round, unless you use a vehicle or someone is carrying you.

If you are adjacent to an opponent, you can't move more than a 5-ft. step without the Mobility feat, unless you're

taking a withdraw action, or your opponent is prone.

Total Defense (Full Action)

This action allows you to focus exclusively on defending yourself from harm. You receive a +4 dodge bonus to your Defense for 1 round, and you may move up to your speed in feet, when taking this movement action.

If you are adjacent to an opponent, you can't move more than a 5-ft. step without the Mobility feat, unless you're taking a withdraw action, or your opponent is prone.

Withdraw (Full Action)

You can break away from your opponents by taking this action. You may move up to twice your speed, provided that you move away from all opponents, and that your first 5-ft. step does not leave you adjacent to an opponent (unless you have the Mobility feat, in which case you can continue to withdraw regardless).

OTHER COMMON ACTIONS

Other types of actions, including guidelines for categorizing unlisted actions, are described in this section.

Categorizing Actions

If you decide to do something during combat that isn't mentioned in this chapter, then your Game Master determines what category of action it falls into.

Free actions typically require little or no time or attention to accomplish. If you can do it in an instant, such as dropping an item, then it's a free action.

Only the most demanding tasks are full actions. Disarming a bomb, rappelling down the side of a building — anything that would take up more than a few seconds in an action movie qualifies.

If an action doesn't fit either of the above descriptions, classify it as a half action.

Miscellaneous Actions

This section details actions that don't fit easily into any of the earlier sections.

Free Miscellaneous Actions

Simple, nearly instant actions are free actions. This includes things like activating an item, dropping an item, dropping prone, or saying something quickly. Your Game Master may rule that certain lengthy actions you take, such as reciting the St. Crispin's Day speech, are not actually free actions.

Aim a Weapon (Half Action)

By taking this action, you aim a ranged weapon at a specific target. As long as your target doesn't move more than 5 ft. before your next attack on it, and you do nothing to disturb the weapon's aim, you receive a +1 circumstance bonus to your next attack roll against that target. You may both aim and brace a ranged weapon, stacking the bonuses from each (for a total bonus of +3).

Brace a Weapon (Half Action)

In order to take this action, you must have a stable surface or corner to level your ranged weapon against, and you must choose a target to aim it at. As long as your target doesn't move before your next attack on it, and you do nothing to disturb the weapon's aim, you receive a +2 circumstance bonus to your next attack roll against that target. You may both aim and brace a ranged weapon, stacking the bonuses from each (for a total bonus of +3).

Draw or Holster a Weapon (Half Action)

You may draw or holster a weapon by taking this action. You can draw or holster two weapons at once if they are both light weapons. Taking the Quick Draw feat makes this a free action (that you can use twice per round).

Load a Weapon (Half Action)

This action allows you to replenish the ammo in your weapon. It allows you to load one clip (or cylinder), or three bullets if the weapon doesn't use clips. This can also be used to feed a belt into a weapon, or change out a power pack. Taking the Quick Reload feat makes this a free action (that you can use once per round).

Manipulate an Object (Half Action)

This action allows you to move a heavy object, open a door, pick up an item, retrieve a stored item, or perform a similar task. Your Game Master may rule that your activity takes a full action if it is particularly difficult, such as moving an extremely heavy or awkward item.

Refresh (Full Action)

You may attempt to rest for a moment, get your bearings, and otherwise refresh yourself. At the end of the round in which you perform this action, you may spend one action die and add the result to your vitality, or recover 2 wounds (with no roll). However, if you are the target of any attacks this round (whether successful or not), you may not spend this action die, and you lose your action this round.

Stabilize a Dying Character (Half Action)

If you make a successful First Aid check (DC 15), you can stabilize an adjacent, dying combatant. The character regains no vitality or wound points, but stops losing them. This skill check may not be attempted by untrained characters.

Stand Up (Half Action)

You can take this action to rise from a prone position. Taking the Jump Up feat makes this a free action.

Use a Skill or Advantage (See skill or advantage)

Using a skill or feat is often a half or full action. See the skill and feat descriptions in Chapters 2 and 3 for more information.

INJURY AND DEATH

This section describes conditions that your character or your enemies may acquire and the many ways to gain and lose vitality and wound points.

Combat Conditions

The effects of these conditions stack unless otherwise noted. Additional effects are caused by vitality and wound point loss.

Ability Damaged: The character has lost 1 or more ability points, temporarily or not, which return at a rate of 1 point per day per ability (unless otherwise specified by the effect which caused the damage). If a character's Strength or Dexterity drops to 0, he falls to the ground and is helpless. If a character's Constitution drops to 0, he dies. If a character's Intelligence, Wisdom, or Charisma drops to 0, he falls unconscious.

Blinded: A character who is blinded is unable to see anything, and so everything has full concealment to him. He misses in combat 50% of the time (roll a 3d6 after a successful attack — on a 1-10, he in fact missed), loses any positive bonus to Dexterity, and his enemies gain a +2 bonus to attack him. He may not move faster than half his speed in any round, and suffers a -4 penalty with any Strength or Dexterity-based skill requiring eye-hand coordination. Finally, he may not make any Spot, Search, or other visual skill checks.

Deafened: The character cannot hear, and suffers a -4 penalty with all initiative checks and any skill check requiring audio feedback (such as using the Sense Motive skill based on the tone of someone's voice). Further, he may not make any Listen checks.

Entangled: Entangled characters suffer a -2 penalty to attack rolls and -4 with all Dexterity-based checks. If their bonds are anchored, they can't move. Otherwise, they move at half speed, and can't run or charge.

Flat-footed: Flat-footed characters lose their Dexterity bonus to Defense, if any. Everyone is flat-footed during combat until they act for the first time, or until they are successfully attacked.

Grappled: While grappled, a character cannot move and loses his Dexterity bonus to Defense against anyone not involved in the grapple. He may attack with a small weapon or attempt to break free of his opponent. Others may pass by characters who are involved in a grapple without stopping.

Helpless: Characters are helpless when they are bound, sleeping or unconscious. Melee attacks against helpless characters receive a +4 bonus. Ranged attacks receive no bonus. Finally, adjacent opponents may use the coup de grace option against helpless defenders.

Prone: The character is lying on the ground and must spend a half action to rise to his feet (unless he has the Jump Up feat). While prone, a character makes melee attacks with a -4 penalty. Ranged attacks against him suffer a -4 penalty unless the attacker is adjacent. Melee attacks against him receive a +4 bonus.

Staggered: Characters who are staggered lose their Dexterity modifier to Defense and can take only one half action each turn. Additionally, they must make a Fortitude check each round (DC 15 + number of rounds they've been staggered) or

fall unconscious. Opponents receive a +2 bonus to attack a staggered character.

Stunned: A stunned character loses his Dexterity bonus to Defense and can take no actions.

Damage Reduction

Certain equipment and abilities allow a target to absorb some or all damage when it is taken. Unless otherwise directed, you subtract the value of any damage reduction you have from each damage total you suffer — including wound damage from critical hits. Damage reduction is subtracted from damage after all other modifiers have been applied.

Example: Donovan wears a tuxedo liner which grants him 2 points of damage reduction. When he is shot for 7 points of damage, he only suffers 5.

Certain types of damage ignore damage reduction, including (but not limited to) damage taken from touch attacks (such as tasers), falling, poison, and anything inhaled or ingested. When other types of damage ignore damage reduction, it is mentioned in their descriptions.

Unless otherwise stated, whenever damage reduction reduces damage to 0, it also negates any special effects that accompany the damage, such as poison delivered by a normal attack. Further, each time the character's damage reduction reduces the damage from any single source (attack, feat, etc.) to 0 or less, the character takes 2 points of subdual damage, cumulative with all other subdual damage the character has taken (including subdual damage caused by previously absorbed damage). It is obvious to characters when their damage reduction has completely absorbed damage (reduced it to 0 points or less).

Occasionally, damage reduction is listed as a number followed by a slash and a term (e.g. "DR 2/explosives"). When this is the case, the term refers to types of damage which can bypass the damage reduction, and which are applied without modifier to the character.

Damage and Dying

Usually, when you get hurt, you lose vitality or wound points. When this happens, you subtract that damage from your total vitality or wound points to arrive at your current vitality or wound points.

Vitality & Wound Points

The vitality and wounds damage system allows for characters to improve the amount of punishment they can withstand as they advance, while still allowing for a single lucky attack to take a character down.

VITALITY POINTS

Vitality points are a measure of a character's ability to turn a direct hit into a graze or a glancing blow with no serious consequences. Most types of damage reduce vitality points.

Characters may gain more vitality points as they spend experience points. A starting character has a number of vitality points equal to 8 plus their Constitution modifier.

WOUND POINTS

Wound points measure how much true physical damage a character can withstand. Damage reduces wound points only after all vitality points are gone, or when a character is struck by a critical hit. A character has a number of wound points equal to his current Constitution score.

CRITICAL HITS

A critical hit deals the same amount of damage as a normal hit, but the damage is deducted from wound points rather than from vitality points. Critical hits do not deal extra damage; for that reason, no weapon in this system has a damage multiplier for its critical hit.

Any critical hit automatically overcomes a creature's damage reduction, regardless of whether the attack could normally do so.

INJURY & DEATH

Vitality and wound points together measure how hard a character is to hurt and kill. The damage from each successful attack and each fight accumulates, dropping a character's vitality point or wound point totals until he runs out of points.

NON-LETHAL DAMAGE

This system doesn't differentiate between lethal and non-lethal damage. Attacks and effects that normally deal non-lethal damage reduce vitality points, except on a critical hit, in which case they reduce wound points.

ZERO VITALITY POINTS

At 0 vitality points, a character can no longer avoid taking real physical damage. Any additional damage he receives reduces his wound points.

TAKING WOUND DAMAGE

The first time a character takes wound damage – even a single point – he becomes fatigued. A fatigued character can't run or charge and takes a -2 penalty to Strength and Dexterity until he has rested for 8 hours (or until the wound damage is healed if that occurs first). Additional wound damage does not make the character exhausted.

In addition, any time an attack deals wound damage to a character, he must succeed on a Fortitude saving throw (DC 5 + number of wound points lost from the attack) or be stunned for 1d4 rounds (during that time, any other character can take a standard action to help the stunned character recover; doing so ends the stunned condition).

ZERO WOUND POINTS

Wound points cannot drop below 0; any damage that would cause a character's wound point total to drop below 0 simply causes the character to have 0 wound points.

At 0 wound points, a character is disabled must attempt a DC 15 Fortitude save. If he succeeds on the save, he is merely disabled. If he fails, he falls unconscious and begins dying.

Disabled : A disabled character is conscious, but can only take a single move or standard action each turn (but not both, nor can he take full-round actions). He moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the GM deems strenuous, including some free actions such as casting a quickened spell) worsens the character's condition to dying (unless it involves healing; see below).

Dying : A dying character is unconscious and near death. Each round on his turn, a dying character must make a Fortitude save (DC10 +1 per turn after the first) to become stable.

If the character fails the save, he dies.

If the character succeeds on the save by less than 5, he does not die, but does not improve. He is still dying and must continue to make Fortitude saves every round.

If the character succeeds on the save by 5 or more, but less than 10, he becomes stable but remains unconscious.

If the character succeeds on the save by 10 or more, he becomes conscious and disabled.

Another character can make a dying character stable by succeeding on a DC 15 Heal check as a standard action (which provokes attacks of opportunity).

STABLE CHARACTERS AND RECOVERY

A stable character is unconscious. Every hour, a stable character must succeed on a Fortitude save (DC 10, +1 per hour after the first) to remain stable.

If the character fails the save, he becomes dying.

If the character succeeds the save by less than 5, he does not get any worse, but does not improve. He is still stable and unconscious, and must continue to make Fortitude saves every hour.

If the character succeeds on the save by 5 or more, he becomes conscious and disabled.

An unaided stable, conscious character at 0 Wound Points has a 10% chance to start recovering Wound Points naturally that day.

Once an unaided character starts recovering Wound Points naturally, he is no longer in danger of dying.

Recovering with Help: A dying character can be made stable with a DC 15 Treat Injury check (a standard action that provokes an attack of opportunity). One hour after tended, the dying character becomes stable, roll d%. He has a 10% chance of regaining consciousness, at which point he becomes disabled. If he remains unconscious, he has the same chance to regain consciousness every hour. Even while unconscious, he recovers Wound Points naturally, becoming conscious and able to resume normal activity when his Wound Points raise to 1 or higher.

SPECIAL DAMAGE SITUATIONS

The vitality point system changes the way some special damage effects work.

COUP DE GRACE

A coup de grace functions normally in that it automatically hits and scores a critical hit (and thus the damage dealt is applied to the target's wound points). If the defender survives the damage, he must make a Fortitude save (DC 10 + the amount of damage dealt) or die.

MASSIVE DAMAGE

The massive damage rule does not apply under this system.

HEALING

After taking damage, a character can recover vitality and wound points through natural healing (over the course of hours or days), or by magic. In any case, a character can't regain vitality points or wound points above his normal full normal amounts.

NATURAL HEALING

Characters recover Vitality Points at a rate equal to their Constitution modifier every 30 minutes (minimum of 1 point). With a night's rest, the character recovers one Wound Point, or two points with complete bed rest for 24 hours. Any significant interruption during the rest period prevents the character from healing that night.

ASSISTED HEALING

A character who provides long-term care (see the Treat Injury skill) doubles the rate at which a wounded character recovers lost vitality and wound points.

MAGICAL HEALING

Spells that heal hit point damage work somewhat differently in this system. For spells that heal variable amounts of hit point damage based on a die roll (such as *Cure Light Wounds*), apply the actual die roll to restore Vitality Points and any modifier to the die roll (such as caster level, for cure spells) as restored Wound Points.

Spells or effects that return a number of hit points not based on a die roll, such as *Heal*, apply the healing to lost wounds first, then to lost vitality.

NPCs & MONSTERS

Most monsters have both wound points and vitality points. For Small, Medium, and Large creatures, a monster's wound point total is equal to its current Constitution score. Creatures smaller or larger than these sizes have their wound point total multiplied by a factor based on their size indicated by the table below:

Size	Wound Point Multiplier
Fine	X 1/8
Diminutive	X 1/4
Tiny	X 1/2
Small	X 1
Medium	X 1
Large	X 1
Huge	X 2
Gargantuan	X 4
Colossal	X 8

A monster's vitality point total is equal to the number of hit points it would normally have, based on its type and Constitution score. The GM may choose not to assign vitality points to creatures that pose little or no threat to the PCs, such as domesticated herd animals.

CREATURES WITHOUT CONSTITUTION SCORES

Some creatures, such as undead and constructs, do not have Constitution scores. If a creature has no Constitution score, it has no vitality points. Instead, it has wound points equal to the number of vitality points it would have based on its HD and type. Such creatures are never fatigued or stunned by wound damage.

BONUS HIT POINTS

If a creature would have bonus hit points based on its type, these are treated as bonus wound points.

DAMAGE REDUCTION

Damage reduction functions normally, reducing damage dealt by attacks. However, any critical hit automatically overcomes a creature's damage reduction, regardless of whether the attack could normally do so. For example, a critical hit against a skeleton (5/bludgeoning) overcomes the creature's damage reduction even if it was hit with a weapon that does not deal bludgeoning damage.

FAST HEALING

Creatures with fast healing regain vitality points at an exceptionally fast rate, usually 1 or more vitality points per round, as given in the creature's description (for example, a vampire has fast healing 5).

If a creature with fast healing has no Constitution score, fast healing restores lost wound points at the same rate instead. The same does not apply to creatures that have no vitality points but do have a Constitution score. Such creatures gain no benefit from fast healing.

REGENERATION

All damage dealt to creatures with regeneration is vitality point damage, even in the case of critical hits. The creature automatically heals vitality point damage at a fixed rate per round, as given in the entry (for example, a troll has regeneration of 5). A regenerating creature that runs out of vitality points becomes fatigued just as if it had taken wound point damage. Excess damage, however, does not reduce its wound points.

Certain attack forms, typically fire and acid, automatically deal wound damage to a regenerating creature, though it may attempt a Fortitude save (DC 10 + damage dealt) to convert this to vitality damage, which it can regenerate normally.

Extremely Deadly Situations

Your character may find himself in any number of extremely perilous situations, such as taking a gunshot to his back or falling from a skyscraper. Just as in real life, these situations are not to be taken lightly. The GM may spend an action die and rule that an attack that occurs in such an obviously lethal situation is an automatic critical hit. Of course, this can work to your benefit if the situation is reversed. When you have someone in such a situation, you may spend an action die to make one of your attacks a critical hit, pending GM approval.

COMBAT LOCATIONS

There is far more to the world than an endless series of ten-foot wide stone corridors. Battles can occur in all kinds of places – in the narrow, rain-slick alleyways of the city; on the surface of a ship pitching in a storm; on glistening ice fields near the poles; waist-deep in the thick mud of a fetid swamp; or in the strange and wondrous realms of the outer planes, where the laws of physics are mere suggestions, oft ignored.

This section details many exotic locales for combat and provides a number of modifiers to reflect the unique nature of such places. With these rules as guidelines, the Game Master should be able to quickly derive appropriate modifiers for any situation or location not covered here.

While many explicit types of terrain with special effects are described, the core of the rules is the Locale Description System. By noting the degree to which each of following factors affects combat, Game Masters can easily handle any situation they may wish to fling at their players.

SLIPPERINESS

The slipperiness of a terrain determines how slick it is. Slick terrain is very difficult to move over and the rapid motions of combat (sudden dodges, thrusts, spins, and so on) are especially difficult to perform. Slipperiness is rated from one to four as follows:

Rating One

Slightly slippery, such as a cobblestone street after the rain.

Effects: A character making a trip attempt receives a +2 circumstance bonus to his opposed check. A character who runs or charges across the surface must make a Balance check (DC 10) or fall when he reaches the end of his movement. The DC of this check is increased by two for each size category greater than medium-size, and decreased by two for each size category less than medium-size. This level of slipperiness can be traversed without effort when not in combat.

Rating Two

Quite slippery, such as wet grass or highly-polished stone.

Effects: As rating one, except that trip attempts receive a +4 circumstance bonus. Anyone running or charging through the area must make a Balance check (DC 15), and anyone taking more than a single move must make a Balance check (DC 10). This level of slipperiness can be traversed without effort when not in combat.

Rating Three

Very slippery, such as ice or an oil spill.

Effects: As rating two, except that anyone struck in combat must make a Balance check (DC equals the damage dealt) or be knocked back five feet and fall prone. (Halve the DC if the damage was dealt by a piercing attack; ignore if an immaterial force, such as a non-Evocation spell, delivered the damage.) Even when not in combat, a Balance check (DC 5) must be made to move at half speed; failing this check results in the character not moving. Failing it by more than five results in the character falling. A bull rush moves the target of the attack back five feet, but the character making the attack must make a Reflex save (DC 10) in order to remain standing.

Rating Four

Almost frictionless, something which could result from magic or part of the conditions of another plane.

Effects: As rating three, except that moving at more than one-quarter speed requires a Balance check as follows:

Speed	DC
Up to one-half move	15
Full move	20
Greater than full move	25

Slipperiness Notes

Characters with a low center of gravity (many insects, for example, possess low centers of gravity) or with more than two legs gain a +4 stability bonus on all Balance checks to maintain their footing.

Characters larger than Medium-size gain a +2 stability bonus for each size category greater than Medium-sized against falling damage; characters smaller than Medium-size suffer a -2 penalty to such checks. Obviously enough, flying characters may ignore the slipperiness of a surface entirely, as can any character who can normally cling to surfaces or who is under the effects of a *spider climb* spell.

Creatures native to a particular terrain (white dragons on ice fields, for example) are unaffected by its slipperiness. Equipment or preparation (throwing gritty sand on oil slicks, wearing skates on ice) may also grant considerable bonuses or cancel all effects entirely, at the Game Master's discretion.

Partial Movement (Optional Rule)

If a character falls while moving on a slippery surface, he did not necessarily just fall down where he started. Roll 1d6 and consult the following chart:

Roll	Distance Moved
1 -2	One-quarter intended movement
3-4	One-half intended movement
5-6	Three-quarters intended movement

While this is optional and adds time to fights, it can also add some fun and danger. The fighter who charged across the ice field to confront the white dragon may find himself lying on his back within reach of the dragon's claws.

SLOPE

Slope determines how steep the ground is. After a certain point (60 degrees), a slope is considered a wall and normal climbing rules apply. (Some variant climbing rules, specifically detailed for fighting while climbing, are noted later in this section.)

When fighting on a sloped surface (the Game Master must determine if the degree of the slope is significant enough to merit using these rules on a case-by-case basis), several modifiers apply.

- An attacker up-slope from someone he is attacking in melee gains a +1 circumstance bonus to attack rolls.
- Moving up a slope is more difficult than moving across level ground, and moving down is easier. Anyone doing a full move up-slope loses five feet from the total distance traveled; anyone doing a full move down-slope gains five feet.
- If the target of a bull rush is down-slope from the attacker; the target must make a Reflex save (DC 10) or fall prone at the end of his forced movement.

CLOSE QUARTERS

The default combat rules assume a character is standing on a surface at least five feet wide, with clearance on both sides. This is not always going to be the case.

Combat

Several factors come into play when dealing with close quarters combat. Weapon length is one such factor. If a character is using a slashing or bludgeoning weapon of Medium-size or greater, and has less than five feet of total clearance, the character suffers a -2 circumstance penalty to attack rolls. If the character has less than two feet of clearance, only Small or Tiny slashing or bludgeoning weapons, or piercing weapons of any size, may be used. Furthermore, in such a narrow place, characters lose their Dexterity bonus to their defense, as there is no room to dodge, twist or weave.

Normally, a character may pass through a square occupied by a friendly character without difficulty. In tight places, however, this is not the case. If there is less than five feet of clearance, both the character moving and the character in the square being moved through must use a move-equivalent action as they slow down to get past each other. (This is provided both characters are Medium-size. Character that are Small may pass each other easily in up to two-and-a-half feet of

clearance; Tiny characters can move freely with only a foot of clearance.)

Narrow Footing

While fighting in close quarters hinders the choice of weapon, at least there is no additional danger posed by the environment. This is not the case when fighting on a narrow ledge over a gaping chasm.

A character risks falling during normal combat when standing on any surface less than two feet wide. Whenever the character is struck, or misses an opponent by more than five, a Reflex save must be made against the following DCs:

<u>Width</u>	<u>DC</u>
13-24 inches	10
7-12 inches	13
2-6 inches	15
Less than 2 inches	18

To this add half the damage done by any bludgeoning or slashing weapon in the previous round.

Should a character be knocked off, he will always have a chance to grab an edge if at least one hand is free (not holding a shield or weapon, for example). It can be assumed that a character holding a shield or a weapon will drop it in order to save his life! A Reflex save (DC 15) must then be made. If the character succeeds at the save, he has grabbed onto an edge and is dangling dramatically. Any attack against the character's hand requires a Fortitude save (DC 5 + damage dealt) to hold on.

If a ledge is slippery as well as narrow, add the slipperiness rating to the base DC of any check.

Example: Jack is fighting an orc on a six-inch wide ledge in the ice plains. The orc connects with a blow and deals four points of damage to Jack. Jack must now make a Balance check at DC 20 (15 for six-inch-wide ledge, +3 for the ice (rating three slipperiness), +2 for the damage) or be knocked off the ledge.

OBSTACLES

Not all fighting areas are clear. Even if there is generally enough room on either side to swing a weapon and no danger of falling, there may still be obstacles that can hinder combat. For example, fighting in either an open space or in a tight passage; you do not have total freedom of movement, but neither is your movement wholly constrained.

The amount of general clutter in an area can be rated as follows:

Rating One

Numerous loose items, small objects on the floor, light objects easily batted away during combat – a typical crowded barroom.

Effects: Defense suffers a -1 circumstance penalty. Moving more than full movement in a single round necessitates a Balance check (DC 5) or the character falls. Normal (non-combat) movement does not require such a check.

Rating Two

Several large or immobile objects placed so as to minimally impede movement but which cannot be easily ignored, or a very uneven floor that presents many opportunities to trip – a moderate forest.

Effects: Both Defense and attack rolls suffer a -1 circumstance penalty, except for attacks with piercing weapons. Moving more than full movement in a single round necessitates a Balance check (DC 10) or the character falls. Normal (non-combat) movement is only three-quarters speed.

Rating Three

Movement in a straight line is almost impossible; a character must continually step around, over or under blockages and they cannot be swept aside – a dense rainforest.

Effects: Both Defense and attack rolls suffer a -2 circumstance penalty, except for attacks with piercing weapons. Moving more than half movement in a single round necessitates a Balance check (DC 15) or the character falls. Normal (non-combat) movement is only one-half base speed. Anyone more than ten feet away has one-quarter cover.

Rating Four

Rapid movement is impossible. Every step involves carefully moving around blockages of various sorts – the inside of a clockwork mechanism or a maze of floating bricks in an extra-dimensional space.

Effects: Both Defense and attack rolls suffer a -3 circumstance penalty, except for attacks with piercing weapons, which are at -1. Moving more than five feet in a single movement necessitates a Balance check (DC 10+5 for each additional five feet moved) or the character falls. Normal (non-combat) movement is only one-quarter base speed. Anyone more than five feet away has one-quarter cover.

GLARE

The harsh desert sun, the glistening ice fields of the arctic wastes or the brilliant glow of the sky itself on some alien

plane. All of these can severely hinder combat.

Brilliant

This is the level of glare most likely to be found in normal settings on a typical campaign world. The light is bright and harsh, and vision is difficult. Simply staring into the light is painful, and looking down or otherwise shielding your eyes exposes you to attack. Unless you have the Blind-Fight advantage or the ability to sense opponents through sound, smell or other means, all targets in melee are assumed to have one-half concealment; all ranged targets have three-quarters concealment. It is possible to force yourself to overcome the glare, negating these penalties, but at a cost. If you succeed in a Fortitude save (DC 15) you may attack without penalty, but for each round you do you suffer a 10% chance of being blinded for 1d4 days, with a 1% chance of the blindness being permanent. Restoration, Heal, or Regenerate will repair sight lost to this effect.

Blinding

Blinding glare is just that, a light so bright that even the briefest exposure can blind someone. This is likely to be found on other planes or in particularly extreme conditions (the desert sun reflecting off a field of stone polished to mirror-like refraction). All ranged targets are considered to have total concealment; melee targets have three-quarters concealment. As above, a character can force his eyes open long enough to get a solid bearing, but the Fortitude save DC is 20 and the blinding chances are 20% and 5%, respectively.

GRAVITY

While it is very rare that gravity will vary during normal adventuring situations, it is not unknown – many spells can affect gravity. Furthermore, it is possible for characters to adventure on other planes where gravity simply does not work as it does on their normal campaign world. The types of gravity are explained below.

Microgravity

This level of gravity is usually reserved for objects in space (such as asteroids) or other planes. There can be no atmosphere at this level of gravity.

Effects: Effective Dexterity -8; Effective Strength +8; Jump Distance, Lifting Capacity, Climbing Speed, Base Speed, and Range Increments: x8; Flying Speed x4; Falling Damage: 1/8.

Very Low

This level of gravity cannot retain breathable atmosphere long enough for life to develop. Any plane or area with this level of gravity will be barren and devoid of life.

Effects: Effective Dexterity: -4; Effective Strength: +4; Jump Distance, Lifting Capacity, Climbing Speed, Base Speed, and Range Increments: x4; Flying Speed x3; Falling Damage: ¼.

Low

This level of gravity can be found on a normal campaign world, as it can retain a breathable atmosphere and support life. It might be found in a strange pocket deep within the earth, as part of a strange terrarium in a mad wizard's castle, or as part of a trapped area.

Effects: Effective Dexterity: -2; Effective Strength: +2; Jump Distance, Lifting Capacity, Climbing Speed, Base Speed, and Range Increments: x2; Flying Speed: x2; Falling Damage: ½.

Standard

This is the common gravity level of most campaign worlds.

Effects: None.

High

This level of gravity is often found on dense planets and will have a survivable atmosphere. A conflux of powerful magic near an ore mine or similar area full of dense metals might produce a high gravity zone. This is also the component of many traps in the castles of powerful beings, such as cloud giants and dragons.

Effects: Effective Dexterity: -2; Effective Strength: -2; Jump Distance, Lifting Capacity, Climbing Speed, Base Speed, and Range Increments: ½; Flying Speed: 1/2; Falling Damage: x2.

Very High

This level of gravity is rarely found in a standard campaign world and may be the remnants of an artificially created environment used to house extra-planar or extraterrestrial creatures.

Effects: Effective Dexterity: -4; Effective Strength: -4; Jump Distance, Lifting Capacity, Climbing Speed, Base Speed, and Range Increments: ¼; Flying Speed: 1/3; Falling Damage: x4.

Extreme

An area of extreme gravity should only be entered with great caution, as the atmosphere may be too dense to support life. Even if this were not the case, the extreme toll it takes on the bodies of creatures within makes it nearly impossible to traverse for any great period of time.

Effects: Effective Dexterity: -8; Effective Strength: -8; Jump Distance, Lifting Capacity, Climbing Speed, Base Speed, and Range Increments: 1/8; Flying Speed: ¼; Falling Damage x8.

Gravity Notes

If your Strength is reduced to zero or less by the effects of gravity, you are pinned to the ground by your own weight and unable to move.

If your Dexterity is reduced to zero or less by the effects of gravity, you are unable to move in any kind of coordinated fashion.

Defense is reduced by the reduction in Dexterity, while damage and attack bonuses are increased or decreased as appropriate to the change in Strength. Combat in low-gravity environments become a lethally cosmic ballet, with targets easy to hit and damage dramatically increased.

FIGHTING WHILE CLIMBING

It is possible, though very difficult, to fight while clinging to a wall. The following limitations apply.

The attacking character may use only one-handed weapon that is Small or Tiny.

The attacker's reach is limited; he may only attack targets that are above him or on the same level and on the same side as the hand wielding the weapon. In other words, if you think of the character as lying flat in the center of a group of five foot squares, a climbing character can threaten the square directly above him, the square to his weapon side and the square that borders both of them.

If the attack misses by more than five points, he must make a Climb check (DC equals that of climbing the wall, plus the number of points by which the attack missed) or fall.

All other rules for combat while climbing still apply, including the lack of Dexterity bonus to Defense.

CARRYING, MOVEMENT, & EXPLORATION

CARRYING CAPACITY

Encumbrance rules determine how much a character's armor and equipment slow him down. Encumbrance comes in two parts: encumbrance by armor and encumbrance by total weight.

Encumbrance by Armor: A character's armor defines his maximum Dexterity bonus to AC, armor check penalty, speed, and running speed. Unless your character is weak or carrying a lot of gear, that's all you need to know. The extra gear your character carries won't slow him down any more than the armor already does.

If your character is weak or carrying a lot of gear, however, then you'll need to calculate encumbrance by weight. Doing so is most important when your character is trying to carry some heavy object.

Weight: If you want to determine whether your character's gear is heavy enough to slow him down more than the armor already does, total the weight of all the character's items, including armor, weapons, and gear. Compare this total to the character's Strength on Table: Carrying Capacity. Depending on how the weight compares to the character's carrying capacity, he may be carrying a light, medium, or heavy load. Like armor, a character's load affects his maximum Dexterity bonus to AC, carries a check penalty (which works like an armor check penalty), reduces the character's speed, and affects how fast the character can run, as shown on Table: Carrying Loads. A medium or heavy load counts as medium or heavy armor for the purpose of abilities or skills that are restricted by armor. Carrying a light load does not encumber a character.

If your character is wearing armor, use the worse figure (from armor or from load) for each category. Do not stack the penalties.

Lifting and Dragging: A character can lift as much as his maximum load over his head.

A character can lift as much as double his maximum load off the ground, but he can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to AC and can move only 5 feet per round (as a full-round action).

A character can generally push or drag along the ground as much as five times his maximum load. Favorable conditions can double these numbers, and bad circumstances can reduce them to one-half or less.

Bigger and Smaller Creatures: The figures on Table: Carrying Capacity are for Medium bipedal creatures. A larger bipedal creature can carry more weight depending on its size category, as follows: Large x2, Huge x4, Gargantuan x8, Colossal x16. A smaller creature can carry less weight depending on its size category, as follows: Small x3/4, Tiny x1/2, Diminutive x1/4, Fine x1/8.

Quadrupeds can carry heavier loads than characters can. Instead of the multipliers given above, multiply the value corresponding to the creature's Strength score from Table: Carrying Capacity by the appropriate modifier, as follows: Fine x1/4, Diminutive x1/2, Tiny x3/4, Small x1, Medium x1-1/2, Large x3, Huge x6, Gargantuan x12, Colossal x24.

Tremendous Strength: For Strength scores not shown on Table: Carrying Capacity, find the Strength score between 20 and 29 that has the same number in the "ones" digit as the creature's Strength score does and multiply the numbers in that for by 4 for every ten points the creature's strength is above the score for that row.

Table: Carrying Capacity

Strength Score	Light Load	Medium Load	Heavy Load
1	3 lb. or less	4–6 lb.	7–10 lb.
2	6 lb. or less	7–13 lb.	14–20 lb.
3	10 lb. or less	11–20 lb.	21–30 lb.
4	13 lb. or less	14–26 lb.	27–40 lb.
5	16 lb. or less	17–33 lb.	34–50 lb.
6	20 lb. or less	21–40 lb.	41–60 lb.
7	23 lb. or less	24–46 lb.	47–70 lb.
8	26 lb. or less	27–53 lb.	54–80 lb.
9	30 lb. or less	31–60 lb.	61–90 lb.
10	33 lb. or less	34–66 lb.	67–100 lb.
11	38 lb. or less	39–76 lb.	77–115 lb.
12	43 lb. or less	44–86 lb.	87–130 lb.
13	50 lb. or less	51–100 lb.	101–150 lb.
14	58 lb. or less	59–116 lb.	117–175 lb.
15	66 lb. or less	67–133 lb.	134–200 lb.
16	76 lb. or less	77–153 lb.	154–230 lb.

17	86 lb. or less	87–173 lb.	174–260 lb.
18	100 lb. or less	101–200 lb.	201–300 lb.
19	116 lb. or less	117–233 lb.	234–350 lb.
20	133 lb. or less	134–266 lb.	267–400 lb.
21	153 lb. or less	154–306 lb.	307–460 lb.
22	173 lb. or less	174–346 lb.	347–520 lb.
23	200 lb. or less	201–400 lb.	401–600 lb.
24	233 lb. or less	234–466 lb.	467–700 lb.
25	266 lb. or less	267–533 lb.	534–800 lb.
26	306 lb. or less	307–613 lb.	614–920 lb.
27	346 lb. or less	347–693 lb.	694–1,040 lb.
28	400 lb. or less	401–800 lb.	801–1,200 lb.
29	466 lb. or less	467–933 lb.	934–1,400 lb.
+10	x4	x4	x4

Table: Carrying Loads

Load	Max Dex	Check Penalty	Speed		Run
			(30 ft.)	(20 ft.)	
Medium	+3	–3	20 ft.	15 ft.	x4
Heavy	+1	–6	20 ft.	15 ft.	x3

Armor and Encumbrance for Other Base Speeds

The table below provides reduced speed figures for all base speeds from 20 feet to 100 feet (in 10-foot increments).

Base Speed	Reduced Speed	Base Speed	Reduced Speed
20 ft.	15 ft.	70 ft.	50 ft.
30 ft.	20 ft.	80 ft.	55 ft.
40 ft.	30 ft.	90 ft.	60 ft.
50 ft.	35 ft.	100 ft.	70 ft.
60 ft.	40 ft.		

MOVEMENT

There are three movement scales, as follows.

- Tactical, for combat, measured in feet (or squares) per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or miles per day.

Modes of Movement: While moving at the different movement scales, creatures generally walk, hustle, or run.

Walk: A walk represents unhurried but purposeful movement at 3 miles per hour for an unencumbered human.

Hustle: A hustle is a jog at about 6 miles per hour for an unencumbered human. A character moving his speed twice in a single round, or moving that speed in the same round that he performs a standard action or another move action is hustling when he moves.

Run (x3): Moving three times speed is a running pace for a character in heavy armor. It represents about 9 miles per hour for a human in full plate.

Run (x4): Moving four times speed is a running pace for a character in light, medium, or no armor. It represents about 12 miles per hour for an unencumbered human, or 8 miles per hour for a human in chainmail.

TACTICAL MOVEMENT

Use tactical movement for combat. Characters generally don't walk during combat—they hustle or run. A character who moves his speed and takes some action is hustling for about half the round and doing something else the other half.

Hampered Movement: Difficult terrain, obstacles, or poor visibility can hamper movement. When movement is hampered, each square moved into usually counts as two squares, effectively reducing the distance that a character can cover in a move. If more than one condition applies, multiply together all additional costs that apply. (This is a specific exception to the normal rule for doubling)

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (1 square). In such a case, you may use a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally. (You can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you.) You can't run or charge through any square that would hamper your movement.

LOCAL MOVEMENT

Characters exploring an area use local movement, measured in feet per minute.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in miles per hour.

Run: A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, a character can run for a minute or two before having to rest for a minute.

OVERLAND MOVEMENT

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk: A character can walk 8 hours in a day of travel without a problem. Walking for longer than that can wear him out (see Forced March, below).

Hustle: A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued.

A fatigued character can't run or charge and takes a penalty of -2 to Strength and Dexterity. Eliminating the nonlethal damage also eliminates the fatigue.

Run: A character can't run for an extended period of time.

Attempts to run and rest in cycles effectively work out to a hustle.

Terrain: The terrain through which a character travels affects how much distance he can cover in an hour or a day (see Table: Terrain and Overland Movement). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

Forced March: In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage. The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and, again, the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.

See Table: Mounts and Vehicles for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See Table: Mounts and Vehicles for speeds for water vehicles.

Table: Movement and Distance

	Speed			
	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)¹				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				

Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	—	—	—	—
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	—	—	—	—
Run	—	—	—	—

1 Tactical movement is often measured in squares on the battle grid (1 square = 5 feet) rather than feet.

Table: Hampered Movement

Condition	Additional Movement Cost
Difficult terrain	x2
Obstacle ¹	x2
Poor visibility	x2
Impassable	—

1 May require a skill check

Table: Terrain and Overland Movement

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

Table: Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse or light warhorse	6 miles	48 miles
Light horse (151–450 lb.) ¹	4 miles	32 miles
Light warhorse (231–690 lb.) ¹	4 miles	32 miles
Heavy horse or heavy warhorse	5 miles	40 miles
Heavy horse (201–600 lb.) ¹	3-1/2 miles	28 miles
Heavy warhorse (301–900 lb.) ¹	3-1/2 miles	28 miles
Pony or warpony	4 miles	32 miles
Pony (76–225 lb.) ¹	3 miles	24 miles
Warpony (101–300 lb.) ¹	3 miles	24 miles
Donkey or mule	3 miles	24 miles
Donkey (51–150 lb.) ¹	2 miles	16 miles
Mule (231–690 lb.) ¹	2 miles	16 miles
Dog, riding	4 miles	32 miles
Dog, riding (101–300 lb.) ¹	3 miles	24 miles
Cart or wagon	2 miles	16 miles
Ship		
Raft or barge (poled or towed) ²	1/2 mile	5 miles
Keelboat (rowed) ²	1 mile	10 miles
Rowboat (rowed) ²	1-1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2-1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

1 Quadrupeds, such as horses, can carry heavier loads than characters can. See Carrying Capacity, above, for more information.

2 Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

MOVING IN THREE DIMENSIONS

Tactical Aerial Movement

Once movement becomes three-dimensional and involves turning in midair and maintaining a minimum velocity to stay aloft, it gets more complicated. Most flying creatures have to slow down at least a little to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature has a maneuverability, as shown on Table: Maneuverability. The entries on the table are defined below.

Minimum Forward Speed: If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed on a DC 20 Reflex save to recover. Otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne.

Move Backward: The ability to move backward without turning around.

Reverse: A creature with good maneuverability uses up 5 feet of its speed to start flying backward.

Turn: How much the creature can turn after covering the stated distance.

Turn in Place: A creature with good or average maneuverability can use some of its speed to turn in place.

Maximum Turn: How much the creature can turn in any one space.

Up Angle: The angle at which the creature can climb.

Up Speed: How fast the creature can climb.

Down Angle: The angle at which the creature can descend.

Down Speed: A flying creature can fly down at twice its normal flying speed.

Between Down and Up: An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance of level flight.

Table: Maneuverability

Maneuverability					
	Perfect	Good	Average	Poor	Clumsy
Minimum forward speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Move backward	Yes	Yes	No	No	No
Reverse	Free	–5 ft.	No	No	No
Turn	Any	90°/5 ft.	45°/5 ft.	45°/5 ft.	45°/10 ft.
Turn in place	Any	+90°/–5 ft.	+45°/–5 ft.	No	No
Maximum turn	Any	Any	90°	45°	45°
Up angle	Any	Any	60°	45°	45°
Up speed	Full	Half	Half	Half	Half
Down angle	Any	Any	Any	45°	45°
Down speed	Double	Double	Double	Double	Double
Between down and up	0	0	5 ft.	10 ft.	20 ft.

EVASION AND PURSUIT

In round-by-round movement, simply counting off squares, it's impossible for a slow character to get away from a determined fast character without mitigating circumstances. Likewise, it's no problem for a fast character to get away from a slower one.

When the speeds of the two concerned characters are equal, there's a simple way to resolve a chase: If one creature is pursuing another, both are moving at the same speed, and the chase continues for at least a few rounds, have them make opposed Dexterity checks to see who is the faster over those rounds. If the creature being chased wins, it escapes. If the pursuer wins, it catches the fleeing creature.

Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the case of a long chase, an opposed Constitution check made by all parties determines which can keep pace the longest. If the creature being chased rolls the highest, it gets away. If not, the chaser runs down its prey, outlasting it with stamina.

MOVING AROUND IN SQUARES

In general, when the characters aren't engaged in round-by-round combat, they should be able to move anywhere and in any manner that you can imagine real people could. A 5-foot square, for instance, can hold several characters; they just can't all fight effectively in that small space. The rules for movement are important for combat, but outside combat they can impose unnecessary hindrances on character activities.

EXPLORATION

VISION AND LIGHT

Dwarves and half-orcs have darkvision, but everyone else needs light to see by. See Table: Light Sources and Illumination for the radius that a light source illuminates and how long it lasts.

In an area of bright light, all characters can see clearly. A creature can't hide in an area of bright light unless it is invisible or has cover.

In an area of shadowy illumination, a character can see dimly. Creatures within this area have concealment relative to that character. A creature in an area of shadowy illumination can make a Hide check to conceal itself.

In areas of darkness, creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus to AC, takes a –2 penalty to AC, moves at half speed, and takes a –4 penalty on Search checks and most Strength and Dexterity-based skill checks.

Characters with low-light vision (elves, gnomes, and half-elves) can see objects twice as far away as the given radius. Double the effective radius of bright light and of shadowy illumination for such characters.

Characters with darkvision (dwarves and half-orcs) can see lit areas normally as well as dark areas within 60 feet. A creature can't hide within 60 feet of a character with darkvision unless it is invisible or has cover.

Table: Light Sources and Illumination

Object	Bright	Shadowy	Duration
Candle	n/a ¹	5 ft.	1 hr.
Everburning torch	20 ft.	40 ft.	Permanent
Lamp, common	15 ft.	30 ft.	6 hr./pint
Lantern, bullseye ²	60-ft. cone	120-ft. cone	6 hr./pint
Lantern, hooded	30 ft.	60 ft.	6 hr./pint
Sunrod	30 ft.	60 ft.	6 hr.
Torch	20 ft.	40 ft.	1 hr.
Spell	Bright	Shadowy	Duration
<i>Continual flame</i>	20 ft.	40 ft.	Permanent
<i>Dancing lights</i> (torches)	20 ft. (each)	40 ft. (each)	1 min.
<i>Daylight</i>	60 ft.	120 ft.	30 min.
<i>Light</i>	20 ft.	40 ft.	10 min.

¹ A candle does not provide bright illumination, only shadowy illumination.

² A bullseye lantern illuminates a cone, not a radius.

BREAKING AND ENTERING

When attempting to break an object, you have two choices: smash it with a weapon or break it with sheer strength.

Smashing an Object

Smashing a weapon or shield with a slashing or bludgeoning weapon is accomplished by the sunder special attack. Smashing an object is a lot like sundering a weapon or shield, except that your attack roll is opposed by the object's AC. Generally, you can smash an object only with a bludgeoning or slashing weapon.

Defense: Objects are easier to hit than creatures because they usually don't move, but many are tough enough to shrug off some damage from each blow. An object's Defense is equal to 10 + its size modifier + its Dexterity modifier. An inanimate object has not only a Dexterity of 0 (–5 penalty to AC), but also an additional –2 penalty to its AC. Furthermore, if you take a full-round action to line up a shot, you get an automatic hit with a melee weapon and a +5 bonus on attack rolls with a ranged weapon.

Hardness: Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's wound points (see Table: Common Armor, Weapon, and Shield Hardness and Hit Points; Table: Substance Hardness and Hit Points; and Table: Object Hardness and Hit Points).

Wound Points: An object's wound point total depends on what it is made of and how big it is (see Table: Common Armor, Weapon, and Shield Hardness and Wound Points; Table: Substance Hardness and Wound Points; and Table: Object Hardness and Wound Points). When an object's wound points reach 0, it's ruined.

Very large objects have separate hit point totals for different sections.

Energy Attacks: Acid and sonic attacks deal damage to most objects just as they do to creatures; roll damage and apply it normally after a successful hit. Electricity and fire attacks deal half damage to most objects; divide the damage dealt by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage dealt by 4 before applying the hardness.

Ranged Weapon Damage: Objects take half damage from ranged weapons (unless the weapon is a siege engine or something similar). Divide the damage dealt by 2 before applying the object's hardness.

Ineffective Weapons: Certain weapons just can't effectively deal damage to certain objects.

Immunities: Objects are immune to nonlethal damage and to critical hits.

Even animated objects, which are otherwise considered creatures, have these immunities because they are constructs.

Magic Armor, Shields, and Weapons: Each +1 of enhancement bonus adds 2 to the hardness of armor, a weapon, or a shield and +10 to the item's wound points.

Vulnerability to Certain Attacks: Certain attacks are especially successful against some objects. In such cases, attacks deal double their normal damage and may ignore the object's hardness.

Damaged Objects: A damaged object remains fully functional until the item's wound points are reduced to 0, at which point it is destroyed.

Damaged (but not destroyed) objects can be repaired with the Craft skill.

Saving Throws: Nonmagical, unattended items never make saving throws. They are considered to have failed their saving throws, so they always are affected by spells. An item attended by a character (being grasped, touched, or worn) makes saving throws as the character (that is, using the character's saving throw bonus).

Magic items always get saving throws. A magic item's Fortitude, Reflex, and Will save bonuses are equal to 2 + one-half its caster level. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better.

Animated Objects: Animated objects count as creatures for purposes of determining their Defense (do not treat them as inanimate objects).

Breaking Items

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check (rather than an attack roll and damage roll, as with the sunder special attack) to see whether he succeeds. The DC depends more on the construction of the item than on the material.

If an item has lost half or more of its wound points, the DC to break it drops by 2.

Larger and smaller creatures get size bonuses and size penalties on Strength checks to break open doors as follows: Fine –16, Diminutive –12, Tiny –8, Small –4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

A crowbar or portable ram improves a character's chance of breaking open a door.

Table: Common Armor, Weapon, & Shield Hardness and Wound Points

Weapon or Shield	Hardness	WP ¹
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10

Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special ²	armor bonus x3
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

1 The hp value given is for Medium armor, weapons, and shields.
Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

2 Varies by material; see Table: Substance Hardness and Wound Points.

Table: Substance Hardness and Wound Points

Substance	Hardness	Wound Points
Paper or cloth	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Leather or hide	2	5/inch of thickness
Wood	5	10/inch of thickness
Stone	8	15/inch of thickness
Iron or steel	10	30/inch of thickness
Mithral	15	30/inch of thickness
Adamantine	20	40/inch of thickness

Table: Size and Defense of Objects

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

Table: Object Hardness and Wound Points

Object	Hardness	Wound Points	Break DC
Rope (1 inch diam.)	0	2	23
Simple wooden door	5	10	13
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26

Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28

Table: DCs to Break or Burst Items

Strength Check to:

	DC
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend iron bars	24
Break down barred door	25
Burst chain bonds	26
Break down iron door	28
Condition	DC Adjustment¹
<i>Hold portal</i>	+5
<i>Arcane lock</i>	+10

¹ If both apply, use the larger number.

APPENDIX I: CONDITIONS

CONDITIONS

If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most severe effect.

Ability Damaged: The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious. Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

Ability Drained: The character has permanently lost 1 or more ability score points. The character can regain these points only through magical means. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Blinded: The character cannot see. He takes a –2 penalty to Defense, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a –4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Blown Away: Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back 2d6 x 10 feet and takes 2d6 points of nonlethal damage due to battering and buffering.

Checked: Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

Confused: A *confused* character's actions are determined by rolling d% at the beginning of his turn: 01–10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11–20, act normally; 21–50, do nothing but babble incoherently; 51–70, flee away from caster at top possible speed; 71–100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self). A *confused* character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused* character who is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes. A *confused* character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cowering: The character is frozen in fear and can take no actions. A cowering character takes a –2 penalty to Defense and loses his Dexterity bonus (if any).

Dazed: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC. A dazed condition typically lasts 1 round.

Dazzled: The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a –1 penalty on attack rolls, Search checks, and Spot checks.

Deafened: A deafened character cannot hear. He takes a –4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Entangled: The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity.

Exhausted: An exhausted character moves at half speed and takes a –6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated: A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Fatigued: A fatigued character can neither run nor charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed: A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to AC (if any) and cannot make attacks of opportunity.

Frightened: A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Grappling: Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions. He does not threaten any squares, and loses his Dexterity bonus to AC (if any) against opponents he isn't grappling.

Helpless: A helpless character is paralyzed, *held*, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a Dexterity of 0 (–5 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks get no special bonus against helpless targets. Rogues can sneak attack helpless targets.

As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. (A rogue also gets his sneak attack damage bonus against a helpless foe when delivering a coup de grace.) If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity.

Creatures that are immune to critical hits do not take critical damage, nor do they need to make Fortitude saves to avoid being killed by a coup de grace.

Incorporeal: Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects.

Invisible: Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any). (See Invisibility, under Special Abilities.)

Knocked Down: Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 x 10 feet.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Panicked: A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a –2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed: A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can

move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.

Petrified: A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.

Pinned: Held immobile (but not helpless) in a grapple.

Prone: The character is on the ground. An attacker who is prone has a –4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Defense against ranged attacks, but takes a –4 penalty to AC against melee attacks.

Standing up is a move-equivalent action that provokes an attack of opportunity.

Shaken: A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks. Shaken is a less severe state of fear than frightened or panicked.

Sickened: The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Stunned: A stunned creature drops everything held, can't take actions, takes a –2 penalty to AC, and loses his Dexterity bonus to AC (if any).

Turned: Affected by a turn undead attempt. Turned undead flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower.

Unconscious: Knocked out and helpless.

APPENDIX II: MONSTER CONVERSION

DEFENSE BONUS = When converting monsters from other OGL sources they will have a base Defense bonus based on any armor proficiencies.

<u>ARMOR PROFICIENCY</u>	<u>DEFENSE BONUS</u>
None	+0
Light	+1
Light & Medium	+2
Light, Medium, & Heavy	+4

ARMOR AS DAMAGE REDUCTION

Divide the armor bonus in half, rounding down. That is how many points of DR the armor provides. This amount is also subtracted from the Defense bonus the armor provides. (the conversion works for converting suits of armor from various OGL sources).

A creature's natural armor provides a small amount of Damage Reduction as well. Every five full points of Natural Armor provide 1 DR. As with Armor bonuses this DR is subtracted from the Defense bonus the natural armor provides.

Monsters generally don't have hit dice; their vitality points equal the average hit points of the source creature and wound points are based on Constitution modified by the size of the creature:

Fine: 1/8	Diminutive: 1/4	Tiny: 1/2	Small, Medium, or Large: 1
Huge: x2	Gargantuan: x4	Colossal: x8	

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