d20 MODERN

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Roleplaying Game

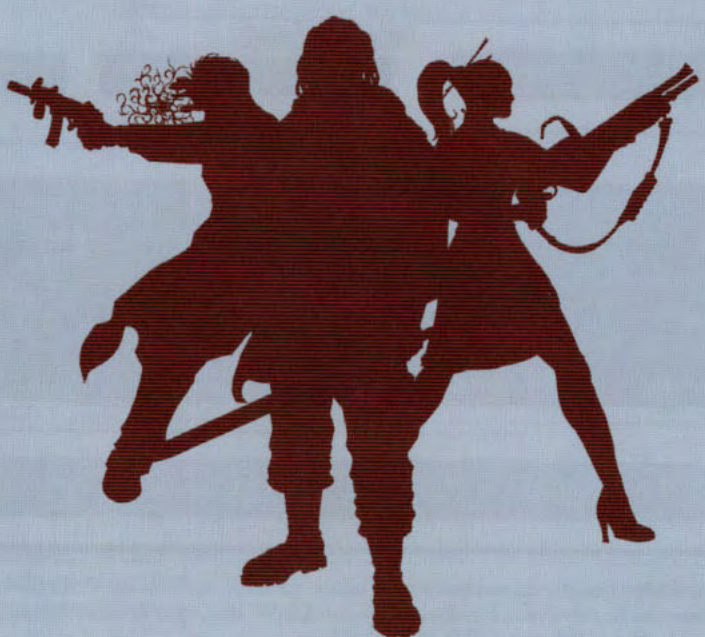


CORE RULEBOOK

Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan

Wizards of the Coast®

d20 MODERN™
Roleplaying Game



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Wizards of the Coast

d20 MODERN™

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This d20™ System game uses mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison. This game also uses mechanics developed for the *Psionics Handbook* by Bruce R. Cordell, the *Call of Cthulhu® Roleplaying Game* by Monte Cook and John Tynes, and the *Star Wars® Roleplaying Game* by Bill Slavicsek, Andy Collins, and JD Wiker.

The Moreau Series (Forests of the Night and sequels) and other novels of S. Andrew Swann are recommended reading.

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620-88190-001-EN
9 8 7 6 5 4 3 2
First Printing: November 2002

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INTRODUCTION



Danger lurks in every alley, around every corner . . .

The world we live in provides the stage for all sorts of action-adventure stories. These tales of cops and robbers, spies, and other forms of modern action constantly play across the myriad forms of entertainment—TV, movies, novels, comic books, computer games, and more. Why not, then, open the field to tabletop roleplaying games via the d20™ System?

With that premise, we began this exciting project. The *d20 Modern Roleplaying Game* typifies cinematic action-adventure at its best, with the ability to throw in as much (or as little) fantasy as you see fit. With this game, you can craft a contemporary setting all your own, populated by evil villains and desperate situations that call for the very best your heroes have to offer. All you need are some dice, a few friends, and your imagination.

THIS IS A ROLEPLAYING GAME

It's a game of your imagination, where you get to tell stories by taking on the roles of the main characters—characters you create. It's a game that offers a multitude of choices—more choices than even the most sophisticated computer game, because the only limit to what you can do is what you can imagine. The story unfolds like a movie, except all of the action takes place in your imagination.

There's no script to follow, other than a rough outline used by the Gamemaster (GM); you decide what your character says and does. The Gamemaster, as the director and special effects designer, decides what the story is about and takes on the roles of all the other characters—the villains, the extras, the distinctive guest stars. The Gamemaster also keeps track of the rules, interprets the outcome of actions, and describes what happens. Together, players and GM create a story, and everybody has a great time.

This Is the *d20 Modern Roleplaying Game*

Cell phones; notebook computers; fast cars; faster food; cool clothes. . . .

You know the modern world intimately because you live in it. It's a great place, full of opportunity and intrigue, hope and despair, excitement and danger. Combine the elements of the modern world with the imagination-powered engine of the d20 System—the same set of rules that powers the Dungeons & Dragons® game—and you can leave behind mundane reality and embrace the action and adventure of modern fantasy.

Modern fantasy? Sure, and we don't necessarily mean elves and magic. Any story set in the modern world that features heroic characters in dramatic situations accomplishing larger-than-life feats falls under the category of fantasy. The cinematic exploits of elite government agents taking on the forces of terrorism, for example, or supercops defending the city from an extremely violent gang war both have elements of the fantastic about them. It's the fantasy of action-adventure movies—slow-motion gunfights, bone-rattling explosions, jaw-dropping martial arts battles, heart-stopping car chases, more explosions, and over-the-top plots hatched by the most terrible villains. That's the stuff of modern fantasy.

This book contains all the information you need to play the game. Check out The Basics, starting on page 6, to get an idea of the fundamentals of the game, including the core concepts of character creation and game play. When you get through The Basics, flip through the rest of the book. It offers a wealth of options, allowing you to play any modern-day genre you want.

When you play the *d20 Modern Roleplaying Game*, you create a unique fictional character who lives in the imaginations of you and your friends. One person in the game, the Gamemaster, controls the villains and other people you meet in a modern setting. Through your characters, you and your friends face the dangers and explore the mysteries that your Gamemaster sets before you.

Anything is possible in the *d20 Modern Roleplaying Game*. You can have your character try anything you can think of. If it sounds good and the dice fall your way, the action succeeds. The Basics section has more details on how to determine whether a character's succeeds at what he or she tries to do.

Now, get ready. A world of contemporary action and adventure awaits you. What you do with it makes all the difference. Enjoy!

Characters

Your characters star in the adventures you play, just like the heroes in a movie. They are the main characters in the game. We refer to them as "heroes," not in the "good guy" sense per se, but because they are the main protagonists (or antagonists) of the story. Each character's imaginary life is different. Your character might be . . .

- A tough bodyguard-for-hire.
- A martial artist seeking knowledge and power.
- A brash stunt person.
- A gambler looking to make the next big score.
- A grizzled trucker traveling the open highways.
- A thief with a heart of gold.
- A young dilettante from a prosperous family.
- A police officer or private detective.
- A government agent or superspy.
- An investigative reporter hot on the next big story.
- A research scientist about to make a breakthrough.
- A movie star thrust into a real-life role as a hero.
- Or any other kind of character you can imagine.

What You Need to Play

Here's what you need to start playing the *d20 Modern Roleplaying Game*:

- The rules in this book, which tell you how to create and play your character.
- A copy of the character sheet at the back of this book.
- A pencil and scratch paper; graph paper might be useful, too.
- One or two four-sided dice (d4), four or more six-sided dice (d6), an eight-sided die (d8), two ten-sided dice (d10), a twelve-sided die (d12), and a twenty-sided die (d20).
- A miniature, an action figure, or some other token to represent your character in the game.

As a player, you should read this introduction and Chapters One through Five, dealing with character creation, skills, feats, equipment, and combat. Chapter Six, Advanced Classes, gives you ideas for the kind of elite hero you can begin building toward. The rest of the book is for the Gamemaster, providing advice, opponents, campaign models, and starting points for adventures.

Dice

The rules abbreviate dice rolls with phrases such as "3d6+3," which means "three six-sided dice plus 3" (resulting in a number between 6 and 21). The first number tells you how many dice to roll (all the results are added together), the number after the "d" tells you what type of dice to use, and any number after that indicates a quantity that is added to or subtracted from the result.

Some examples:

2d6: Two six-sided dice, generating a number from 2 to 12. Some pistols deal this amount of damage.

1d8: One eight-sided die, generating a number from 1 to 8. A longsword deals this amount of damage.

d%: The "d%" (percentile dice) is a special case. You generate a number between 1 and 100 by rolling two different-colored ten-sided dice. One color (designated before you roll) is the tens digit. The other is the ones digit. Rolls of 8 and 5, for example, yield a result of 85. Rolls of 0 and 3 yield a result of 3. Rolling 0 and 0 represents 100.

THE CAMPAIGN MODELS

You can create any kind of contemporary adventure setting you want with the *d20 Modern Roleplaying Game*. Most of this book is written from the point of view of the fictional Department-7, an elite organization that the heroes belong to that deals with situations threatening the modern world. In your campaign, Department-7 might have federal authority, or it might be a state or local agency, or perhaps a private institution. In some campaigns, it might have an international scope thanks to ties to the United Nations or some global conglomerate. Department-7 might deal with homeland defense, law enforcement, espionage and intelligence, or counterterrorism. In some games, it might have a charter to investigate paranormal activity or alien incursions or dimensional displacement. In your game, you might call Department-7 by another name, such as the Agency, the Bureau, the Service, the Shop, the Institute, or the Organization. It all depends on the type of action-adventure game you want to play. With the *d20 Modern Roleplaying Game*, all these possibilities and more are available to you.

While Department-7 serves as the basis for our examples throughout this book, we also provide three models of play that you can alter as you see fit to make exactly the game you want. These models are detailed in Chapter Nine.

THE BASICS

The modern world can be an exciting and dangerous place. Any techno-thriller, contemporary action-adventure story, or modern fantasy you can imagine can become the backdrop for an exhilarating campaign.

With the *d20 Modern Roleplaying Game*, you can experience action-adventure stories in a whole new way. Imagine yourself as an undercover cop or a private investigator, a brave soldier or a powerful martial artist. Whether you want to be a player or the GM, this book is your portal to all kinds of action-packed stories and adventures.

THE MODERN WORLD

The modern world provides a unique and exciting backdrop for all kinds of adventures. It offers countless opportunities for danger, mystery, and intrigue. In the modern world, a vast array of organizations, both public and private, work to further a variety of agendas. Often, an organization's agenda has components that run the gamut from open and above-board to hidden and mysterious.

You play the role of a character in the modern world. You work for Department-7 or some similar agency, dealing with the many threats and dangers that fall within the scope of Department-7's charter. You travel the country and the world, using your skills and abilities to engage enemies on a thousand different fronts.

The modern world can be a deadly place. You must battle terrorists, struggle against tyrannical forces, or vanquish spies and saboteurs working against your organization. You can depend on your own skills and abilities, your friends and allies, and a couple of high-tech toys. Hopefully, that will be enough to turn the tide of destruction.

Using This Book

How you use this book depends on the role you plan to play in your d20 Modern campaign.

Gamemasters

If you plan to take on the important role of Gamemaster, you should become familiar with this whole book. Start by reading The Basics, then dive into the character creation chapters and follow with the Gamemaster section. You need to decide what kind of campaign you want to establish, since this decision will influence the type of characters your players create. The GM section offers advice and provides a few campaign models to choose from.

Players

If you plan to create a character to run in a d20 Modern campaign, start with The Basics. This section explains the fundamentals of the game. Then go on to the character creation chapters.

THE CORE MECHANIC

The *d20 Modern Roleplaying Game* uses a core mechanic to resolve all actions. This central game rule keeps play fast and intuitive. Whenever you want to attempt an action that has some chance of failure, you roll a twenty-sided die (or d20). To determine if your character succeeds at a task (such as an attack, the use of a skill or an ability, or an attempt to save your character from harm), you do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number.

If the result equals or exceeds the target number (set by the GM or given in the rules), your character succeeds at the task at hand. If the result is lower than the target number, you fail.

THE GAMEMASTER

When you play the *d20 Modern Roleplaying Game*, you're participating in an interactive story. Players take on the roles of unique characters, called heroes. One player serves as the Gamemaster, a combination director, narrator, and referee. The GM describes situations, asks the players what their characters want to do, and resolves these actions according to the rules of the game. The GM sets each scene, keeps the story moving, and takes on the roles of the opponents and other characters that the players' heroes

encounter in each adventure. If you're the GM, you should read through all sections of this book; you don't need to memorize everything, but you do need to have an idea of where to find certain rules once play begins.

HEROES

If you're a player, you take the role of a hero—one of the stars of the saga that you, the other players, and the GM all help to develop. You create your character with the help of the game rules that follow, according to your own vision for the type of hero you want to play. As your character participates in adventures, he or she gains experience points (XP) that help him or her improve and become more powerful.

Abilities

Every human character has six abilities that represent the character's basic strengths and weaknesses. These abilities—Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma—affect everything a hero does, from fighting to using skills.

An ability score of 10 or 11 is average. Higher scores give characters bonuses, and lower scores give penalties. When you create your character, you'll usually want to put your higher scores into the abilities most closely associated with the kind of character you want to play.

Class

A class represents a defining aspect of a character. It serves as a starting point to help you define your hero, a hook on which you can hang the character's personality, skills, and other traits. Think of a class as a framework. You can build upon that framework as your hero improves, or you can branch out into a different class if it better suits how you want the character to develop. In fact, the best way to learn new skills and develop new abilities is to take levels in other classes as you advance through the game, thereby turning your character into a multiclass character (see page 40).

The classes are described in Chapter One. Your beginning character can be a Strong hero, a Fast hero, a Tough hero, a Smart hero, a Dedicated hero, or a Charismatic hero. Each of these basic classes is associated with one of the abilities in the game.

Level

Level measures a character's advancement and relative amount of power. A 1st-level character, for example, isn't as powerful as a 5th-level character.

Characters generally begin play at 1st level and attain additional levels as they complete adventures. Attaining a new level provides a character with improvements to important characteristics, such as base attack bonus, number of attacks, saving throws, bonus to Defense, and hit points.

Hit Points

Each character can withstand a certain amount of damage before becoming fatigued, getting knocked unconscious, or dying. A character's hit points (hp) determine how much physical damage a character can withstand before dying. Damage reduces hit points, and lost hit points can only be recovered through medical aid or natural healing.

A character's Constitution score, class, and level determine his number of hit points, and that number increases with each level gained.

Skills and Feats

Skills represent how well a character does at dramatic tasks other than combat. All characters are assumed to have a wide selection of average skills; the game only measures the skills in which a character has better than average ability and so can use these skills to attempt tasks in dramatic situations.

Skills are measured in ranks, which represent how much training a character has applied to a specific skill. Each rank adds +1 to any check (d20 roll) you make to use a skill. See the class descriptions in Chapter One for the skills that are associated with each class. Skill descriptions can be found in Chapter Two.

Feats are special features that provide a character with new capabilities or improvements. All characters start with at least two feats, though certain classes and starting occupations provide additional feats. See Chapter Three for a list of available feats.

Starting Occupations

To reflect life experience before the campaign begins, each character selects one starting occupation. A starting occupation provides additional class skills, feats, a Reputation bonus, and/or a Wealth bonus for your character. Not all starting occupations are available in all campaigns, and some have prerequisites that further limit their availability.

GAME PLAY

This overview gives you enough of the fundamentals to get a feel for how this roleplaying game works. The chapters that follow take these basic concepts and expand upon them.

Important! You don't have to memorize the contents of this book to play the game. It's a game, not homework. Once you understand the basics, start playing! Use this book as a reference during play. The table of contents and index should help you easily find a specific topic. When in doubt, stick to the basics, keep playing, and have fun. You can always look up an obscure rule after your game session ends, but remember that you don't have to sweat the details in the middle of play.

Rolling Dice

We've already explained the basic rule that forms the foundation of the game—roll a d20, add a modifier, try to get a result that's equal to or greater than the target number. Whenever your character tries to accomplish something significant, the GM asks you to roll a d20.

Important! Not every action requires a die roll. Roll dice in combat and other dramatic situations when the success of an action is in doubt.

The d20 is used to determine results in combat and when making skill checks, ability checks, and saving throws. In other words, the d20 determines whether you succeed at an action.

The other dice (d4, d6, d8, d10, and d12) are used to determine what happens after you succeed. Usually, the other dice come into play after you make a successful attack roll to determine how much damage the attack deals to the target.

A GAME SESSION

In the *d20 Modern Roleplaying Game*, the Gamemaster and players get together to tell a story through the play of the game. We call these group-created stories "adventures." A d20 Modern adventure features plenty of action, lots of opportunities for combat, cool villains, epic plots, and a sense of the real world.

Typically, the game consists of adventures that resemble episodes in a television series or acts in a movie. One adventure might play out in a single game session; another might stretch across several evenings of play. A session can last as long as you're comfortable playing, from as short as an hour to as long as a twelve-hour marathon. Most groups get together and play for two to four hours at a time. The game can be stopped at any time and restarted when the players get back together.

Each adventure consists of interrelated scenes. A scene might feature some kind of challenge or roleplaying encounter, or it could involve combat. When there's no combat going on, play is more casual. The GM describes the scene and asks the players what their characters do. When combat breaks out, game play becomes more structured, and the action takes place in rounds.

What Characters Can Do

A character can try to do anything you can imagine, just as long as it fits the scene the GM describes. Depending on the situation, your character might want to:

- Listen at a door.
- Use a computer.
- Explore a location.
- Converse with a contact.
- Bargain with a merchant.
- Intimidate a thug.
- Talk to a friend.
- Drive a vehicle.
- Search for a clue.
- Bluff an official.
- Repair an object.
- Leap across the gap between two buildings.
- Move.
- Duck behind a garbage container.
- Attack an opponent.

Characters accomplish tasks by making skill checks, ability checks, or attack rolls. While the rules for making these rolls follow the core mechanic, each type of roll has a slightly different purpose.

Skill Checks

To make a skill check, roll a d20 and add your character's skill modifier for that particular skill. Compare the result to the Difficulty Class (DC) for the task at hand. The DC may be determined by the skill's description, set by the GM, or established by another character's check result.

Unopposed Checks: An unopposed skill check's success depends only on your character's action.

For example, climbing a chain to get out of a cargo hold on a ship depends only on your character's skill and luck, so the Climb check is compared to a target number provided by the skill's description or set by the Gamemaster. If your result is equal to or higher than the DC, the attempt succeeds.

Opposed Checks: An opposed check is used when another character actively attempts to prevent your character from succeeding at a given task.

The DC for an opposed check is the check result of the character opposing your action. The opponent's check might be made using the same skill you are using or a different skill, as defined in the skill description. The character with the higher result succeeds at the action being performed, while the character with the lower result fails. In the case of a tie, roll the checks again until one character achieves a higher result than the other.

For example, if your character tries to hide from an opponent, your Hide check is opposed by the opponent's Spot check. If your result is higher, your character successfully hides, and your opponent fails to spot him. If your result is lower, your opponent spots you, and your attempt to hide fails.

Ability Checks

Ability checks are used when a character doesn't have any ranks in a particular skill and tries to use that skill untrained. (Some skills can't be used untrained; see Chapter Two for details.)

For example, if your character wants to bluff a couple of security guards but doesn't have any ranks in the Bluff skill, the GM calls for a Charisma check. (Charisma is the ability associated with the Bluff skill, and the Bluff skill can be used untrained.)

Ability checks are also used to determine success when no skill applies. Trying to move a heavy garbage container, for example, requires a Strength check.

To make an ability check, roll a d20 and add your character's modifier for the appropriate ability. If the result is equal to or greater than the task's DC, the check succeeds.

Attack Rolls

To attack an opponent, roll a d20 and add your character's attack bonus. If the result equals or exceeds the opponent's Defense, the attack succeeds.

On a successful attack, you roll to determine how much damage your attack deals to the opponent. Roll the type of dice indicated for the weapon used and add any modifiers that apply.

For example, if your character uses a pistol, a successful attack deals 2d6 points of damage to the opponent. If your

character uses a tonfa, a successful attack deals 1d4 points of damage plus your Strength bonus.

Damage reduces hit points. When all of a character's hit points are gone, the character falls unconscious and is dying.

A critical hit (a potent result on an attack) deals double the amount of damage. An attack may cause a critical hit if the attack roll is a natural 20. That result represents the threat of a critical hit. Then the attacker makes a second attack roll to confirm the critical hit. If this second attack roll (the d20 result plus modifiers) is successful, then the critical hit is confirmed and the attack deals double damage. See Chapter Five for more details.

Important! There are two types of attacks in the game. A ranged attack uses a weapon that attacks opponents at a distance, such as a pistol or a grenade. A melee attack uses a weapon that attacks opponents in close quarters, such as a club, knife, or your fists. Your character might have a different attack bonus for each type of attack.

THE COMBAT ROUND

Most of the time, game play is relaxed and casual. The GM sets the scene, and players take turns describing what their characters are doing. When the situation calls for it, the GM has the players make die rolls (skill checks or ability checks) to determine the results of their characters' actions. But when a scene involves combat or the imminent threat of combat, a structured sequence of combat rounds governs play.

In a combat round, each character gets to do something. A round represents 6 seconds in the game world, regardless of how long it takes the players to complete the round.

At the start of a battle, each player makes an initiative check for his character, and the GM makes initiative checks for the opponents. The character with the highest result acts first, followed by the other characters in order (from highest result to lowest result). This order of play is used in every round until the battle ends. When your turn in the order comes up, you perform all the actions you are entitled to in the current round.

There are four types of actions: attack actions, move actions, full-round actions, and free actions. In a round, you can do one of the following things (but see Chapter Five for additional information).

- Attack and move
- Move and attack
- Move and move again
- Perform a full-round action

Attack Actions

An attack action lets you do something. You can make an attack, use a skill or a feat (except those skills and feats that require a full-round action), or perform an equivalent action. You can perform an attack action and a move action, in either order, in a combat round.

Move Actions

A move action lets you move your speed in a round or perform an equivalent action. Equivalent actions include climbing, drawing or loading a weapon, opening a door, and picking up an object. You can move and attack, in either order, in a round. Or you can perform two move actions in a round, using a second move action in place of an attack action.

Full-Round Actions

A full-round action consumes all your effort in a round. Attacking more than once (if you are of sufficient level to do so) or using a skill or feat that requires a full round to employ is considered a full-round action.

Free Actions

Free actions consume almost no time or effort. Over the span of a round, the impact of these types of actions is so minor that they are considered to be free. Speaking to an ally or opponent, dropping an object, or turning on a computer are all examples of free actions. You can perform a free action in addition to performing other actions in a round, though the Gamemaster can place limits on how much you can reasonably do for free in a given round.

Reactions

Some skill checks are instant reactions to specific events, such as making a Spot check when the GM calls for one. A reaction takes no time and isn't an action.

Action Points

Every character starts play with action points. Action points provide a player with the means to alter d20 rolls in dramatic situations. After a die roll but before the GM reveals the results, you can decide to spend an action point. For a character, spending an action point adds 1d6 to the d20 roll, helping you get closer to or exceed the target number. An action point can be applied to a single die roll when making an attack roll, a skill check, an ability check, a level check, or a saving throw.

In some cases (as noted in the rules), a character must spend an action point to perform a certain activity. An action point spent in this way does not provide an increase to a d20 roll.

WHAT'S NEXT?

If you're new to roleplaying games, you might be wondering how to proceed. After you've read over these basics to get an understanding of the game, check out the example of play on the next page. It provides some insight into how a roleplaying game session plays out. Then review the first few chapters of the book. When you're ready, use the Character Creation Summary (page 12) and a copy of the character sheet from the back of the book to create a character. When you, your GM, and the other players are ready, start playing!

PLAYING THE GAME

The modern world is a big place. It offers countless opportunities for action, mystery, and danger. While you have a good understanding of the trappings of the modern world, this game and the adventures it unlocks present an imaginary version of the world we know. This version is closer to the world we see in action-adventure movies and TV shows than it is to the mundane world in which we spend most of our time. Call it Cinematic Earth, if you want, since the reality of this game is the reality of action-adventure fiction.

One of the countless agencies charged with preserving law and order on Cinematic Earth is Department-7. Department-7 could be a government agency or a branch of local law enforcement. It might be an international organization or a private institution. That's up to you and your Gamemaster. Regardless, you are one of the elite agents of Department-7, working to protect your town, your city, your country, or your world (depending on the scope of the campaign you and your friends want to play) from the forces that oppose the ideals you believe in.

The *d20 Modern Roleplaying Game* lets you explore this imaginary version of our world. All you need is this book, some dice, a few willing friends, and your imagination. The game works best with a group of five, one GM and four players. It can be played with as few as two participants (one GM and one player) or as many as seven (six players and a GM).

This game lets you participate in the ultimate interactive story, a story in which you get to determine what happens next by the actions you take. There's no board, no joystick, no keyboard. You might use action figures or miniatures to help visualize some dramatic scenes, but otherwise the action takes place in the imaginations of the participants.

SETUP

After you've created a character, get together with the rest of your gaming group for your first adventure. Prior to this, the GM develops a storyline for the adventure. He might buy a complete, ready-to-play adventure or grab one out of a gaming magazine. Or the GM might develop one using the guidelines in Chapter Seven. Once the GM becomes comfortable with all the rules, he can even get away with simply describing a starting scenario and using archetypes straight out of Chapter Eight: Friends and Foes.

Pick an evening or a weekend afternoon or some other convenient time when you and your friends can spend a few hours playing the *d20 Modern Roleplaying Game*.

Where should you play the game? Anywhere that's comfortable. The place should have a flat surface to roll dice on, such as a kitchen table. The GM sits so that the other players can't look over his shoulder or peek at his adventure notes. He needs enough room to spread out the rulebook and any other materials he might have for the game session, including other d20 Modern books, a pad of paper, a pencil or pen, dice, and his adventure notes.

The other players need places to sit, room for their dice and character sheets, scrap paper and pencils, and their rulebooks. Since a game session is as much a social event as it is an evening of entertainment, having plenty of snacks and beverages on hand is highly recommended.

GENERAL ADVICE

Players should roll the dice openly so that everyone can see the results. The GM may make some rolls in secret to build suspense and maintain mystery. All attack and damage rolls should be made in the open so that all players can see them.

The first couple of game sessions you play might be a little uneven as everyone learns how the game works and gets comfortable with the idea of roleplaying. Remember that these rules are guidelines, a framework and structure for playing d20 Modern adventures in a roleplaying game environment. A roleplaying game is a living game; it evolves and develops as you play it. If something isn't working for your group, and the entire group agrees, make a change. But wait until you've played a few times with the official rules before you decide to tinker.

THE FIRST GAME SESSION

You and your friends have reviewed the basic rules and created 1st-level characters. Your Gamemaster has reviewed the rules and is ready to run his first adventure. You've agreed upon a time and place to play. Then the time arrives and the game begins!

Jeff is the GM. He takes his place at the head of the table. Charles sits in the next seat; he's running Yoriko Obato, a female Fast hero. Next to Charles is Rich, practicing his dice rolling as he gets into his character, Russell Whitfield the Strong hero. Across the table, Michele makes some notes on her character sheet, adding a little more detail to Brandon Cross the Smart hero. Next to Michele, Stan anxiously waits to get started. He's running Moondog Greenberg, a Tough hero.

Jeff has selected some action figures from his collection to use in tonight's game. They aren't necessary for play, but he thinks the figures will help the players visualize the action in certain situations. He places several figures to represent the players' characters in the middle of the table. He leaves a few others hidden on the floor beside the table. Jeff will use these later to represent opponents that will challenge and compete with the heroes.

Jeff doesn't have a specific character for himself. While the players each run a single hero, the Gamemaster narrates the story, adjudicates the rules, and plays all of the GM characters—the supporting cast that serves as allies and opponents for the heroes.

It looks like everyone's ready to start. Jeff answers a few last-minute rules questions, then begins the game.

Jeff (GM): The modern world, the present day. While the rest of the world settles into its daily routine, the sun rises on a new threat to peace and freedom. Most of the world's inhabitants go through life without a clue about the dangers that regularly loom over them. You aren't so lucky. As newly recruited agents for Department-7, you're about to be made aware of every hidden plot and potential disaster hanging like a dagger on a frayed rope over the heart of the planet. And that's just for starters. . . .

You're outside, on a boardwalk overlooking a deserted beach and the ocean beyond it. At this early hour, there doesn't appear to be anyone else around. You're here to meet with your handler, a senior agent named Harmon whom you've interacted with during training but never in a mission situation. Before Harmon arrives, why don't you each take a moment to describe yourselves?

Charles (Yoriko): You see a young Asian-American woman stretching on the boardwalk. She looks graceful and nimble, not unlike a dancer or a gymnast. She's wearing running shorts, sneakers, and a hooded sweatshirt.

Rich (Russell): A young African-American male is standing along the boardwalk railing. He's tall, with a muscular frame. He wears a leather jacket and faded jeans.

Michele (Brandon): My character sits on a nearby bench, typing away on a notebook computer. He looks intelligent though a bit scruffy, and while he seems to be focused completely on his computer, he's also listening to any discussions the others are having.

Stan (Moondog): You see a solid-looking young man with a sour face and close-cropped hair. He's tough as a rock and mean as a junkyard dog, and he tends to stand slightly apart from the others, slowly scanning the beach and the boardwalk for any signs of trouble.

Jeff (GM): Okay. You have trained together since being recruited into Department-7, so you know each other pretty well. This is your first mission, though, and you don't have any idea what to expect. Before anything else occurs, each of you make a Listen check.

The players each roll a d20 and add their Listen skill modifier to get a result. If a character doesn't have the Listen skill, the player still gets to apply his or her Wisdom modifier to the roll. After all the players have made the skill check, they tell the GM the results.

Charles (Yoriko): Yoriko got a 15.

Rich (Russell): 10 for Russell.

Michele (Brandon): Brandon got an 8.

Stan (Moondog): The amazing Moondog got a 12.

Jeff consults his notes, checking to see what the DC for the Listen check is. He nods and makes a note or two, just to keep the players guessing.

Jeff (GM): Moondog, Russell, and Brandon continue whatever it is they're doing as they wait for Harmon to show up. Yoriko, meanwhile, hears a noise from underneath the boardwalk. It sounds like faint whispers, and maybe the click of some kind of mechanism snapping into place. What does Yoriko do?

Charles (Yoriko): Yoriko tries to nonchalantly peer through the gap in the boardwalk as she leans into a particularly deep leg stretch. Does she see anything?

Jeff decides that it isn't hard to see the three men sneaking under the boardwalk if a character is specifically looking for them.

Jeff (GM): Yoriko notices three figures moving through the shadows directly underneath the boardwalk. They seem to be preparing to do something.

Charles (Yoriko): Yoriko shouts, "We've got company!" as she leaps over the railing toward the sand below.

Jeff (GM): Yoriko, make a Jump check to see how well you land. Then everyone make an initiative check. Thanks to Yoriko's warning, you won't be surprised by the figures under the boardwalk.

Charles rolls a d20 and adds Yoriko's Jump modifier. The result is 18, which Jeff says is enough for Yoriko to land gracefully and ready for action in the sand below.

Then each of the players rolls a d20 and adds his or her initiative modifier to get a result. Jeff rolls a single initiative check for the three skulking figures.

Charles (Yoriko): Yoriko got a 19.

Rich (Russell): 9 for Russell.

Michele (Brandon): Brandon got a 13.

Stan (Moondog): The fast-acting Moondog got a 16.

Jeff writes down the initiative order, from highest result to lowest. He jots down:

Yoriko 19, Moondog 16, Thugs 14 (his roll), Brandon 13, Russell 9

Jeff (GM): The three figures appear to be waiting in ambush for you. Two of them carry metal batons while the third one brandishes a pistol equipped with a silencer. Yoriko, what are you going to do?

Charles (Yoriko): I land in a crouch, and as my first move action I close with one of the baton-wielding figures. As my attack action I launch an unarmed strike at his head.

Charles rolls a d20 and adds his melee attack bonus for a result of 17.

Jeff (GM): Yoriko strikes at the man's exposed neck and connects with a solid blow. Roll damage.

Charles rolls 1d4 because Yoriko has the Combat Martial Arts feat. The attack deals 4 points of damage.

Jeff (GM): The man gasps and grunts in pain. Moondog, you're next.

Stan (Moondog): I don't want to miss out on this action! I'm not as graceful as Yoriko, so I use a move action to carefully drop to the sand, then I use a second move action to slip my pistol out of its ankle holster.

Jeff (GM): The three figures act next. You notice that they're wearing dark slacks and black, long-sleeved shirts. Dark ski masks hide their faces. The guy next to Yoriko swings his baton at her. The other baton-wielder rushes toward Moondog before he can bring his pistol to bear. The third figure takes aim at Russell with his pistol and fires up through the boardwalk. The silencer muffles the sound of the shot but doesn't mask the crack of splitting wood as the bullet passes through the rotted planks.

Jeff makes the attack rolls for the three thugs. The first one gets a 9, missing Yoriko by a mile. The second one gets an 18, and his baton connects with Moondog's anatomy. The third one gets a 12, missing Russell as the bullet slices through the air in front of him. As Jeff gets ready to roll damage, he says:

Brandon, you notice Harmon running toward you from the other end of the boardwalk. He shouts, "It's a trap! Someone in Department-7 set us—" Harmon's voice is cut off by a muffled pop; then he crumbles to the floor.

The rest of the round continues, with Jeff rolling damage, then Brandon and Russell acting in turn. Each round plays out in this order until one side or the other is defeated or flees. Then the heroes would get a chance to check on Harmon and figure out who betrayed them. And that's how this d20 MODERN *adventure begins!*

CHARACTER CREATION SUMMARY

Make sure you review Chapters One through Five before using this overview when creating a d20 MODERN character. Make a copy of the character sheet from the back of this book to use as a record of your character.

Generate Ability Scores

Use one of the methods described in Chapter One to generate your six ability scores. Record the scores on a piece of scrap paper and put them aside for the moment.

Choose Your Class

A class provides you with a starting point for your character, a frame upon which you can hang skills, feats, and various story elements. Choose a class from those presented in Chapter One.

Assign Ability Scores

Now that you know what class you want your character to start in, take the scores you generated earlier and assign each to one of the six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Usually, you'll want to put your best score in the ability most closely associated with your class. A Strong hero, for example, usually has his best score in Strength.

Record your ability scores and class on your character sheet. Record your ability modifiers as well.

Select Your Talent

Each class offers a number of talents to choose from at 1st level. These talents are unique to each class. Choose a talent and record it on your character sheet.

Hit Points

Your class determines your character's Hit Die—the die you roll to gain new hit points at each new level. Record this die (d6, d8, or d10) in the space on the character sheet, then figure out your starting number of hit points. At character creation, a 1st-level character gets the maximum points from the Hit Die, plus the character's Constitution modifier.

For example, if your character belongs to the Smart class and you have a 12 Constitution, you start with 7 hit points (6, the maximum result of a d6 roll, plus 1 for your Constitution bonus).

The Toughness feat increases your hit points. If you select this feat, adjust your hit points accordingly.

Defense

To determine your character's Defense, add the following numbers together:

10 + class bonus + Dexterity modifier

So, a Strong hero with a Dexterity of 12 would have a Defense of 13 (10 + 2 + 1 = 13).

If your character wears armor, it provides an equipment bonus that adds to Defense.

Speed

Your character has a speed of 30 feet. That's the distance a human character can cover using a move action.

Initiative

Your character's initiative modifier equals the character's Dexterity modifier.

The Improved Initiative feat provides an additional modifier. If you select this feat, adjust your initiative modifier accordingly.

Base Attack Bonus

Your character's class determines your base attack bonus. Record this number in the space provided on the character sheet.

Reputation

Your character's class determines your Reputation bonus. Record this number in the space provided on the character sheet.

The Renown and Low Profile feats provide an additional modifier. If you select either of these feats, adjust your Reputation accordingly.

Saving Throws

Your class determines your base saving throw bonuses. To these numbers, add the modifiers for the associated abilities as follows:

For Fortitude, add your Constitution modifier.

For Reflex, add your Dexterity modifier.

For Will, add your Wisdom modifier.

Some feats provide additional saving throw modifiers. If you select any of these feats, adjust your saving throws accordingly.

Melee Attack Bonus

To determine your melee attack bonus, add your Strength modifier to your base attack bonus. This is the bonus you apply when making attacks with close-combat weapons (such as clubs and knives) and when making unarmed strikes. Certain feats and class features might provide additional modifiers, so make adjustments as necessary.

Ranged Attack Bonus

To determine your ranged attack bonus, add your Dexterity modifier to your base attack bonus. This is the bonus you apply when making attacks with ranged weapons (such as pistols and rifles) and when throwing an object (such as a grenade). Certain feats and class features might provide additional modifiers, so make adjustments as necessary.



Adam takes out the trash

Action Points

Your character starts play with 5 action points. Record this number in the space provided on the character sheet.

Starting Occupation

Your Gamemaster decides which starting occupations are available in your campaign. Select one starting occupation from that list. You should choose one that best fits your character concept. You can find a full list of starting occupations in Chapter One. Record the benefits provided by the occupation on your character sheet.

In general, a starting occupation provides additional class skills or skill bonuses, a feat, a Reputation bonus, and/or a Wealth bonus.

Select Skills

Your character's class and Intelligence modifier determine how many skill points you have to buy skills.

Skills are measured in ranks. Each rank adds +1 to skill checks made using a specific skill. Some skills are considered to be class skills for your character's class. All other skills are considered to be cross-class skills. Your starting occupation may give you additional class skills.

At 1st level, you can buy up to 4 ranks in a class skill for a cost of 4 skill points, or up to 2 ranks in a cross-class skill for the same cost. (You get more out of purchasing class skills.)

Buying skills goes faster and provides maximum effect if you spend 4 skill points (your maximum) on every skill you select.

Skills are described in Chapter Two.

Once you've selected your skills, determine the skill modifier for each skill. To do this, add together the skill ranks, the appropriate ability modifier, and any other modifiers that may apply.

For example, if you have 4 ranks in Climb and a Strength modifier of +2, your Climb modifier is +6.

Select Feats

You start play with two feats. Select your feats from Chapter Three and record them on the character sheet. Some feats may affect the information you've already recorded, so make adjustments as necessary.

You also get one feat from your class (Simple Weapons Proficiency), and you might get one feat from your starting occupation.

Determine Wealth and Buy Gear

Your starting occupation and the result of a 2d4 roll determine your character's Wealth bonus. Some feats and other modifiers add to this bonus as well. Make Wealth checks to purchase gear and outfit your character. Chapter Four describes weapons, armor, and gear, and provides DCs for all Wealth checks.

Finishing Your Character

The last details you need to add to your character sheet help you visualize and roleplay your character. You need a name, of course. You should also determine your character's age, gender, height, weight, eye and hair color, skin color, and any relevant background information you want to provide, including allegiances. (Make sure to run your ideas past your Gamemaster so that he or she can fit them into the campaign.)

Chapter One provides guidelines that can help you with these details and characteristics.

Chapter One

CHARACTERS



Moondog and Lily save the day

Just about every die roll you make gets a bonus or penalty based on your character's abilities. A robust character has a better chance of surviving a trek through a scorched desert. A perceptive character is more likely to notice enemy agents sneaking up from behind. A stupid character is less likely to find a concealed panel that leads to a secret compartment. Your ability scores provide modifiers for these kinds of rolls.

Your character has six abilities: Strength (abbreviated Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). Each of your character's above-average abilities gives you a benefit on certain die rolls, and every below-average score gives you a disadvantage on other die rolls. You determine your scores using one of the methods described below, assign them to the abilities you like, and then raise them as your character gains experience.

YOUR ABILITY SCORES

To generate ability scores for your character, use one of the following methods. Your Gamemaster might want you to use a specific method, so check before starting.

Random Generation

To randomly generate an ability score for your character, roll four six-sided dice (4d6). Disregard the lowest die and total the three highest dice.

This roll gives you a number between 3 (horrible) and 18 (tremendous). The average ability score for the typical person is 10 or 11, but your character is not typical. The most common ability scores for heroes are 12 and 13. (The average hero is above average.)

Make this roll six times, recording the result each time on a piece of paper. Once you have all six scores, assign each score to one of your six abilities. At this step, you need to know what kind of individual your character is going to be, including his class and starting occupation, in order to know where best to place your character's ability scores. If you haven't already done so, familiarize yourself with the basic class descriptions and starting occupations presented later

in this chapter before deciding how to allocate your character's ability scores.

Rerolling

If your scores are too low, you may scrap them and reroll all six scores. Your scores are considered too low if the total of your modifiers is 0 or lower, or if your highest score is 13 or lower.

Planned Generation

Instead of rolling dice, you may select the scores you want by using the planned character generation method. This method also requires you to know what kind of character you want to play so you can generate your scores appropriately. Determine your character's class beforehand, then generate your character's ability scores as outlined below.

Your character's ability scores all start at 8. You have 25 points to spend to increase these scores, using the costs shown below.

Score	Cost	Score	Cost
8	0	14	6
9	1	15	8
10	2	16	10
11	3	17	13
12	4	18	16
13	5		

Standard Score Package

The third method of determining ability scores is to select the standard score package, a balanced mix of scores designed for quickly creating heroic characters. Assign the scores as you like, one score to each ability.

The standard score package for heroic characters is: 15, 14, 13, 12, 10, and 8.

THE ABILITIES

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

Ability Modifiers

Each ability has a modifier ranging from –4 to +4 for a beginning character. Table 1–1: Ability Modifiers shows the modifier for each possible score. (Because ability scores can change throughout a character's career, the table shows modifiers for scores lower than 3 and higher than 18.)

You add the modifier to the die roll when your character tries to do something related to an ability. For example, you add your Strength modifier to your roll when you try to hit someone with a club. You also apply the modifier to some numbers that aren't die rolls; for instance, your Dexterity modifier applies to your Defense to determine how hard you are to hit in combat.

A positive modifier is called a bonus, and a negative modifier is called a penalty.

TABLE 1–1: ABILITY MODIFIERS

Score	Modifier	Score	Modifier
1	–5	18–19	+4
2–3	–4	20–21	+5
4–5	–3	22–23	+6
6–7	–2	24–25	+7
8–9	–1	26–27	+8
10–11	+0	28–29	+9
12–13	+1	30–31	+10
14–15	+2	etc...	etc...
16–17	+3		

Strength (Str)

Strength measures your character's muscle and physical power. Strength is the ability associated with Strong heroes.

You apply your character's Strength modifier to:

- Melee attack rolls.
- Damage rolls for melee and thrown weapons. (Exception: Grenade damage isn't modified by Strength.)
- Climb, Jump, and Swim checks.
- Strength checks (for breaking down doors and performing similar actions).

Dexterity (Dex)

Dexterity measures hand–eye coordination, agility, reflexes, and balance. This ability is important for characters who want to be good shots with ranged weapons (such as pistols) or who want to handle the controls of a vehicle fairly well. Dexterity is the ability associated with Fast heroes.

You apply your character's Dexterity modifier to:

- Ranged attack rolls, such as with firearms.
- Defense, provided the character can react to the attack.
- Reflex saving throws, for avoiding grenades and similar attacks.
- Move Silently, Hide, and Drive checks, and other skill checks for which Dexterity is the key ability.

Constitution (Con)

Constitution represents your character's health and stamina. Constitution is the ability associated with Tough heroes. It also factors into the massive damage rules (see Chapter Five: Combat).

You apply your Constitution modifier to:

- Each die roll for gaining additional hit points (though a Constitution penalty can never reduce a hit point roll below 1; that is, a character always gains at least 1 hit point each time he or she gains a level).
- Fortitude saving throws, for resisting poison and similar threats.
- Concentration checks.

Intelligence (Int)

Intelligence determines how well your character learns and reasons. Intelligence is important for any character who

wants to have a wide assortment of skills, and it is the ability associated with Smart heroes.

You apply your character's Intelligence modifier to:

- The number of skill points gained at each new level (though an Intelligence penalty can never reduce this number below 1; your character always gets at least 1 skill point per level).
- Search and Knowledge checks, and other skill checks for which Intelligence is the key ability.

Wisdom (Wis)

Wisdom describes a character's willpower, common sense, perception, and intuition. Compared to Intelligence, Wisdom relates to being in tune with and aware of one's surroundings, while Intelligence represents one's ability to analyze information. An "absent-minded professor" has a low Wisdom score and a high Intelligence score. A simpleton with low Intelligence might nevertheless have great insight (high Wisdom). If you want your character to have keen senses, put a high score in Wisdom. This is the ability associated with Dedicated heroes.

You apply your character's Wisdom modifier to:

- Will saving throws, for using certain class talents or resisting other class talents.
- Listen, Spot, and Treat Injury checks, and other skill checks for which Wisdom is the key ability.

Charisma (Cha)

Charisma measures a character's force of personality, persuasiveness, magnetism, ability to lead, and physical attractiveness. It represents strength of personality, not merely how others perceive you in a social setting. This is the ability associated with Charismatic heroes.

You apply your Charisma modifier to:

- Bluff, Diplomacy, and Disguise checks, as well as other skill checks for which Charisma is the key ability.
- Checks representing attempts to influence others.

Example of Generating and Assigning Ability Scores

Ed sits down to create a new character. He rolls four six-sided dice (4d6) and gets 6, 4, 3, and 2. Ignoring the lowest die, he records the sum of the other three on scratch paper: 13. He does this five more times and gets these six scores: 13, 10, 15, 12, 8, and 14. Ed decides to play a Strong hero. Now he assigns his rolls to abilities.

Strength gets the highest score, 15, which provides a +2 bonus that will serve him well in melee combat.

Constitution gets the next highest score, 14. This score also provides a +2 bonus, which means more hit points per level and a better Fortitude saving throw bonus.

Ed puts his lowest score, 8, into Wisdom.

Ed has two scores with bonuses left (13 and 12), plus an average score (10).

Dexterity gets the 13 (+1 bonus). That helps with attacking with ranged weapons and with Reflex saving throws. (Ed is also thinking ahead. A Dexterity score of 13 qualifies his character for the Dodge feat; see Table 3–1: Feats.)

Charisma gets the 12, providing a +1 bonus.

Intelligence gets the 10 (no bonus or penalty). Average Intelligence isn't bad for a Strong hero.

Ed records his character's class, ability scores, and ability modifiers on his character sheet.

Changing Ability Scores

Over time, the ability scores your character starts with can change. Ability scores can increase with no limit.

- Add 1 point to any ability score when your character attains 4th, 8th, 12th, 16th, and 20th level.
- Poisons, diseases, and other effects can cause temporary ability damage. Ability points lost to damage return naturally, typically at a rate of 1 point per day for each affected ability.
- As a character ages, some ability scores go up and others go down. See Table 1–9: Aging Effects, page 35, for details.

Intelligence, Wisdom, and Charisma

You can use your character's Intelligence, Wisdom, and Charisma scores to guide you in roleplaying your character. Here are some guidelines (just guidelines) about what these scores can mean.

A character with a high Intelligence score is curious, knowledgeable, and prone to using big words. A character with a high Intelligence score and a low Wisdom score may be smart but absent-minded, or knowledgeable but lacking in common sense. A character with a high Intelligence score and a low Charisma score may be a know-it-all or a reclusive scholar. The smart character lacking in both Wisdom and Charisma usually puts her foot in her mouth.

A character with a low Intelligence score mispronounces and misuses words, has trouble following directions, or fails to get the joke.

A character with a high Wisdom score may be sensible, serene, "in tune," alert, or centered. A character with a high Wisdom score and a low Intelligence score may be aware but simple. A character with high Wisdom and low Charisma knows enough to speak carefully and may become an advisor or "power behind the scenes" rather than a leader.

A character with low Wisdom may be rash, imprudent, irresponsible, or "out of it."

A character with high Charisma may be beautiful, handsome, striking, personable, and confident. A character with high Charisma and low Intelligence can usually pass herself off as knowledgeable, at least until she meets a true expert. A character with high Charisma and low Wisdom may be popular, but he doesn't know who his real friends are.

A character with low Charisma may be reserved, gruff, rude, fawning, or simply nondescript.

When an ability score changes, all attributes associated with that score change accordingly. For example, when Yoriko becomes a 4th-level Fast hero, she decides to increase her Dexterity from 15 to 16. Now she's harder to hit, better at using ranged weapons, and all of her Dexterity-based skills improve as her Dexterity modifier increases.

CHARACTER CLASSES

Characters in a contemporary setting seek wealth, glory, justice, fame, influence, and knowledge, among other goals. Some of these goals are honorable, some base. Each character chooses a different way to achieve these goals, from combat prowess to skill mastery to connections and resources. Some characters prevail and grow in experience, wealth, and power. Others die.

A character class is the frame upon which you build your hero. It isn't meant to be rigid or confining. Instead, a class provides a starting point from which you can develop your hero as you see fit. Don't think of a class as restrictive; instead, a class is defining. When you choose a class for your character, you're laying the foundation of a concept that will grow and expand as you play. How you develop your character is entirely up to you. You get to choose skills and feats as you advance—and you can take levels in other classes as you go along to better develop the concept at the core of your hero.

At 1st level, your character is just starting his or her heroic career. Choose the basic class that works best as the core of the character you envision, but be aware that you will want to add other classes to the mix as your character advances to develop the hero in specific ways. For example, a suave, intelligent, international superspy might start out as a Charismatic hero and add levels of Dedicated, Smart, and even Fast as he advances and gains experience. Eventually, he might move on to an advanced class to gain specific features. (See Chapter Six for information on advanced classes.)

THE BASIC CLASSES

The classes in the *d20 Modern Roleplaying Game* represent the wide range of skills and knowledge that people in the modern world have access to.

Six basic classes are available in the *d20 Modern Roleplaying Game*. Characters with levels in one or more classes are called heroic characters. Heroic characters have action points and talents where ordinary characters do not, making heroic characters harder to beat in most situations—which means they can perform dangerous or heroic acts more frequently. The six basic classes are as follows.

Strong: Levels in this class demonstrate training in athletic endeavors. If you want to be good at melee combat, take levels in this class.

Fast: Levels in this class indicate training in agility, hand-eye coordination, and reflexes. If you want to be good at ranged combat, take levels in this class.

Tough: Levels in this class indicate improvement in physical fitness, health, and stamina.

Smart: Levels in this class provide the means to improve a character's reasoning and skills.

Dedicated: Levels in this class demonstrate a devotion to a cause, an ideal, or a higher purpose. The Dedicated hero's class features revolve around investigative, empathic, healing, and spiritual devotions.

Charismatic: Levels in this class indicate training in winning friends and influencing people with a combination of charm, confidence, and charisma. The Charismatic hero can be a leader, a celebrity, a con artist, or a flirt.

The Multiclass Character

As your character advances in level, he or she may add new classes. A character with more than one class is called a multiclass character. Adding a new class gives a character a broader range of abilities, new skills to choose from, and different class features. A Dedicated hero, for example, might add a level of Strong to gain some physical power. Rules for creating and advancing multiclass characters can be found later in this chapter.

Advanced Classes

Few heroes remain in the basic classes as they gain levels. Eventually, an advanced class beckons, providing your character with new opportunities to grow. Advanced classes are described in Chapter Six.

CLASS AND LEVEL BONUSES

An attack roll or a saving throw is a combination of three numbers, each representing a different factor: a random element (the number you roll on the d20), a number representing the character's innate abilities (the ability modifier), and a bonus representing the character's experience and training. This third factor depends on the character's class and level. Each class table summarizes the figures for this third factor.

Base Attack Bonus

Check the table for your character's class. On an attack roll, apply the number from the Base Attack Bonus column to the d20 die roll. Use the bonus that corresponds to the character's level. Numbers after a slash indicate additional attacks at reduced bonuses: "+12/+7/+2" means that a character of this level makes three attacks per round, with a base attack bonus of +12 for the first attack, +7 for the second, and +2 for the third. Ability modifiers apply to all these attacks.

When a character's base attack bonus reaches +6, he or she is entitled to make an extra attack at a +1 base attack bonus. However, if the character's attack bonus reaches +6 or higher because of modifiers, the character does not get this extra attack.

For example, a 6th-level Fast hero has a base attack bonus of +4. When using a pistol or other ranged weapon, she adds her Dexterity modifier. Even if this would increase her attack bonus to +6 or higher, she doesn't gain an additional

attack. For these purposes, only the base attack bonus counts.

If a character has more than one class, add the base attack bonuses for each class together to determine the character's base attack bonus. (See Multiclass Characters, page 40, for an example.)

Base Save Bonuses

Check the table for your character's class. You'll see the base saving throw bonuses for the three types of saves: Fortitude, Reflex, and Will. Use the bonuses that correspond to the character's level. If a character has more than one class, add the base save bonuses for each class to determine the character's base save bonuses. (See Multiclass Characters, page 40, for an example.)

LEVEL-DEPENDENT BENEFITS

In addition to attack bonuses and saving throw bonuses, all characters gain other benefits from advancing in level. Table 1–2 summarizes these additional benefits.

TABLE 1-2:
EXPERIENCE AND LEVEL-DEPENDENT BENEFITS

Character Level	XP	Class Skill Max Ranks	Cross-Class Skill Max Ranks	Feats	Ability Increases
1st	0	4	2	1st, 2nd	—
2nd	1,000	5	2 ½	—	—
3rd	3,000	6	3	3rd	—
4th	6,000	7	3 ½	—	1st
5th	10,000	8	4	—	—
6th	15,000	9	4 ½	4th	—
7th	21,000	10	5	—	—
8th	28,000	11	5 ½	—	2nd
9th	36,000	12	6	5th	—
10th	45,000	13	6 ½	—	—
11th	55,000	14	7	—	—
12th	66,000	15	7 ½	6th	3rd
13th	78,000	16	8	—	—
14th	91,000	17	8 ½	—	—
15th	105,000	18	9	7th	—
16th	120,000	19	9 ½	—	4th
17th	136,000	20	10	—	—
18th	153,000	21	10 ½	8th	—
19th	171,000	22	11	—	—
20th	190,000	23	11 ½	—	5th

XP: This column shows the experience point total needed to achieve a given character level. (See Class and Character Level, page 19.)

Class Skill Max Ranks: The maximum number of skill ranks a character can have in a class skill is equal to his or her character level +3. A class skill is a skill associated with a particular class. Class skills are listed in each class description in this chapter.

Cross-Class Skill Max Ranks: For cross-class skills (skills not associated with the character's class), the maximum number of ranks is one-half the maximum for a class skill. Maxing out a cross-class skill costs the same amount of points as buying the maximum rank in a class skill. (For example, at 1st level, a character can pay 4 points for 4 ranks in a class skill, or spend the same 4 points for 2 ranks in a cross-class skill.) The half ranks (½) indicated on the table don't improve skill checks; they simply represent partial purchase of the next skill rank and indicate that the character is training to improve that skill.

Feats: This column indicates the levels at which a character gains feats (two at 1st level, one more at 3rd level, and one more at every third level thereafter). See Chapter Three for feat descriptions.

Behind the Scenes: Everybody's Human

If you're familiar with the DUNGEONS & DRAGONS® game, you probably remember that those rules give extra skill points and an extra feat to all human characters at 1st level.

The *d20 MODERN Roleplaying Game* assumes all characters are human. Therefore, we've built that extra feat and those extra skill points directly into any character you can create.

Ability Increases: This column indicates the levels at which a character gains ability score increases. Upon attaining 4th, 8th, 12th, 16th, and 20th level, a character increases one of his or her ability scores by 1 point. The player chooses which ability score to improve. The ability improvement is permanent.

For example, a Charismatic hero with a starting Charisma of 16 might improve to Charisma 17 at 4th level. At 8th level, the same character might improve Charisma again (from 17 to 18) or could choose to improve some other ability instead.

For multiclass characters, feats and ability increases are gained according to character level, not class level. Thus, a 3rd-level Fast/1st-level Smart hero is a 4th-level character and eligible for her first ability score boost.

BASIC CLASS DESCRIPTIONS

The next part of this chapter describes each basic class. These descriptions are general. Individual members of a class may differ in their attitudes, outlooks, and other aspects.

Game Rule Information

Rule information follows the general class description and is divided into the following categories.

Ability

This entry tells you which ability is typically associated with that class. Players can "play against type," but a typical character of a class assigns his or her highest ability score to the ability that provides the greatest benefit. (Or, in game-world terms, the character is attracted to the class that most suits his or her talents, or for which he or she is best qualified.) So, a character with his highest score in Constitution might start out as a Tough hero, then decide to take levels in other basic classes later on to take advantage of the features those classes offer.

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

Die Type	Basic Class
1d6	Smart, Dedicated, Charismatic
1d8	Strong, Fast
1d10	Tough

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

For example, Brandon Cross, a Smart hero, gets 1d6 hit points per level, plus his Constitution modifier. At 1st level, he gets 7 hit points instead of rolling (6, the maximum for the die type, plus his Constitution modifier, which is +1).

Action Points
The number of action points gained per level.

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

A 1st-level character starts with 4 times the number of skill points he or she receives upon attaining each level beyond 1st. The maximum ranks a character can have in a class skill is the character's level +3, so at 1st level you can buy up to 4 ranks in any class skill, at a cost of 1 skill point per rank.

For example, a Dedicated hero gets 7 skill points per level. If she has a +1 Intelligence modifier, her total becomes 8 skill points per level. At 1st level, she gets 4 times this amount, or 32 skill points. Her maximum rank for a class skill is 4, so she could, for example, divvy up her 32 points among eight class skills with 4 ranks each. (It's more useful to have a high rank in a few skills than a low rank in many skills.)

You can also buy skills from other classes' skill lists. Each skill point buys ½ rank in these cross-class skills, and you can only buy up to half the maximum ranks of a class skill. Thus, the maximum rank at 1st level for a cross-class skill is 2.

Starting Feats
The feats gained at 1st level in the class.

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

Level: The character's level in the class.

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

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

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

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

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

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

Reputation Bonus: The character's base Reputation bonus. See page 37 for more information.

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

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

Bonus Feats
Every basic class offers a selection of bonus feats to choose from. A character gains a bonus feat upon attaining each even-numbered level in a class. These bonus feats are in addition to the feats that all characters receive as they attain new levels (see Table 1–2). Some feats have prerequisites that must be met before a character can select them.

What Does That Mean?
As you read through this chapter, you may come across words and terms that aren't familiar, especially if this game is your first experience with the d20 System. Don't be dismayed—all the terminology is explained in later chapters of this book. You'll find all the information you need as you continue to read—or, if you can't wait, flip to the index in the back of the book and look up a topic that you want to know more about.

CLASS AND CHARACTER LEVEL
Class level pertains to a character's level in a particular class. Character level pertains to a character's total experience. So, a character who has only one class has a character level and a class level that are the same. (A 4th-level Strong hero has a character level of 4th and a class level of 4th.)

For a multiclass character, class level and character level are different. A 2nd-level Fast/3rd-level Smart hero has a character level of 5th, with a Fast class level of 2nd and a Smart class level of 3rd. See page 40 for more information on multiclass characters.



Russell Whitfield, Strong Hero

THE STRONG HERO

The Strong hero uses his Strength score to best advantage. Taking a level in this class demonstrates physical training for overall strength and power. Strong heroes excel at hand-to-hand and melee combat, as well as at other activities that best utilize physical power.

A Strong hero might be a bodybuilder or an athlete who concentrates on the power aspect of sports. He might be quietly intimidating or robustly boisterous. He might be as gentle as he is big or a lout and a bully.

Examples of Strong Heroes

Boxers, martial artists, some types of soldiers, athletes who depend on raw physical power, blue-collar workers, and others who rely on pure brawn all fall within the scope of the Strong hero.

Game Rule Information

Strong heroes have the following game statistics.

Ability

Strength is the ability associated with this class. Strong heroes usually also have good scores in Constitution, Dexterity, and at least one of the nonphysical abilities.

Hit Die

Strong heroes gain 1d8 hit points per level. The character's Constitution modifier applies. A 1st-level Strong hero receives hit points equal to 8 + his or her Constitution modifier.

Action Points

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

Class Skills

The Strong hero's class skills, and the key ability for each skill, are as follows (see Chapter Two for skill descriptions).

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

TABLE 1-3: THE STRONG HERO

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

Also, the starting occupation you select can provide you with additional class skills to choose from.

Skill Points at 1st Level: (3 + Int modifier) × 4.
Skill Points at Each Additional Level: 3 + Int modifier.

Starting Feats

In addition to the two feats all characters get at 1st level (see Table 1–2), a Strong hero begins play with the Simple Weapons Proficiency feat.

Class Features

The following are class features of the Strong hero.

Talents

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

Beginning Talents: A 1st-level Strong hero can choose from extreme effort, ignore hardness, and melee smash.

Extreme Effort Talent Tree

A Strong 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.

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

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

Prerequisite: Extreme effort.

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

Prerequisites: Extreme effort, improved extreme effort.

Ignore Hardness Talent Tree

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

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

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

Prerequisite: Ignore hardness.

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

Prerequisites: Ignore hardness, improved ignore hardness.

Melee Smash Talent Tree

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

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

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

Prerequisite: Melee smash.

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

Prerequisites: Melee smash, improved melee smash.

Bonus Feats

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

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

THE FAST HERO

The Fast hero uses her Dexterity score to best advantage. Taking a level in this class demonstrates training in hand-eye coordination, agility, and reflexes. Better defenses, a good attack progression, and a natural aptitude in athletics that require speed and grace combine to define the Fast hero.

A Fast hero might be literally quick on her feet, or she might simply move with a catlike grace. She might possess uncanny coordination and amazing reflexes. She uses her natural inclination toward Dexterity-based endeavors to make her way in the world.

Examples of Fast Heroes

Athletes who employ speed and grace instead of raw power, stunt people, pilots, professional drivers, law enforcement or military professionals who concentrate on using ranged weapons, and agents—on either side of the law—who employ stealth and sleight of hand are just some of the professional choices available to the Fast hero.

Game Rule Information

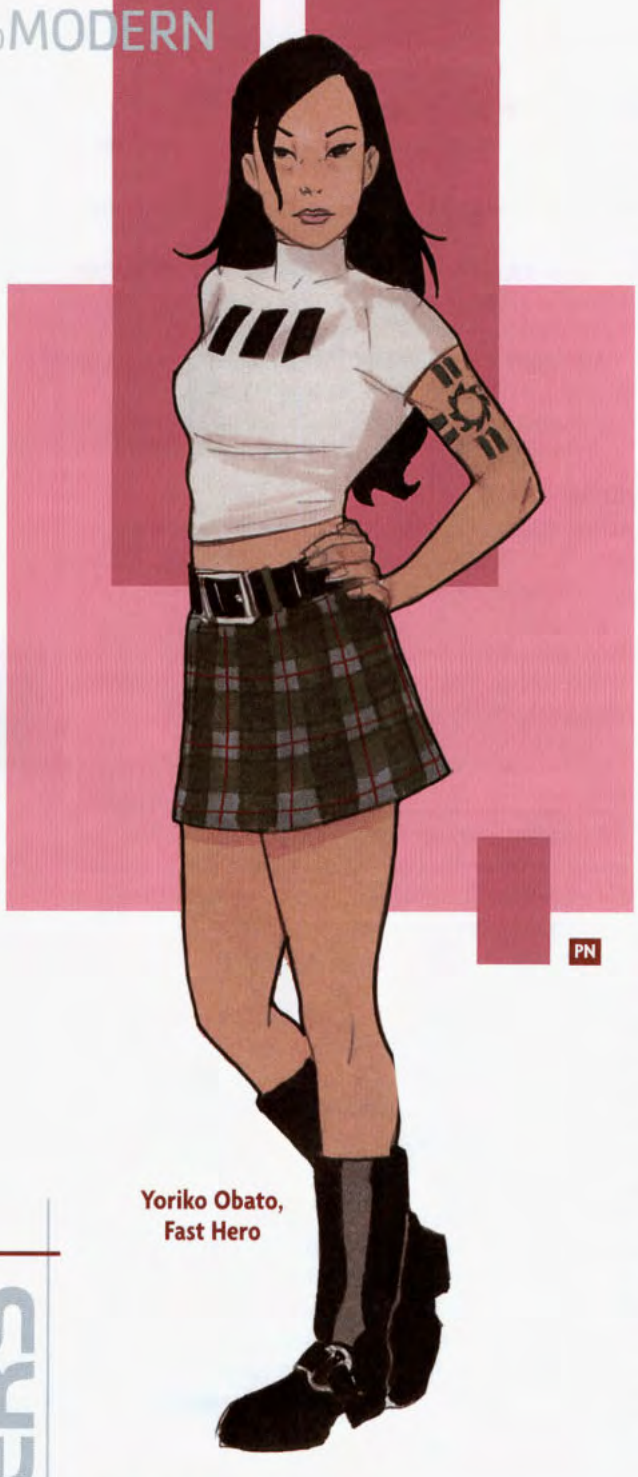
Fast heroes have the following game statistics.

Ability

Dexterity is the ability associated with this class. Fast heroes often find it advantageous to place good scores in Charisma, Wisdom, and Intelligence.

Hit Die

Fast heroes gain 1d8 hit points per level. The character's Constitution modifier applies. A 1st-level Fast hero receives hit points equal to 8 + his or her Constitution modifier.



Yoriko Obato,
Fast Hero

Action Points

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

Class Skills

The Fast hero's class skills, and the key ability for each skill, are as follows (see Chapter Two for skill descriptions).

Balance (Dex), Craft (mechanical) (Int), Drive (Dex), Escape Artist (Dex), Hide (Dex), Knowledge (current events, popular culture, streetwise) (Int), Move Silently (Dex), Pilot (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Sleight of Hand (Dex), Speak Language (none), and Tumble (Dex).

Also, the starting occupation you select can provide you with additional class skills to choose from.

Skill Points at 1st Level: (5 + Int modifier) × 4.
Skill Points at Each Additional Level: 5 + Int modifier.

Starting Feats

In addition to the two feats all characters get at 1st level (see Table 1–2), a Fast hero begins play with the Simple Weapons Proficiency feat.

Class Features

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

Talents

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

Beginning Talents: A 1st-level Fast hero can choose either evasion or increased speed.

Defensive Talent Tree

The Fast hero gains the ability to improve her innate defensive talents as she attains new levels. If the Fast hero decides to go this route, select talents from this tree.

Evasion: If the Fast hero is exposed to any effect that normally allows a character to attempt a Reflex saving throw for

TABLE 1–4: THE FAST HERO

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

half damage (such as getting caught in a grenade blast), the Fast hero suffers no damage if she makes a successful saving throw. Evasion can only be used when wearing light armor or no armor.

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

Prerequisite: Evasion.

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

Prerequisites: Evasion, uncanny dodge 1.

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

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

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

Prerequisites: Evasion, uncanny dodge 1.

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

Prerequisite: Evasion.

Increased Speed Talent Tree

The Fast hero can increase her natural base speed.

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

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

Prerequisite: Increased speed.

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

Prerequisites: Increased speed, improved increased speed.

Bonus Feats

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

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

THE TOUGH HERO

The Tough hero uses his Constitution score to best advantage. Taking a level in this class provides improved health and physical stamina. Better hit points, good fortitude, and the ability to shrug off some amount of damage combine to define the Tough hero.

A Tough hero might be built like a truck or possess a great amount of endurance. He can take a lot of physical punishment, rarely gets sick, and often is hard to move. A Tough hero can be stubborn or single-minded, feels protective of others, and usually succeeds because he stays in the contest long after the competition has crumbled. He is often steadfast and confident to a fault.

Examples of Tough Heroes

Stunt persons, bodyguards, enforcers, wrestlers, and athletes who demand extreme staying power or who must withstand a lot of physical punishment all fall within the purview of the Tough hero.

Game Rule Information

Tough heroes have the following game statistics.

Ability

Constitution is the ability associated with this class. The Tough hero often places good scores in Strength or Dexterity, Wisdom, and Intelligence.

Hit Die

Tough heroes gain 1d10 hit points per level. The character's Constitution modifier applies. A 1st-level Tough hero receives hit points equal to 10 + his or her Constitution modifier.

Action Points

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

Class Skills

The Tough hero's class skills, and the key ability for each skill, are as follows (see Chapter Two for skill descriptions).

Climb (Str), Concentration (Con), Craft (mechanical, structural) (Int), Drive (Dex), Intimidate (Cha), Knowledge (current events, popular culture, streetwise) (Int), Profession (Wis), Read/Write Language (none), Ride (Dex), Speak Language (none), Spot (Wis), and Survival (Wis).

Also, the starting occupation you select can provide you with additional class skills to choose from.

Skill Points at 1st Level: (3 + Int modifier) × 4.
Skill Points at Each Additional Level: 3 + Int modifier.

Starting Feats

In addition to the two feats all characters get at 1st level (see Table 1–2), a Tough hero begins play with the Simple Weapons Proficiency feat.



Moondog Greenberg, Tough Hero

Class Features

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

Talents

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

Beginning Talents: A 1st-level Tough hero can choose from any of the talents on the Energy Resistance Talent Tree, or remain conscious, robust, or second wind from the Unbreakable Talent Tree.

Damage Reduction Talent Tree

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

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

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

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

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

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

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

Energy Resistance Talent Tree

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

TABLE 1-5: THE TOUGH HERO

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

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

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

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

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

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

Unbreakable Talent Tree

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

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

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

Second Wind: The Tough hero can spend 1 action point to gain a second wind. When he does this, he recovers a number of hit points equal to his Constitution modifier. This talent does not increase the Tough hero's hit points beyond the character's full normal total. For example, a Tough hero with a Constitution bonus of +3 and this ability can recover 3 hit points by spending 1 action point—but only if his current hit point total is 3 or more lower than his full normal total.

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

Prerequisite: Robust.

Bonus Feats

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

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

THE SMART HERO

The Smart hero uses his Intelligence score to best advantage. Taking a level in this class demonstrates educational training in an academic or technical subject. Learning and reasoning powers combine to define the Smart hero.

A Smart hero might be brainy or bookish. He might possess uncanny reasoning skills or the ability to puzzle his way out of any situation. He's bright, quick-witted, and possessed of a great deal of knowledge—or at least the ability to gather that knowledge if he so chooses.

Examples of Smart Heroes

Scientists and researchers of all descriptions, academics, law enforcement or military professionals who specialize in using tactics, deduction, or reason, and many kinds of white-collar professionals fall within the scope of the Smart hero.

Game Rule Information

Smart heroes have the following game statistics.

Ability

Intelligence is the ability associated with this class. Smart heroes often put a good score into one of their physical abilities (such as Dexterity), and sometimes combine a high Intelligence with either a good Wisdom or Charisma score.

Hit Die

Smart heroes gain 1d6 hit points per level. The character's Constitution modifier applies. A 1st-level Smart hero receives hit points equal to 6 + his or her Constitution modifier.

Action Points

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

Class Skills

The Smart hero's class skills, and the key ability for each skill, are as follows (see Chapter Two for skill descriptions).

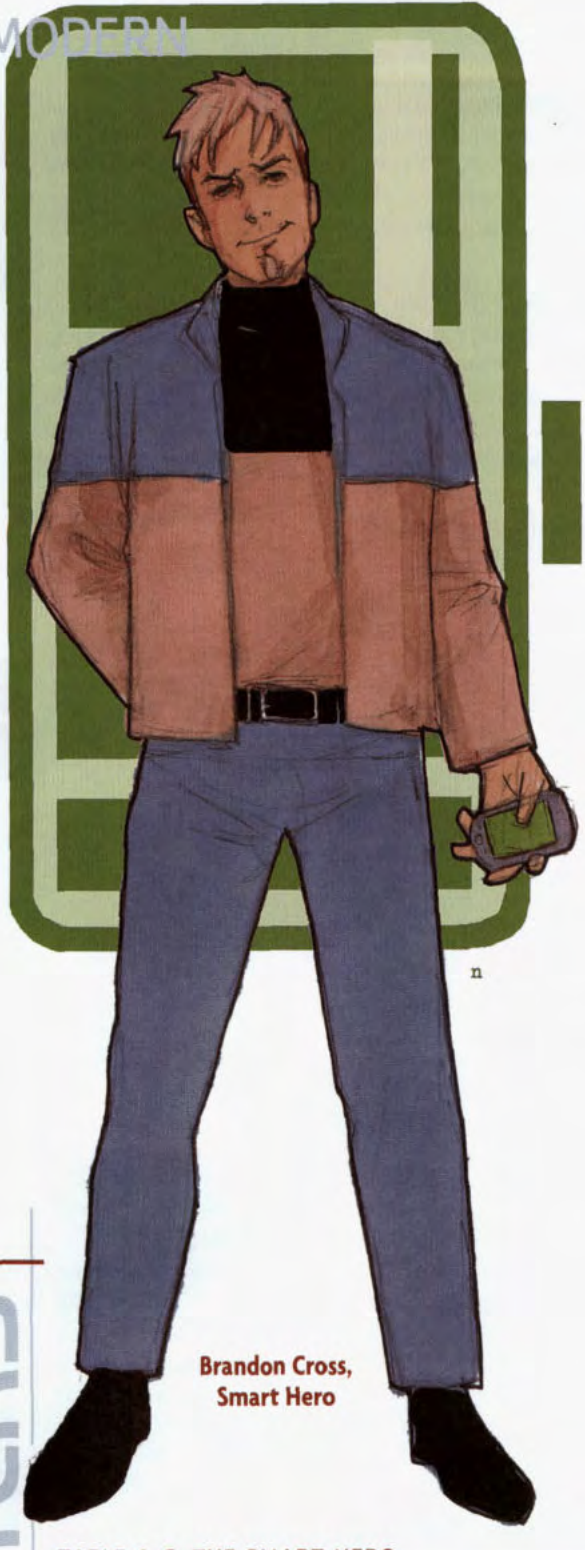
Computer Use (Int), Craft (chemical, electronic, mechanical, pharmaceutical, structural, visual art, writing) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Forgery (Int), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), and Speak Language (none).

Also, the starting occupation you select can provide you with additional class skills to choose from.

Skill Points at 1st Level: (9 + Int modifier) × 4.
Skill Points at Each Additional Level: 9 + Int modifier.

Starting Feats

In addition to the two feats all characters get at 1st level (see Table 1–2), a Smart hero begins play with the Simple Weapons Proficiency feat.



Brandon Cross, Smart Hero

Class Features

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

Talents

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

Beginning Talents: A 1st-level Smart hero can choose from any of the talents on the Research Talent Tree.

Research Talent Tree

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

Savant: Select one of the skills listed in the following paragraph. The Smart hero gets to add a bonus equal to his Smart level when making checks with that skill. A Smart hero can take this talent multiple times; each time it applies to a different skill.

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

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

The DC for the check depends on the situation: DC 15 if the language is in the same group as a language the hero has as a Read/Write Language or Speak Language skill; DC 20 if the language is unrelated to any other languages the hero knows; and DC 25 if the language is ancient or unique (such as Sumerian or ancient Egyptian). (See the sidebar on page 73 for more on language groups.) With this special ability, a Smart hero can glean enough meaning from a conversation or document to ascertain the basic message, but this ability in no way simulates actually being able to converse or fluently read and write in a given language.

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

TABLE 1-6: THE SMART HERO

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

Strategy Talent Tree

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

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

Prerequisite: One talent from the Research Talent Tree.

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

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

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

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

Prerequisite: One talent from the Research Talent Tree.

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

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

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

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

Prerequisite: One talent from the Research Talent Tree.

Bonus Feats

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

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

THE DEDICATED HERO

The Dedicated hero uses her Wisdom score to best advantage. Taking a level in this class demonstrates a focus on willpower, common sense, perception, and intuition. Sense of self and devotion of purpose, as well as keen senses and a greater ability to analyze information combine to define the Dedicated hero.

A Dedicated hero might be insightful or understanding, she might be perceptive or possessed of wisdom beyond her years. She might be alluring or fascinating. She might be devoted to a cause, an ideal, or a faith that's bigger than herself while still possessing an unshakable confidence in her own abilities.

Examples of Dedicated Heroes

Health care workers, clergy, activists, investigators, and those dedicated to a cause or idea are some of the professional choices available to the Dedicated hero.

Game Rule Information

Dedicated heroes have the following game statistics.

Ability

Wisdom is the ability associated with this class. Dedicated heroes often place high scores in Intelligence and at least one of the physical abilities.

Hit Die

Dedicated heroes gain 1d6 hit points per level. The character's Constitution modifier applies. A 1st-level Dedicated hero receives hit points equal to 6 + his or her Constitution modifier.

Action Points

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

Class Skills

The Dedicated hero's class skills, and the key ability for each skill, are as follows (see Chapter Two for skill descriptions).

Craft (pharmaceutical, visual art, writing) (Int), Gamble (Wis), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), and Treat Injury (Wis).

Also, the starting occupation you select can provide you with additional class skills to choose from.



Lily Parrish, Dedicated Hero

Skill Points at 1st Level: (5 + Int modifier) × 4.
Skill Points at Each Additional Level: 5 + Int modifier.

Starting Feats

In addition to the two feats all characters get at 1st level (see Table 1–2), a Dedicated hero begins play with the Simple Weapons Proficiency feat.

Class Features

The following are class features of the Dedicated hero.

Talents

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

Beginning Talents: A 1st-level Dedicated hero can choose from empathy, healing knack, and skill emphasis.

Empathic Talent Tree

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

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

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

Prerequisite: Empathy.

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

Prerequisite: Empathy.

TABLE 1–7: THE DEDICATED HERO

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

Healing Talent Tree

The Dedicated hero has a talent for healing.

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

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

Prerequisite: Healing knack.

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

Prerequisites: Healing knack, healing touch 1.

Insightful Talent Tree

The Dedicated hero's innate insightfulness serves her well.

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

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

Prerequisite: Skill emphasis.

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

Prerequisite: Skill emphasis.

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

Prerequisite: Skill emphasis plus either faith or aware.

Bonus Feats

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

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

THE CHARISMATIC HERO

The Charismatic hero uses his Charisma score to best advantage. Taking a level in this class demonstrates a facility for connecting with others, developing proficiency at influencing their actions, and improving your ability to win their support through debate, compromise, or seduction. Personal magnetism, applied interaction techniques, and a touch of charm combine to define the Charismatic hero.

A Charismatic hero might be charming or engaging; he might be strikingly handsome or possessed of a great personal magnetism. He might be alluring or fascinating. Whether captivating or compelling, he is definitely appealing on a number of different levels.

Examples of Charismatic Heroes

Persuasive leaders, attractive celebrities and personalities, inspiring politicians, adept negotiators, entertainers, seducers, flirts, fast-talkers, con artists, flamboyant spies, and suave gamblers are some of the professional choices available to the Charismatic hero.

Game Rule Information

Charismatic heroes have the following game statistics.

Ability

Charisma is the ability associated with this class. Charismatic heroes usually have a high score in at least one of the physical abilities.

Hit Die

Charismatic heroes gain 1d6 hit points per level. The character's Constitution modifier applies. A 1st-level Charismatic hero receives hit points equal to 6 + his or her Constitution modifier.

Action Points

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

Class Skills

The Charismatic hero's class skills, and the key ability for each skill, are as follows (see Chapter Two for skill descriptions).

Bluff (Cha), Craft (visual art, writing) (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, popular culture, streetwise, theology and philosophy) (Int), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, wind instruments) (Cha), Profession (Wis), Read/Write Language (none), and Speak Language (none).

Also, the starting occupation you select can provide you with additional class skills to choose from.

Skill Points at 1st Level: (7 + Int modifier) × 4.
Skill Points at Each Additional Level: 7 + Int modifier.

Starting Feats

In addition to the two feats all characters get at 1st level (see Table 1–2), a Charismatic hero begins play with the Simple Weapons Proficiency feat.

Class Features

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

Talents

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



Troy Bellarosa, Charismatic Hero

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

Beginning Talents: A 1st-level Charismatic hero can choose from charm, fast-talk, and coordinate.

Charm Talent Tree

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

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

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

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

A Charismatic hero spends 1 action point to activate this talent. To make a favor check, roll a d20 and add the character's favor bonus, equal to the character's Charismatic level. The GM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 30 for formidable and highly dangerous, expensive, or illegal favors. A Charismatic hero can't take 10 or 20 on this check, nor can he retry the check for the same (or virtually the same) favor. (See Chapter Two for information on taking 10 and taking 20.)

Favors should help advance the plot of an adventure. A favor that would enable a character to avoid an adventure altogether should always be unavailable to the character, regardless of the result of a favor check.

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

Prerequisite: Charm.

TABLE 1-8: THE CHARISMATIC HERO

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

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

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

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

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

Prerequisites: Charm, favor.

Fast-Talk Talent Tree

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

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

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

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

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

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

Prerequisite: Fast-talk.

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

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

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

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

Prerequisites: Fast-talk, dazzle.

Leadership Talent Tree

The Charismatic hero has a talent for leadership and inspiration.

Coordinate: The Charismatic hero has a knack for getting people to work together. When the hero can spend a full round directing his allies and makes a Charisma check (DC 10), he 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 one-half his Charismatic level, rounded down (to a minimum of one ally).

Inspiration: The Charismatic 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.

A Charismatic hero can't inspire himself. He can inspire a number of allies equal to one-half his Charismatic level, rounded down (to a minimum of one ally).

Prerequisite: Coordinate.

Greater Inspiration: The Charismatic 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 Charismatic hero for a full round for the greater inspiration to take hold, and the hero must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to the hero's Charisma modifier.

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

A Charismatic hero can't inspire himself. He can inspire a number of allies equal to one-half his Charismatic level, rounded down (to a minimum of one ally).

Prerequisites: Coordinate, inspiration.

Bonus Feats

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

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

STARTING OCCUPATIONS

Select one starting occupation for your 1st-level character. This represents the training and life experience the character has had prior to the start of the campaign. A hero may hold other jobs as his career unfolds, but the benefits of a starting occupation are only applied once, at the time of character creation.

Many starting occupations have a prerequisite that the character must meet to qualify for the occupation. Each occupation provides a number of additional permanent class skills that you can select from a list of choices. Once selected, a permanent class skill is always considered to be a class skill for your character. If the skill you select is already a class skill for the character, you gain a one-time competence bonus for that skill. For example, if a Smart hero selects the doctor starting occupation and identifies Computer Use as a permanent class skill, he gets a +1 competence bonus to apply to that skill since it is already a Smart class skill.

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

Some starting occupations described in this section may not be available in your campaign. Check with your Gamemaster to determine which occupations you can choose from. Conversely, your GM might provide additional occupations that are specific to your campaign. Choose one occupation from the available selections and apply the benefits to your character as noted in the occupation's description.

Academic

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

Prerequisite: Age 23+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Computer Use, Craft (writing), Decipher Script, Gather Information, Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, tactics, technology, or theology and philosophy), Research, or add a new Read/Write Language or a new Speak Language.

Wealth Bonus Increase: +3.

Adventurer

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

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Climb, Demolitions, Disable Device, Drive, Escape Artist, Intimidate, Jump, Knowledge (arcane lore, streetwise, tactics, or technology), Move Silently, Pilot, Ride, Spot, Survival, Swim, Treat Injury.

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

Wealth Bonus Increase: +1.

Athlete

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

Prerequisite: Strength 13 or Dexterity 13.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

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

Bonus Feat: Select either Archaic Weapons Proficiency or Brawl.

Wealth Bonus Increase: +1.

Blue Collar

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

Prerequisite: Age 18+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

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

Wealth Bonus Increase: +2.

Celebrity

A celebrity is anyone who, for whatever reason, has been thrust into the spotlight of the public eye. Everyone, it is said, eventually gains his or her 15 minutes of fame. The celebrity stretches those 15 minutes into a career. Actors, entertainers of all types, newscasters, radio and television personalities, and more fall under this starting occupation.

Prerequisite: Age 15+.

Skills: Choose one of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

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

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +4.

Creative

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

screenwriters, photographers, and web designers all fall under this occupation.

Prerequisite: Age 15+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

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

Wealth Bonus Increase: +2.

Criminal

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

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

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

Bonus Feat: Select either Brawl or Personal Firearms Proficiency.

Wealth Bonus Increase: +1.

Dilettante

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

Prerequisite: Age 18+.

Skills: Choose one of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

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

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +6.

Doctor

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

Prerequisite: Age 25+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

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

Wealth Bonus Increase: +4.

Emergency Services

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

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

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

Wealth Bonus Increase: +2.

Entrepreneur

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

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

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

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +4.

Investigative

There are a number of jobs that fit within this occupation, including investigative reporters, photojournalists, private investigators, police detectives, criminologists, criminal pro-



Stephanie wound up on the wrong side of the law in her past

filers, espionage agents, and others who use their skills to gather evidence and analyze clues.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

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

Bonus Feat: Select either Brawl or Personal Firearms Proficiency.

Wealth Bonus Increase: +2.

Law Enforcement

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

Prerequisite: Age 20+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

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

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

Wealth Bonus Increase: +1.

Military

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

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Climb, Demolitions, Drive, Hide, Knowledge (tactics), Move Silently, Navigate, Pilot, Survival, Swim.

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

Wealth Bonus Increase: +1.

Religious

Ordained clergy of all persuasions, as well as theological scholars and experts on religious studies fall within the scope of this starting occupation.

Prerequisite: Age 23+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Decipher Script, Knowledge (arcane lore, art, behavioral sciences, history, streetwise, or theology and philosophy), Listen, Sense Motive.

Wealth Bonus Increase: +2.

Rural

Farm workers, hunters, and others who make a living in rural communities fall under this category.

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Balance, Climb, Drive, Handle Animal, Repair, Ride, Survival, Swim.

Bonus Feat: Select either Brawl or Personal Firearms Proficiency.

Wealth Bonus Increase: +1.

Student

A student can be in high school, college, or graduate school. He or she could be in a seminary, a military school, or a private institution. If you select this starting occupation for a college-age student, you should also pick a major field of study for the character.

Prerequisite: Age 15+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Computer Use, Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, technology, or theology and philosophy), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, or wind instruments), Research.

Wealth Bonus Increase: +1.

Technician

Scientists and engineers of all types fit within the scope of this starting occupation.

Prerequisite: Age 23+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Computer Use, Craft (chemical, electronic, mechanical, or structural), Knowledge (business, earth and life sciences, physical sciences, or technology), Repair, Research.

Wealth Bonus Increase: +3.

White Collar

Office workers and desk jockeys, lawyers, accountants, insurance agents, bank personnel, financial advisors, tax preparers, clerks, sales personnel, real estate agents, and a variety of mid-level managers fall within the scope of this starting occupation.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Computer Use, Diplomacy, Knowledge (art, business, civics, earth and life sciences, history, physical sciences, or technology), Research.

Wealth Bonus Increase: +3.

VITAL STATISTICS

What does your character look like? How old is he (or she)? What sort of first impression does he make? What led him to become a hero in the first place?

Answers to these questions help you establish your character's identity. These details make your character more lifelike, like a main character in a novel or a movie. For many players, the action lies here, in defining the character as a person to be roleplayed.

When you first play a character, it's fine to leave the details sketchy. As you play the character over time, you get a better sense of who you want him to be. You develop his details in much the same way as an author develops a character over several drafts of a novel or over several novels in a series.

Start with some idea of your character's background and personality, and use that idea to help add the details that bring your character to life.

NAME

Select a name that fits your character. A name helps you define your character's background and ethnic origin. The name may fit your character's class or abilities ("Speed" McCracken for a Fast hero), or it may be dramatically different or ironic (Stephanie "Tiny" Lynch for a Tough hero, for example). It may be ordinary or unusual, depending on your taste and the mood of your campaign.

A character's name provides clues to the character's age and heritage as well—Reginald Cuthbert III summons up a very different image from Morris "Moondog" Greenberg. The former projects an air of stuffy sophisticate (whether the character comes off that way or not), while the latter suggests an image of a freewheeling ruffian with a knack for getting into trouble.

GENDER

Your character can be either male or female. Gender has no effect on physical characteristics.

AGE

How old is your character? That's up to you and your Gamemaster. A character reaches 1st level in his or her class the moment when he or she steps out of ordinary life and into the dramatic existence of the story, either by choice or by circumstances. On occasion, a Gamemaster's campaign requires heroes of a particular age group.

Most players create characters within the young adult or adult age range. However, you can play a character who is younger or older than this, based on your character concept and the needs of the campaign.

As your character ages, her physical ability scores decrease and her mental ability scores increase, as detailed on Table 1–9. The effects of each aging step are cumulative.

TABLE 1–9: AGING EFFECTS

Age Categroy	Ability Adjustments
Child (1–11)	–3 to Str and Con; –1 to Dex, Int, Wis, and Cha
Young adult (12–15)	Original scores
Adult (16–39)	Original scores
Middle age (40–59)	–1 to Str, Dex, and Con; +1 to Int, Wis, and Cha
Old (60–79)	–1 to Str, Dex, and Con; +1 to Int, Wis, and Cha
Venerable (80+)	–1 to Str, Dex, and Con; +1 to Int, Wis, and Cha

You can choose or randomly generate your character's age. If you choose it, it must be at least the minimum age for the GM's campaign and the character's starting occupation.

Alternatively, you may create a random starting age of 2d6+15 years for college-age characters, or 1d6+20 years for individuals starting their careers.

For those who want to start a campaign with more experienced characters, use Table 1–10: Starting Level and Age as a guide. Remember that this table is a guideline. You and your GM are encouraged to decide these details based on the campaign and the character you want to play.

TABLE 1–10: STARTING LEVEL AND AGE

Age Category	Typical Level
Child	—
Young adult	1st
Adult	1st
Adult (limited experience)	3rd
Adult (moderate experience)	5th
Adult (high experience)	7th
Middle age (moderate experience)	6th
Middle age (high experience)	8th
Old	9th
Venerable	10th

HEIGHT AND WEIGHT

Determine your character's height and weight using Table 1–11. Think about what your character's abilities might say about her height and weight. If she is weak but agile, she may be thin. If she is strong and tough, she may be tall or just heavy. Feel free to select an appropriate height and weight for your character, or roll dice for random results.

The die roll given in the Height Modifier column determines the character's extra height beyond the base height. That same number multiplied by the die roll given in the Weight Modifier column determines the character's extra weight beyond the base weight.

For example, Ken Stone, a male, has a height of 4 feet 10 inches plus 2d10 inches. Ken's player rolls 2d10 and gets 12, making Ken 5 feet 10 inches tall. Ken's player then multiplies the 12 by 2d4. Ken's player rolls 2d4 and gets 5, so he adds 60 (5 × 12) to the base weight of 120 pounds. Ken weighs 180 pounds.

The table provides a range of heights and weights for typical heroes and also gives average height and weight figures for each gender. It is possible to play distinctive heroes that are particularly tall, heavy, short, or lithe as you see fit.

TABLE 1–11: HEIGHT AND WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	5 ft. 0 in.	+2d10 in.	120 lb.	×2d4 lb.
Female	4 ft. 7 in.	+2d10 in.	85 lb.	×2d4 lb.
	Average Height		**Average Weight**	
Male	5 ft. 11 in.		175 lb.	
Female	5 ft. 6 in.		140 lb.	

APPEARANCE

What does your hero look like? What color are his eyes? How does he wear his hair? What kind of clothes does he dress in? Is he right-handed or left-handed? Getting a handle on your character's appearance helps you visualize how he fits into the world. Here are few suggestions to get you started.

Characters with high Charisma scores tend to be more attractive than those with low Charisma scores, though a character with a high Charisma could have strange looks, giving him an exotic appearance. Those with high Strength, Dexterity, or Constitution scores may be more athletic or tough-looking than those with low scores in these abilities.

You can use appearance to tell something about your character's personality and background. For example:

Doctor Roberta Cain, a Smart hero, has a deep scar along one cheek. She received it during her first mission for Department-7. When she is angry, the scar stands out as a pale line on her livid face.

Morris "Moondog" Greenberg, a Tough hero, is a broad, solidly built biker with long hair drawn back in a ponytail and a close-cropped goatee. He uses a chunk of chain link as a belt, and wears a weatherbeaten leather jacket.

Lily Parish, a Dedicated hero, has fiery red hair, green eyes, and dresses in the most up-to-the-minute styles. She has clothing in her wardrobe for every occasion, ranging from a photographer's vest and slacks for field work to numerous sharp business suits for meetings, as well as a few killer outfits for those nights on the town.

PERSONALITY

Decide how your character acts, what she likes, what she wants out of life, what scares her, and what makes her angry. Stereotypes (the bookworm scholar, the dedicated young officer, the rowdy biker) are good places to start when thinking about your character's personality, but they don't tell the whole story.

Conflict provides a handy trick for creating an interesting personality. Lily Parish, for example, wants to be taken seriously as an investigative reporter. Unfortunately, the major media outlets ignore her stories about an elusive antigovernment conspiracy, and instead the tabloids pursue her.

Your character's personality can change over time. Let your character grow and evolve the way real people do as the campaign unfolds.

Your Story So Far

Decide what your character's life has been like up until now. Here are a few questions you can consider.

When did he first realize he wanted to make a difference? What was he doing when he became a hero?

How did he acquire his initial class? A Strong hero, for example, could have a day job on the docks, or be a former amateur or professional athlete, a member of the armed forces, a firefighter, or a police officer.

Where did he get his starting equipment? Did he assemble it piece by piece over time? Is it a parting gift from a mentor or organization? Do any of his personal items have special significance?

What's the worst thing that's ever happened to him?

What's the best thing that's ever happened to him?

Does he stay in contact with his family members? What do they think of him and his work?

ACTION POINTS

Action points provide you with the means to affect game play in significant ways. You always have a limited amount of action points, and while you replenish this supply with every new level your character attains, you must use them wisely. You can spend 1 action point to do one of these things:

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

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

When you spend 1 action point to use a class feature, you gain the benefit of the feature but you don't roll a d6. In this case, the action point is not a bonus to a d20 roll.

You can only spend 1 action point in a round. If you spend a point to use a class feature, you can't spend another one in the same round to improve a die roll, and vice versa.

Depending on your character level (see the table below), you may be able to roll more than one d6 when you spend 1 action point. If you do so, apply the highest result and disregard the other rolls. As a 15th-level character, for instance, you get to roll 3d6 and take the best die result of the three. So, if you rolled 1, 2, and 4, you would apply the 4 to your d20 roll.

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

ALLEGIANCES

What is important to your hero? What beliefs does he or she hold above others? Where does your hero's loyalty lie? The allegiances system that follows is optional. Your GM will tell you whether he or she is using it in the campaign.

When creating a character, you may choose up to three allegiances, ranking them in order from most important to least important. These allegiances are indications of what your character values in life, and may encompass people, organizations, or ideals. A character may have no allegiances (being either a free spirit or a lone wolf) or may change allegiances as he or she goes through life. Also, just because you fit into a certain category of people doesn't mean you have to choose that category as an allegiance. You might be an American, but perhaps you're not devoted to the nation. You have a family, but you might not be dedicated to your family.

Allegiance is primarily a roleplaying tool to determine how your character acts in particular situations. In choosing an allegiance for your character you are stating your intent to play that character a certain way. If your character acts in a way that is detrimental to his or her allegiance, the GM may choose to strip your character of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions. A former allegiance may be regained through roleplaying opportunities.

Pledging Allegiance

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

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

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

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

Organization: This may be a company or corporation, a gathering of like-minded individuals, a fraternal brotherhood, a secret society, a branch of the armed forces, a local, state, or national government, a university, an employer, or an otherwise established authority. Police officers, for example, have an allegiance to their local government and its legal system.

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

Belief System: This is usually a particular faith or religion, but can also be a specific philosophy or school of thought. Belief systems could also include political beliefs (conservatism, liberalism, libertarianism, and so on) or philosophical outlooks (Taoism, existentialism, the teachings of Ayn Rand).

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

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

Allegiance Example

Russell Whitfield chooses the following allegiances, in the following order: good, lawful, and Department-7. Now, Russell can choose to act as the situation demands and according to his own conscience, but when all else fails, he tries to adhere to decisions that promote the greater good, stick to the law, and serve the interests of Department-7, in that order.

Allegiances and Influence

In addition to providing your character with roleplaying opportunities, an allegiance can create an empathic bond with others of the same allegiance. With the GM's permission, your character gains a +2 circumstance bonus on Charisma-based skill checks when dealing with someone of the same allegiance—as long as you have had some interaction with the other character to discover the connections and bring the bonus into play. In general, you just can't look at another character and ascertain his or her allegiances.

REPUTATION

Every hero gains a reputation of one sort or another as his or her career progresses, expressed as a Reputation bonus. Reputation is used to determine whether another character (a GM character) recognizes you. While a hero might try to take advantage of his reputation from time to time, usually the hero's reputation precedes him—whether he wants it to or not.

Those who recognize the hero are more likely to help him or do what he asks, provided the reputation has a positive connotation to the character who recognizes him. A high Reputation bonus also makes it difficult for the hero to mask his identity, which can be a problem if he's trying not to be noticed.

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

Fame and Infamy

It's all a matter of perspective. That is, what the hero's reputation represents is in the eye of the beholder—the GM character he interacts with. Most characters with a high Reputation bonus (+4 or higher) are considered well known within their profession or social circle. Whether this has a positive or negative connotation depends on the point of view of the person who recognizes the hero.

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

When a character has a negative opinion of a hero's reputation, the hero is considered to be infamous by that character. Also, at the GM's option, a hero might be considered infamous in certain situations due to events that have transpired in the campaign. For example, if your hero got into trouble with the law in a small Texas town, he or she would be considered infamous when attempting to interact with people in that town. Infamy, when recognized, provides a penalty to certain Charisma-based skill checks.

Using the Reputation Bonus

Whenever the GM decides that a character's reputation can be a factor in an encounter, the GM makes a Reputation check (DC 25) for the GM character involved. A Reputation check is 1d20 + the hero's Reputation bonus + the GM character's Int modifer. (Some Knowledge skill modifiers might apply instead of the Int modifier, such as Knowledge [popular culture] if the hero has levels of Personality or is otherwise in the public eye.) Modifiers to the Reputation check depend on the hero and the GM character in question, as shown below. Note that if the GM character has no possible way of recognizing a hero, then the Reputation check automatically fails.

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

Situation	Reputation Check Modifier
You are famous, known far and wide with either a positive or negative connotation	+10
GM character is part of your professional or social circle	+5
You have some small amount of fame or notoriety	+2

For example, when Moondog confronts a petty thief in a seedy nightclub and demands to know who's been asking about him, his fame as a dangerous biker prompts a Reputation check by the petty thief (the GM makes the check). If the petty thief succeeds on the check, indicating that he knows at least a little about Moondog's reputation, Moondog receives a +4 bonus on his Intimidate check.

In situations when the character's infamy could make another character react poorly toward him, a Reputation check provides a penalty. For example, when Moondog tries to bluff Officer Argent, the police officer's successful Reputation check provides Moondog with a −4 penalty when he makes his Bluff check.

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

WEALTH

Money makes the world go around. How it applies to your campaign depends on the Gamemaster. In some cases, wealth only becomes an issue when a character needs to acquire something beyond his means, or when a situation comes up that calls for a reckoning of finances. Otherwise, the game shouldn't dwell on nonheroic activities such as paying rent or buying groceries.

Every character has a Wealth bonus that reflects her buying power—a sort of composite of her income, credit rating, and savings. Your Wealth bonus serves as the basis of your Wealth check, which you use to purchase equipment and services for your character.

Wealth is not a direct representation of a character's salary or how much money the character has socked away in the bank. It isn't even a reflection of how rich the character is. In fact, a rich character might have a low Wealth bonus if the character has been engaging in a lot of expensive purchases lately. Likewise, a relatively poor character might amass a decent Wealth bonus by being frugal and saving for a rainy day. The Wealth bonus simply represents your character's buying power at any given time.

Your Wealth Bonus

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

Over the course of play, your hero's Wealth bonus will decrease as you purchase expensive items and increase as you gain levels. Every time your Wealth bonus changes, adjust it on your character sheet.

Your Wealth bonus can never fall below +0, and there is no limit to how high your Wealth bonus can climb.

Since Wealth in the *d20 Modern Roleplaying Game* is an abstract concept, it's sometimes difficult to determine how financially well off your character is. To get a general sense of how financially solvent your 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

Using Wealth

You make a Wealth check to purchase things. This roll is made just like an attack roll or a saving throw. The higher the roll, the better. You're trying to get a result that equals or exceeds the purchase DC of the object or service in question. If you succeed, you can acquire the object or service. If you fail, the object or service is beyond your means at this time.

To make a Wealth check for your character, roll:

1d20 + your Wealth Bonus

See Chapter Four: Equipment for additional rules on making Wealth checks and for a selection of gear to choose from.

Why Not Just Track Money?

This financial system is abstract, and your Wealth bonus isn't a precise measurement of your character's net worth. However, this system is simpler than tracking your paychecks, credit scores, bank statements, interest rates, and credit limits. Modern personal finance can be extremely complex; this system saves you from spending as much effort on balancing your character's checkbook as you spend on your own.

GAINING EXPERIENCE AND LEVELS

Experience points (XP) measure how much your character has learned and how much he or she has grown in personal power. Your character earns XP by defeating opponents and successfully completing adventures. The Gamemaster assigns XP to the heroes at the end of each adventure based on what they have accomplished. Heroes accumulate XP from adventure to adventure. When a character earns enough XP, he or she attains a new character level (see Table 1–2: Experience and Level-Dependent Benefits).

ADVANCING A LEVEL

When your character's XP total reaches at least the minimum XP needed to advance a new character level (see Table 1–2), he or she goes up a level. For example, when Yoriko Obato, the 1st-level Fast hero, obtains 1,000 or more XP, she becomes a 2nd-level character. Once she accumulates 3,000 or more XP, she reaches 3rd level.

Attaining a new level provides a character with several immediate benefits (see below).

A character can only advance one level at a time. If, for some extraordinary reason, a character gains enough XP to advance two or more levels at once, he or she instead advances one level and gains just enough experience points to be 1 XP short of the next level. For example, if Yoriko has 5,000 XP (1,000 points short of 4th level) and gains 6,000 more, that would put her at 11,000—enough for 5th level. Instead, she only attains 4th level, and her XP total becomes 9,999. The additional XP are lost.

LEVEL ADVANCEMENT

Each character class (both basic and advanced classes) has a table that shows how the class features and statistics increase as a member of that class advances in level. When your character attains a new level, make these changes:

1. Choose Class

When a character qualifies for a new level, decide if you're going to take that new level in the character's existing class or in a new class. For example, from 1st to 3rd level, Stan advanced his character as a Tough hero. Upon attaining 4th level, he can decide to add another level of Tough or add a level in a different class to become a multiclass character. So, Stan's character could become a 4th-level Tough hero or a 3rd-level Tough/1st-level Smart hero, for example. (See Multiclass Characters, page 40.)

2. Base Attack Bonus

If your character's base attack bonus increases, record the new value on your character sheet. Recalculate the character's melee and ranged attack bonuses based on this new number.

3. Base Save Bonuses

Check the base save bonuses for your character's new class level to see if any of them increase. If so, recalculate the character's saving throw bonuses based on this new number.

4. Class Features

Check the table for your new class level for new capabilities you may receive. Characters gain a variety of class features to choose from as they advance in levels.

5. Defense Bonus

If your character's Defense bonus increases, record the new value on your sheet.

6. Reputation Bonus

Each class has a Reputation bonus that may increase when a character attains a new level. See page 38 for the uses of the Reputation bonus.

7. Ability Score

If your hero has just attained his or her 4th, 8th, 12th, 16th, or 20th character level, raise one of his or her ability scores by 1 point.

If your character's Constitution modifier increases by +1, add +1 to his or her hit point total for every character level lower than the one just attained. For example, if you raise your character's Constitution from 11 to 12 at 4th level, he or she gets +3 hit points. Add these points before rolling hit points for the new level (the next step).

8. Hit Points

Roll the appropriate Hit Die for the class you just gained a level in, add the character's Constitution modifier, and add

the total to your character's hit points. A character always gains at least 1 hit point for each new level, even if a Constitution penalty would produce a result of 0 or lower.

9. Skill Points

At each new level, a character gains skill points to spend on skills, as detailed in the particular class description.

For class skills, each skill point buys 1 rank. A character's maximum rank in a class skill is his or her character level + 3.

For cross-class skills, each skill point buys ½ rank. A character's maximum rank in a cross-class skill is one-half that of a class skill (don't round up or down).

If you have been maxing out a skill (putting as many skill points into it as possible), you don't have to worry about calculating your maximum rank. At each new level, you can always assign 1 skill point—and just 1—to any skill that you're maxing out. (If it's a cross-class skill, this point buys ½ rank.)

Remember that you buy skills based on the class you have advanced in, so that only those skills given as class skills for that class can be purchased as class skills for this level, regardless of what other classes you may have levels in.

10. Feats

Upon reaching your 3rd character level and every third level thereafter (6th, 9th, 12th, 15th, and 18th), you gain one feat of your choice (see Chapter Three).

11. Action Points

For basic classes, you gain a number of action points each level equal to 5 + one-half your character level, rounded down. Advanced classes have a faster rate of accrual (see Chapter Six).

12. Check Wealth Bonus

Make a Profession check (see the skill description, page 70) to determine if your Wealth bonus increases.

MULTICLASS CHARACTERS

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

Class and Level Features

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

Level

"Character level" is a character's total number of levels. It is used to determine when feats and ability score increases are gained, as per Table 1–1: Experience and Level-Dependent Benefits.

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

Hit Points

A hero gains hit points from each class as his or her class level increases, adding the new hit points to the previous total. For example, Brandon began as a Smart hero and attained 4th level, then added levels of Strong at his next two level advancements. As a 4th-level Smart/2nd-level Strong hero, his total hit points are 1d6 + 1d6 + 1d6 + 1d6 + 1d8 + 1d8. His Constitution modifier of +1 applies to each hit point die roll, and he received maximum hit points at 1st level (6 + 1 = 7 hp).

Base Attack Bonus

Add the base attack bonuses for each class to get the hero's base attack bonus. A resulting value of +6 or higher provides the hero with multiple attacks. For instance, a 6th-level Dedicated/2nd-level Strong hero has a base attack bonus of +6 (+4 for the Dedicated levels and +2 for the Strong levels). A base attack bonus of +6 allows a second attack with a bonus of +1, even though neither the +4 from the Dedicated levels nor the +2 from the Strong levels normally allows an additional attack.

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

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

Saving Throws

Add the base save bonuses for each class together. A 3rd-level Tough/3rd-level Fast hero gets +3 on Fortitude saving throws (+2 for the Tough levels and +1 for the Fast levels), +3 on Reflex saving throws (+1 and +2), and +2 on Will saving throws (+1 and +1).

Defense Bonus

Add the Defense bonuses for each class together. A 4th-level Strong/2nd-level Smart hero has a Defense bonus of +3 plus +1, for a total of +4. If the same hero then picked up a level of Tough, she would add +1 to increase her Defense bonus to +5.

Reputation Bonus

Add Reputation bonuses together. So, a 4th-level Strong/2nd-level Smart hero has a +1 Reputation bonus (+0 for the Strong levels and +1 for the Smart levels).

Skills

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

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

Class Features

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

Feats

A multiclass character receives a new feat every three character levels, regardless of individual class level (see Table 1–2: Experience and Level-Dependent Benefits). Taking one level in a new class does not entitle a character to receive the two feats that a beginning 1st-level character gets. For example, a 1st-level Strong hero who gains 1,000 XP and then takes one level of Smart becomes a 2nd-level character, and at that level he does not get a new feat. When he attains his next new level and increases his character level to 3rd, then he receives a new feat just as all 3rd-level characters do.

Ability Increases

A multiclass character increases one ability score by +1 every four character levels, regardless of individual class level (see Table 1–2: Experience and Level-Dependent Benefits).

Adding a Second Class

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

The character gains the 1st-level base attack bonus, base save bonuses, class skills, other class features of the new class, hit points of the appropriate die type, and the new class's number of skill points gained at each additional level (not that number × 4, as is the case for a 1st-level character).

Picking up a new class is not exactly the same as starting a character in that class. Some of the benefits for a 1st-level hero represent the advantage of training while the character was young and fresh, with lots of time to practice. When picking up a new class, a hero doesn't receive maximum hit points but should roll the new Hit Die.

Advancing a Level

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

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

Skill points are spent according to the class that the multiclass character just advanced in (see Table 2–1: Skill Points per Level). Skills purchased from Table 2–2: Skills are purchased at the cost appropriate for that class.

How Multiclassing Works

Brandon Cross, a 4th-level Smart hero, decides he wants to expand his repertoire by improving some of his physical attributes. When Cross accumulates 10,000 XP, he becomes a 5th-level character. Instead of becoming a 5th-level Smart hero, however, he decides to become a 4th-level Smart/1st-level Strong hero. (How exactly he picked up this new area of focus isn't critical to the campaign, though the player and Gamemaster are encouraged to create an in-game reason and opportunity for the hero to do so.)

Now, instead of gaining the benefits of a new level of Smart, he gains the benefits of becoming a 1st-level Strong hero. He gets hit points from a 1st-level Strong hero's Hit Die (1d8 plus his Constitution modifier), a 1st-level Strong hero's +1 base attack bonus, a 1st-level Strong hero's +1 Fortitude save bonus, and the Strong hero's skill points (3 + his Intelligence modifier). When purchasing skills for this new level, Brandon uses the Strong hero's class skills to determine whether a skill point buys 1 rank or ½ rank. If he wants to add ranks to one of the Smart hero's class skills, that skill is considered a cross-class skill for him at this level.

The benefits described above are added to the scores Brandon already had as a Smart hero. His Defense gets a +1 bonus. His Reflex save bonus, Will save bonus, and Reputation bonus do not increase because these numbers are +0 for a 1st-level Strong hero. He doesn't gain any of the benefits a 5th-level Smart hero gains. He could spend some of his new skill points to improve his Smart skills, but since they would be treated as cross-class skills for this purpose, these skill points would each buy only ½ rank.

Upon accumulating 15,000 XP, Brandon becomes a 6th-level hero. He decides he'd like to continue along the Strong path, so he increases his Strong level once more instead of increasing his Smart level or picking up a level in a third class. Again he gains the Strong hero's benefits for attaining a new level rather than the Smart hero's. At this point, Brandon is a 6th-level hero: a 4th-level Smart/2nd-level Strong hero.

At each new level he attains, Brandon must decide whether to increase his Smart level or his Strong level. Of course, if he wants to have even more diverse abilities, he could acquire a third class, either a basic class or (if he qualifies) an advanced class. In general, a character can have levels in as many different classes as there are classes.

Chapter Two

SKILLS

Yoriko Obato, a Fast hero, can quietly slip past a security guard and disappear into the shadows. If Russell Whitfield, a Strong hero, tries to do the same thing, he probably makes just enough noise to alert the guard to his presence. He could, however, climb over the tall fence to avoid the guard, or perhaps even jump across the rooftops of nearby buildings to get into the compound unseen. These actions and many more are determined by the skills that characters have (in this case, Move Silently, Hide, Climb, and Jump).

SKILL BASICS

Your character's skills represent a variety of abilities, and you get better at them as you advance in level.

Getting Skills

At each level, you get skill points that you use to buy skills. Your class and Intelligence modifier determine the number of points you receive.

If you buy a class skill, you get 1 rank in the skill for each skill point you spend. If you buy a cross-class skill, you get ½ rank per skill point. Your maximum rank in a class skill is your character level + 3. Your maximum rank in a cross-class skill is one-half of this number.

Using Skills

To make a skill check, roll:

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

The higher the roll, the better. You're either trying to get a result that equals or exceeds a certain Difficulty

Sometimes a skill check fails . . .

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Class (DC), or you're trying to beat another character's check result. For instance, to climb a fence, Russell might have to make a Climb check against DC 15, representing the difficulty of the obstacle the fence presents. To sneak quietly past a guard, Yoriko needs to beat the guard's Listen check with her Move Silently check.

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 and on Table 2–4: Skills.

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

ACQUIRING SKILL RANKS

Ranks indicate how much training or experience your character has with a given skill. Each of your skills has a number of ranks, from 0 (for a skill in which your character has no training at all) to 23 (for a 20th-level character who has increased a class skill to its maximum rank). When making a skill check, you add your skill ranks to the roll as part of the skill modifier, so the more ranks you have, the higher your skill check result will be.

Ranks tell you how proficient you are and reflect your training in a given skill. In general, while anyone can get a lucky roll, the character with, say, 10 ranks in a given skill has a higher degree of training and expertise in that skill than a character with 9 ranks or less.

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

Acquiring Skills at 1st Level

Use the following steps when picking skills for your 1st-level character.

1. Determine the number of skill points you get. This number depends on your class and Intelligence modifier, as shown on Table 2–1: Skill Points per Level. For example, Yoriko Obato is a 1st-level Fast hero with an Intelligence score of 12 (+1 Intelligence bonus). At the start of play, she has 24 skill points (5 + 1 = 6; 6 × 4 = 24).

2. Spend the skill points. Each skill point you spend on a class skill gets you 1 rank in that skill. Class skills are the skills found on your character's class skill list.

Each skill point you spend on a cross-class skill gets your character ½ rank in that skill. Cross-class skills are skills not found on your character's class skill list. (A single ½ rank does not improve your skill modifier, but two ½ ranks make 1 rank, so it's important to keep track of ½ ranks.)

Your maximum number of ranks in a class skill at 1st level is 4. In a cross-class skill, it's 2.

- Table 2–4: Skills lists all the skills and indicates which are class skills, which are cross-class skills, and which can be used untrained.
- Spend all your skill points. You can't save them to spend them later.

TABLE 2–1: SKILL POINTS PER LEVEL

Class	1st-Level Skill Points	Higher-Level Skill Points
Strong	(3 + Int modifier) × 4	3 + Int modifier
Fast	(5 + Int modifier) × 4	5 + Int modifier
Tough	(3 + Int modifier) × 4	3 + Int modifier
Smart	(9 + Int modifier) × 4	9 + Int modifier
Dedicated	(5 + Int modifier) × 4	5 + Int modifier
Charismatic	(7 + Int modifier) × 4	7 + Int modifier

Character Skills

When you create your character, you will probably only be able to purchase ranks in a handful of skills. It may not seem like you have as many skills as real-life people do—but the skills on your character sheet don't actually define everything your character can do.

Your character may have solid familiarity with many skills, without having the actual training that grants skill ranks. Knowing how to drive a car or look up something on the Internet doesn't really mean you have ranks in Drive or Research. Ranks in those skills represent training beyond everyday use—the ability to bring a car under control during a spinout, or to discover hidden facts in archives most people don't even realize exist.

So how do normal people get through life without ranks in a lot of skills? For starters, remember that not every use of a skill requires a skill check. Performing routine tasks in normal situations is generally so easy that no check is required. And when a check might be called for, the DC of most mundane tasks rarely exceeds 10, let alone 15. In day-to-day life, when you don't have enemies breathing down your neck and your life depending on success, you can take your time and do things right—making it easy, even without any ranks in the requisite skill, to succeed (see Checks without Rolls, page 47).

You're always welcome to assume that your character is familiar with—even good at, as far as everyday tasks go—many skills beyond those for which you actually gain ranks. The skills you buy ranks in, however, are those with which you have truly heroic potential.

Skills at Higher Levels

When you attain a new experience level, follow these steps to gain new skills and improve those you already have.

1. Determine the number of skill points you get. See Table 2–1: Skill Points per Level, or the class description in Chapter One (for basic classes) or Chapter Six (for advanced classes).

A character gets at least 1 skill point even if he or she has an Intelligence penalty.

2. Spend the skill points. You can spend 1 point on a skill that was at its maximum ranks. That adds 1 rank if the skill is a class skill, or ½ rank to a cross-class skill. (A single ½ rank doesn't increase your skill modifier, but you can add another ½ rank to it later to raise it to 1 rank.)

You can increase the ranks of a skill that wasn't at maximum ranks, raising the number of ranks to a maximum of your new character level + 3 for a class skill, or half that number (don't round up or down) for a cross-class skill. You may spend as many skill points as it takes to max out the skill (provided you have that many skill points to spend).

For multiclass characters, a skill is considered a class skill only if it is a class skill for the class you're adding a level in. For example, if you have two Fast levels, and are adding a level of Strong, you can spend points on Climb as a class skill (because it's a class skill for Strong heroes). If you want to add ranks in Escape Artist (a Fast class skill, but a Strong cross-class skill), you purchase them as a cross-class skill. Even though you have levels in Fast, your new level is in Strong, so you purchase Escape Artist as a cross-class skill.

Regardless of whether a skill is purchased as a class skill or a cross-class skill, if it is a class skill for any of your classes, your maximum ranks equal your total character level + 3.

USING SKILLS

When you use a skill, you make a skill check to see how well you do. The higher the result, the better you do. Based on the circumstances, your result must equal or exceed a certain number (a DC or the result of an opposed skill check) for you to use the skill successfully. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. If you're free to work without distractions, you can make a careful attempt and avoid simple mistakes. If you have lots of time, you can try over and over again, assuring that you eventually succeed. If others help you, you may succeed where otherwise you would fail.

Skill Checks

A skill check takes into account your training (skill ranks), natural talent (ability modifier), and luck (the die roll), among other things. To make a skill check, roll 1d20 and add your skill modifier for that skill. The skill modifier incorporates the ranks you purchased in that skill, your ability modifier for that skill's key ability, and any other miscellaneous modifiers you have. The higher the result, the better.

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

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number set by the GM (using the skill rules as a guideline) that you must attain to succeed. For example, climbing the side of an old warehouse may have a DC of 15. To climb the wall, you must get a result of 15 or better on a Climb check. A Climb check is 1d20 + Climb ranks (if any) + Strength modifier + any other modifiers. Table 2–2: Difficulty Class Examples shows example DCs for skill checks.

TABLE 2–2: 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 example, to sneak up on a guard, you need to beat the guard's Listen check result with your Move Silently check result. You make a Move Silently check, and the GM makes a Listen check for the guard. Whoever scores the higher result wins the contest.

For ties on opposed checks, the character with the higher key ability score wins. For instance, when a Move Silently check against a Listen check results in a tie, the sneaker's Dexterity would be compared to the listener's Wisdom. If those scores are the same, roll again.

TABLE 2–3: 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 you fail on a skill check, you can sometimes try again. Check the skill description to find out if, and under what circumstances, you 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.

For example, if Brandon Cross (a Smart hero) misses a Disable Device check to open a locked door, he can try again and keep trying. If however, the consequence for failing the

check by 5 or more is that Brandon trips an alarm, then failing has its own penalty.

Similarly, if Russell Whitfield (a Strong hero) misses a Climb check, he can keep trying, but if he misses by 5 or more, he falls (after which he can get up and try again if the fall wasn't too far or too damaging).

If the use of a skill carries no penalty for failure, you can take 20 and assume that you keep trying until you eventually succeed (see Checks without Rolls, page 47).

Untrained Skill Checks

Generally, if you attempt to use a skill you don't have any ranks in, you make a skill check as described. Your skill modifier doesn't include skill ranks because you don't have any. You do get other modifiers, though, such as the ability modifier for the skill's key ability.

Some skills can be used only if you are trained in the skill. If you don't have ranks in Disable Device, for example, regardless of your class, ability scores, and character level, you just don't know enough about mechanical devices and their inner workings even to attempt to pick a lock or disarm a security device. Skills that can't be used untrained are indicated by a "No" in the "Untrained?" column on Table 2–4: Skills.

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. It's one thing for Yoriko, a Fast hero with the Balance skill, to cross from one rooftop to another by striding confidently on a 1-foot-wide plank. Making the same crossing in high winds on a 2-inch-wide beam is an entirely different matter.

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 (see Aiding Another, page 47), 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 when making a Craft check or possessing misleading information when attempting a Research check.

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 your ability to perform the skill change your skill modifier. Conditions that modify how well you must perform the skill to succeed change the DC. A bonus on your 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.

For example, Troy Bellarosa, a Charismatic hero, wants to entertain a group of thugs drinking in the Black Katana Bar & Grill. Before beginning his performance, Tony listens to the thugs so that he can judge their mood. Doing so improves his performance, giving him a +2 circumstance bonus to the skill modifier for his Perform check. The GM sets the DC at 15. The thugs are in a good mood because they recently received a sizable payoff, so the GM reduces the DC to 13. (Troy's performance isn't better just because the thugs are in a good mood, so he doesn't get a bonus to add to his skill modifier. Instead, the DC goes down.)

However, the leader of the gang hasn't been able to locate the witness that can finger them for the murder of a federal agent, and he's suspicious of Troy. (The Charismatic hero reminds the thug of the agent they wiped out.) The DC to entertain him is higher than normal: 17 instead of 15.

Troy rolls a 6 and adds +8 for his skill modifier (4 ranks, +2 Charisma modifier, and +2 for his impromptu research). His result is 14.

Troy's skill check result (14) is high enough to entertain the thugs (DC 13) but not their leader (DC 17). The thugs applaud Troy's performance and offer to buy him drinks, but their leader eyes him suspiciously and begins to make plans for a second murder.

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 Action Types, page 134). The Action Type column on Table 2–4 indicates whether the use of a skill is a move action, an attack action, a full-round action, or a reaction. In some cases (for skills marked with [2]), the skill description specifies how long a skill takes to use.

In general, using a skill that requires concentration (and thus distracts you from being fully aware of what's going on around you) while in close combat is dangerous. Nearby opponents can make attacks of opportunity against you when you let your guard down. See Attacks of Opportunity, page 135, for more information.

Tools

Some skill applications require the use of tools. You need a medical kit for some uses of the Treat Injury skill, for example, and you need a tool kit to use Repair.

If tools are needed, the specific items required are mentioned in the skill description. If you don't have the appropriate tools, you can still attempt to use the skill, but you take a –4 penalty on your check.

You may be able to put together some impromptu tools to make the check. If your GM allows it, you may reduce the penalty to –2 (instead of –4) by 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 (such as Craft [mechanical] to make repair tools, or Knowledge [life sciences] to make an impromptu surgery kit) as well.

TABLE 2–4: SKILLS

Skill	Ability	Untrained?	Strong	Fast	Tough	Smart	Ded	Char	Action
Balance [1]	Dex	Yes	X	C	X	X	X	X	Move
Bluff	Cha	Yes	X	X	X	X	X	C	[2]
Climb [1]	Str	Yes	C	X	C	X	X	X	Full or move
Computer Use	Int	Yes	X	X	X	C	X	X	Full [2]
Concentration	Con	Yes	X	X	C	X	X	X	[2]
Craft									
Chemical	Int	No	X	X	X	C	X	X	[2]
Electronic	Int	No	X	X	X	C	X	X	[2]
Mechanical	Int	No	X	C	C	C	X	X	[2]
Pharmaceutical	Int	No	X	X	X	C	C	X	[2]
Structural	Int	Yes	C	X	C	C	X	X	[2]
Visual art	Int	Yes	X	X	X	C	C	C	[2]
Writing	Int	Yes	X	X	X	C	C	C	[2]
Decipher Script	Int	No	X	X	X	C	X	X	[2]
Demolitions	Int	No	X	X	X	C	X	X	Full [2]
Diplomacy	Cha	Yes	X	X	X	X	X	C	Full
Disable Device	Int	No	X	X	X	C	X	X	Full [2]
Disguise	Cha	Yes	X	X	X	X	X	C	[2]
Drive	Dex	Yes	X	C	C	X	X	X	Move
Escape Artist [1]	Dex	Yes	X	C	X	X	X	X	Full [2]
Forgery	Int	Yes	X	X	X	C	X	X	[2]
Gamble	Wis	Yes	X	X	X	X	C	X	[2]
Gather Information	Cha	Yes	X	X	X	X	X	C	[2]
Handle Animal	Cha	No	C	X	X	X	X	C	[2]
Hide [1]	Dex	Yes	X	C	X	X	X	X	Attack
Intimidate	Cha	Yes	X	X	C	X	X	C	Full
Investigate	Int	No	X	X	X	C	C	X	Full [2]
Jump [1]	Str	Yes	C	X	X	X	X	X	Attack
Knowledge									
Arcane lore	Int	No	X	X	X	C	C	C	React or full
Art	Int	No	X	X	X	C	C	C	React or full
Behavioral sciences	Int	No	X	X	X	C	C	C	React or full
Business	Int	No	X	X	X	C	C	C	React or full
Civics	Int	No	X	X	X	C	C	C	React or full
Current events	Int	No	C	C	C	C	C	C	React or full
Earth and life sciences	Int	No	X	X	X	C	C	X	React or full
History	Int	No	X	X	X	C	C	X	React or full
Physical sciences	Int	No	X	X	X	C	C	X	React or full
Popular culture	Int	No	C	C	C	C	C	C	React or full
Streetwise	Int	No	C	C	C	C	C	C	React or full
Tactics	Int	No	C	X	X	C	C	X	React or full
Technology	Int	No	X	X	X	C	C	X	React or full
Theology and philosophy	Int	No	X	X	X	C	C	C	React or full
Listen	Wis	Yes	X	X	X	X	C	X	React or move
Move Silently [1]	Dex	Yes	X	C	X	X	X	X	Move
Navigate	Int	Yes	X	X	X	C	X	X	Full [2]
Perform									
Act	Cha	Yes	X	X	X	X	X	C	[2]
Dance	Cha	Yes	X	X	X	X	X	C	[2]
Keyboards	Cha	Yes	X	X	X	X	X	C	[2]
Percussion instruments	Cha	Yes	X	X	X	X	X	C	[2]
Sing	Cha	Yes	X	X	X	X	X	C	[2]
Stand-up	Cha	Yes	X	X	X	X	X	C	[2]
Stringed instruments	Cha	Yes	X	X	X	X	X	C	[2]
Wind instruments	Cha	Yes	X	X	X	X	X	C	[2]
Pilot	Dex	No	X	C	X	X	X	X	Move
Profession	Wis	Yes	C	C	C	C	C	C	[2]
Read/Write Language	None	No	C	C	C	C	C	C	—
Repair	Int	No	C	X	X	C	X	X	Full [2]
Research	Int	Yes	X	X	X	C	X	X	[2]
Ride	Dex	Yes	X	C	C	X	X	X	Move [2]
Search	Int	Yes	X	X	X	C	X	X	Full
Sense Motive	Wis	Yes	X	X	X	X	C	X	[2]
Sleight of Hand	Dex	No	X	C	X	X	X	X	Attack
Speak Language	None	No	C	C	C	C	C	C	—
Spot	Wis	Yes	X	X	C	X	C	X	React or full
Survival	Wis	Yes	X	X	C	X	C	X	[2]
Swim	Str	Yes	C	X	X	X	X	X	Move or full
Treat Injury	Wis	Yes	X	X	X	X	C	X	[2]
Tumble [1]	Dex	No	X	C	X	X	X	X	React or move

C: Class skill.
X: Cross-class skill.
1 Your armor penalty, if any, applies.
2 See skill description for details.
Untrained? Yes: The skill can be used untrained (with 0 ranks). No: You can't use this skill unless you have at least 1 rank in it.

Checks without Rolls

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

Taking 10

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

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

For example, Russell has a Climb skill modifier of +7 (4 ranks, +3 Strength modifier). The steep, rocky slope he's climbing has a DC of 15. With a little care, he can take 10 and succeed automatically. But partway up the slope, an agent of Exile begins taking shots at him from up above. Russell needs to make a Climb check to reach the enemy agent, and this time he can't take 10. He must make the skill check normally while under attack.

Taking 20

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

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

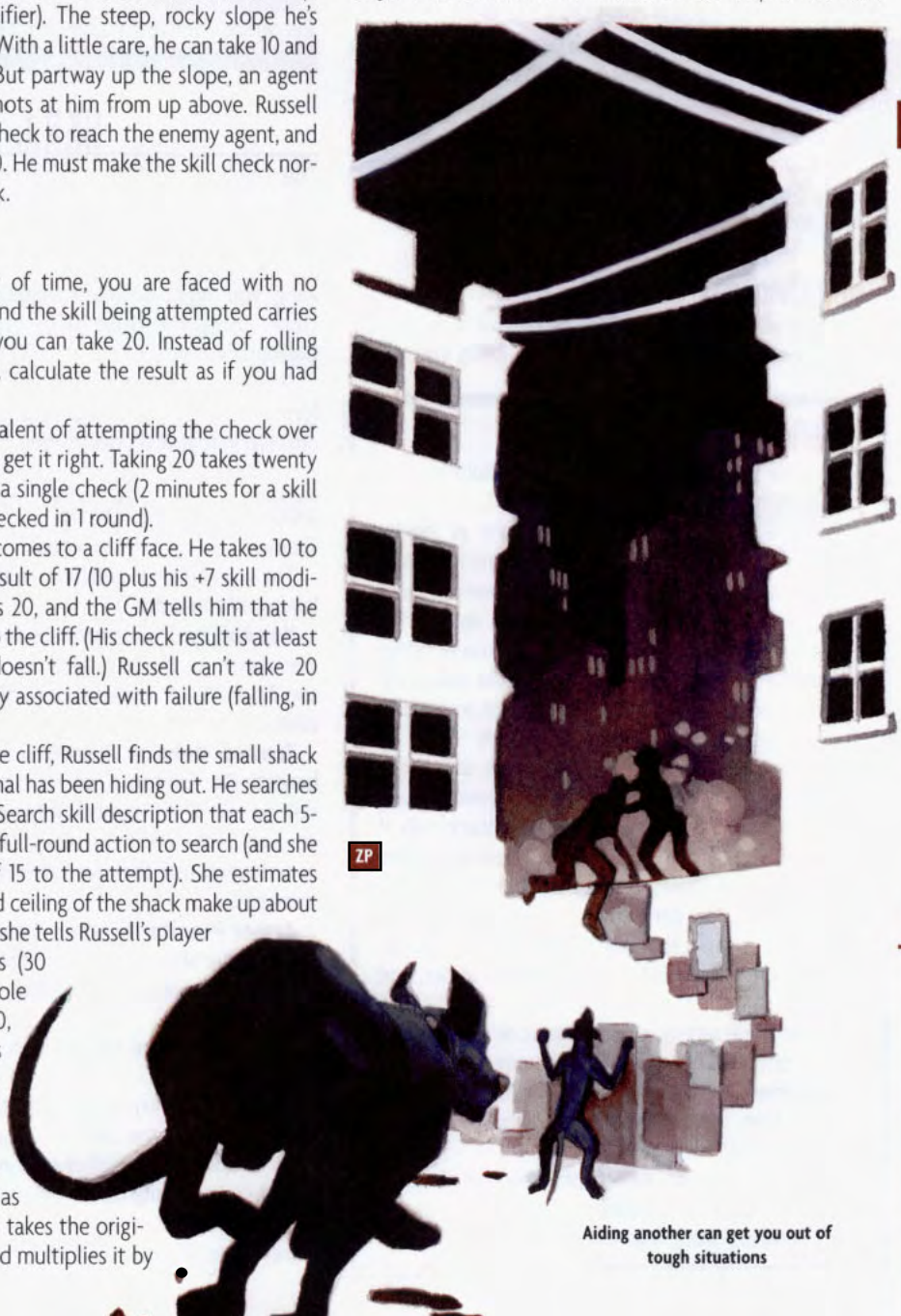
For example, Russell comes to a cliff face. He takes 10 to make the climb, for a result of 17 (10 plus his +7 skill modifier). However, the DC is 20, and the GM tells him that he fails to make progress up the cliff. (His check result is at least high enough that he doesn't fall.) Russell can't take 20 because there's a penalty associated with failure (falling, in this case).

Later, at the top of the cliff, Russell finds the small shack in which a wanted criminal has been hiding out. He searches it. The GM notes in the Search skill description that each 5-foot-square area takes a full-round action to search (and she secretly assigns a DC of 15 to the attempt). She estimates that the floors, walls, and ceiling of the shack make up about thirty 5-foot squares, so she tells Russell's player that it takes 3 minutes (30 rounds) to search the whole shack. Russell rolls 1d20, getting an 8, and adds his +3 skill modifier. The result of 11 fails. Now Russell declares that he is going to search the shack high and low, for as long as it takes. The GM takes the original time of 3 minutes and multiplies it by 20, for 60 minutes. That's how long it takes Russell to search the whole shack in exacting detail. Now Russell's player treats his roll as if it were 20, for a result of 23. That's more than enough to beat the DC of 15, and Russell finds a computer disk hidden beneath a loose section of the floor.

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 him in his efforts. You aid another by making a skill check (DC 10). This is an attack action (see Action Types, page 134), and you can't take 10 on this check. If your check succeeds, your 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



Aiding another can get you out of tough situations

time. The GM limits aid another attempts as she sees fit for the conditions.

For instance, if Russell has been badly wounded, Lily Parrish can try a Treat Injury check to keep him from dying. One other character can help Lily. If the other hero makes a Treat Injury check (DC 10), Lily gets +2 on the Treat Injury check she makes to help Russell. The GM rules that two characters can't help Lily at the same time because a third person would just get in the way.

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.

Some examples of when skill synergy might come into play: a specific Knowledge skill could aid in the practical use of a related skill; Disable Device might help when disarming an explosive with the Demolitions skill; Bluff or Sense Motive could aid a Diplomacy check; Computer Use could benefit a Disable Device check against an electronic security system; and Tumble could help a Jump check succeed.

Ability Checks

Sometimes you try to do something to which no specific skill applies. In these cases, you make an ability check: Roll 1d20 and apply the appropriate ability modifier. The GM assigns a DC, or sets up an opposed check when two characters are engaged in a contest using one ability against another. The initiative check in combat, for example, is essentially a Dexterity check. The character who rolls highest acts first.

In some cases, a test of one's ability doesn't involve luck. Just as you wouldn't make a height check to see who is taller, you don't make a Strength check to see who is stronger. 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. For example, if one object provides a +2 equipment bonus and another object provides a +1 equipment bonus, the two bonuses can't be combined together to accomplish the same task; only the best, the +2, 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 your game setting includes magic or other supernatural effects, you may also encounter 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

The remainder of this chapter describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for other purposes than those discussed here. For example, when infiltrating a biker gang, you might be able to impress them with a showy stunt—using the Drive skill—instead of attempting a Diplomacy check.

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 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, you 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 you are wearing (see Table 4–9) to checks involving this skill.

Check: What you 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 you can take 10 or take 20 when using the skill.

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

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

Balance (Dex)

Armor Penalty

You can keep your balance while walking on a tightrope, a narrow beam, a slippery ledge, or an uneven floor.

Check: You can walk on a precarious surface. A successful check lets you move at half your speed along the surface as a move action. A failure indicates that you spend your move action keeping your balance and do not move. A failure by 5 or more indicates that you fall. 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, you are flat-footed (you lose your Dexterity bonus to Defense, if you have one), unless you have 5 or more ranks in Balance. If you take damage, you must make a Balance check again to remain standing.

Accelerated Movement: You can try to cross a precarious surface more quickly than normal. You can move your full speed, but you take a –5 penalty on your Balance check. (Moving twice your speed in a round requires two checks, one for each move action.)

You can attempt to charge across a precarious surface. Charging requires one Balance check at a –5 penalty for each multiple of your speed (or fraction thereof) that you charge.

Special: You can take 10 when making a Balance check, but you can't take 20.

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

Time: Balancing while moving one-half your speed is a move action.

Accelerated movement, allowing you to balance while moving your full speed, is also a move action.

Bluff (Cha)

You can make outrageous claims or untrue statements seem plausible. The skill encompasses conning, fast-talking, misdirection, prevarication, and deception through body language. Use a bluff to sow temporary confusion, get someone to turn his head in the direction you point, or simply to look innocuous.

You can also use Bluff to send and understand secret messages while appearing to be talking about something else entirely.

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 you: 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 you wish, at least for a short time (usually 1 round or less), or the target believes something that you want him to believe. For example, you could use a bluff to put someone off guard by telling him someone was behind him. At best, such a bluff would make the target glance over his shoulder. It would not cause the target to ignore you and completely turn around.

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 you. *"These jewels aren't stolen. I'm just desperate for money right now, so I'm offering them to you cheap."*	–5
The bluff is believable and doesn't affect the target much one way or the other. *"I don't know what you're talking about, sir. I'm just here to listen to the mayor's speech."*	+0
The bluff is a little hard to believe or puts the target at some kind of risk. *"You want to fight? I'll take you all on myself. I don't need my friends' help. Just don't bleed on my new shoes."*	+5
The bluff is hard to believe or entails a large risk for the target. *"This limo doesn't belong to the police commissioner. It just looks like his. Trust me—I wouldn't rent you a car that would get you arrested."*	+10
The bluff is way out there; it's almost too incredible to consider. *"You might find this hard to believe, but I'm actually a billionaire who's been sold into slavery by a religious cult. If you help me escape now, I'll make you rich beyond your wildest imaginings."*	+20

Feinting in Combat: You can also use Bluff to mislead an opponent in combat so that he can't dodge your attack effectively. If you succeed, the next attack you make against the target ignores his Dexterity bonus to Defense (if he 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 nonintelligent creature, feinting is impossible.

Creating a Diversion to Hide: You can use Bluff to help you hide. A successful Bluff check gives you the momentary diversion you need to attempt a Hide check while people are aware of you. (See the Hide skill, page 63.)

Sending a Secret Message: You can use Bluff to send and understand secret messages while appearing to be speaking about other things. Two Department-7 agents might suspect that their phones are tapped, for example, and decide to pass along information about their mission while appearing to be discussing last night's baseball game. 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.

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

Special: You can take 10 when making a bluff (except for feinting in combat), but you 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 you try something elaborate. Using Bluff as a feint in combat is an attack action.

Climb (Str)

Armor Penalty

Use this skill to scale a cliff, to get to a window on the second story of a building, or to climb up a steep slope.

Check: With each successful Climb check, you 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 you make no progress, and a check that fails by 5 or more means that you fall from whatever height you have already attained (unless you are 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 (climbing over a 6-foot-tall fence, for example), reduce the DC by 5.

Since you can't move to avoid an attack, you are flat-footed while climbing (you lose any Dexterity bonus to Defense).

Any time you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage. (See Falling Damage, page 214.)

Accelerated Climbing: You can try to climb more quickly than normal. You can move your full speed, but you take a –5 penalty on your Climb check. (Moving twice your speed in a round requires two checks, one for each move action.)

Making Handholds and Footholds: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet. 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 to catch yourself on a

The Climb skill in action



wall while falling. Make a Climb check (DC equal to wall's DC + 20) to do so. A slope is relatively easier to catch yourself on (DC equal to slope's DC + 10).

Special: Someone using a rope can haul a character upward (or lower the character) by means of sheer strength. Use two times a character's maximum load (see Carrying Capacity, page 121) to determine how much weight he or she can lift.

You can take 10 while climbing, but you can't take 20.

A character without climbing gear (see page 119) 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.
–10*	Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
–5*	Climbing a corner where you 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 your speed) is a move action.

Accelerated climbing, allowing you to climb at your full speed, is a full-round action. You can move half that far (one-half your speed) as a move action.

Computer Use (Int)

Use this skill to access computer systems, write or modify computer programs, and override or bypass computer-controlled devices.

Check: Most normal computer operations, such as using a typical consumer application or doing research on the Internet, don't require a Computer Use check (though you 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: Finding a specific flight manifest on an airline's vast computer net, or the case file for an old murder on a police detective's laptop, are examples of 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 you're searching.

Finding public information on the Internet does not fall under this category; usually, such a task requires a Research check (see page 71). This application of the Computer Use skill only pertains to finding files on private systems with which you are 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 you or cut off your access to the system.

Sometimes, when accessing a difficult site, you have to defeat security at more than one stage of the operation (once to access the site, for example, and then later to alter some data). If you beat the DC by 10 or more when attempting to defeat computer security, you automatically succeed at all subsequent security checks at that site until the end of your session (see the Computer Hacking sidebar).

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

Defend Security: If you are the system administrator for a site (which may be as simple as being the owner of a laptop), you can defend the site against intruders. If your site alerts you to an intruder, you can attempt to cut off the intruder's access (end his session), or even to identify the intruder.

To cut off access, make an opposed Computer Use check against the intruder. If you succeed, the intruder's session is ended. She might be able to defeat your security and access your site again, but at least she'll have to start 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 you succeed, you learn the site from which the intruder is operating (if it's a single computer, you learn 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 your site for the entire length of the check—if the intruder's session ends before you finish the check, you automatically fail.

This application of the skill can be used to intercept a cell phone conversation if you have a cellular interceptor (see page 116). The DC is 35, or 25 if you know the number of the phone that initiated the call.

Degrade Programming: You 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 you try 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).

You 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: You can create a program to help you with a specific task. Doing so grants you a +2 circumstance bonus to the task.

A specific task, in this case, is one type of operation with one target. For instance, you could write a program to help you find files on a particular corporate network. It wouldn't help you defeat computer security on that corporate network, or find files on a different network.

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

Operate Remote Device: Many devices—security cameras, communications arrays, door locks, alarms, satellites, and so forth—are computer-operated via remote links. If you have access to the computer that controls

Computer Hacking

Sometimes it's useful to get into an enemy's computers, to thwart his nefarious plans or simply find evidence of what he's up to. Breaking into a secure computer or network is often called hacking.

When you hack, you attempt 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. You are the system administrator of your personal computer.

When you hack into a site, your visit is called a session. Once you stop accessing the site, the session is over. You can go back to the site in the future; when you do, it's a new session.

Several steps are required to hack into a site:

Cover Your Tracks: This step is optional, but careful hackers—especially those with plenty of time—often take it. By making a Computer Use check (DC 20), you can alter your own identifying information. This imposes a –5 penalty on any attempt made to identify you if your activity is detected.

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

Physical Access: You gain physical access to the computer, or a computer connected to the site. You might sneak into a person's office, or break into a network junction and tap into a communications line. If the site you're hacking is not connected to the Internet, this is probably the only way you can access it. A variety of skill checks may be required, depending on the method you use 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 you've succeeded in both checks, you've accessed the site.

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

Defeat File Security: Many networks have additional file security. A database, for example, may need a password to authorize access. If that's the case, you need to make another check to defeat computer security.

Do Your Stuff: Finally, you can actually do what you came to do. If you just want to look at records, no additional check is needed. (You 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, such as degrading programming or shutting off a remote camera, can be carried out according to the Computer Use skill description.

such systems, you can either shut them off or change their operating parameters. The DC depends on the nature of the operation. If you fail 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 you or cut off your access to the system.

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

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

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

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

Concentration (Con)

You are particularly good at focusing your mind.

Check: You make a Concentration check whenever you may potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include using skills that provoke attacks of opportunity (such as Disable Device and Treat Injury, among others) while you are in a threatened square. In general, if an action would not normally incur an attack of opportunity, you don't need to make a Concentration check to avoid being distracted.

If the check succeeds, you may continue with the action. If the Concentration check fails, the action automatically fails.

The check DC depends on the nature of the distraction.

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

Special: By making a check against DC 15, you can use Concentration to attempt an action defensively, so as to avoid attacks of opportunity altogether. This doesn't apply to other actions that might incur attacks of opportunity (such as moving). If the Concentration check succeeds, you may attempt the action normally without incurring any attacks of opportunity. A successful Concentration check still doesn't allow you to take 10 on a check when you are in a stressful situation; you must roll the check as normal.

If the Concentration check fails, the related action automatically fails (with any appropriate ramifications), and the action is wasted, just as if your concentration had been disrupted by a distraction.

Special: Since Concentration checks are called for in stressful situations, you cannot take 10 or take 20 on such checks.

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

The Mage, Acolyte, Occultist, Telepath, and Battle Mind advanced classes contain information on using the Concentration skill when one of those characters is attempting to cast a spell or manifest a psionic power. See the appropriate class description in Chapter Nine for details.

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

Distraction	DC
Damaged during the action [1]	10 + damage dealt
Taking continuous damage [2] during the action	10 + half of continuous damage last dealt
Vigorous motion (bouncy vehicle ride, small boat in rough water, belowdecks in a storm-tossed ship, riding a horse)	10
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 (a Disable Device check, for instance). Also from an attack of opportunity or readied attack made in response to the action being taken (for activities requiring no more than a full-round action).

2 Such as from catching on fire.

Craft (Int)

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

Craft skills are specifically focused on creating objects. To use a Craft skill effectively, you must have a kit or some other set of basic tools. The purchase DC of this equipment varies according to the particular Craft skill (see Table 4–10, page 113 for details).

To use Craft, first decide what you are trying to make and consult the category descriptions below. Make a Wealth check against the given purchase DC for the object to see if you succeed in acquiring the raw materials. If you succeed at that check, make the Craft check against the given DC for the object in question. If you fail the check, you do not make the object, and the raw materials are wasted (unless otherwise noted).

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

Note: The *d20 Modern Roleplaying Game* is all about action. Skills provide the tools to keep the action moving between combat and in noncombat-oriented dramatic scenes. While the Craft skill could be used to make money, it has more application as a tool for characters with a scientific focus. Plus, the cost of hand-crafting an object in the modern world usually winds up being higher (both in time and money) than simply buying the same object from a retail outlet.

Craft (chemical) (Int)

Trained Only

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

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

Type of Acid	Purchase DC	Craft 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 splash damage/immersion damage caused per round of exposure to the acid. See page 103 for more information on splash damage.

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 (see page 56).

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

1 The figures in parentheses are typical damage/burst radius for each type of explosive. See page 103 for more information on burst radius.

Poisonous Substances: Solid poisons (such as arsenic) are usually ingested. Liquid poisons (such as scorpion venom) are most effective when injected directly into the bloodstream. Gaseous poisons (such as cyanogen) must be inhaled to be effective. Table 2–5 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 he 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.

TABLE 2–5: 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	Blindness 1d6 rounds	—	9	Res (+2)	21	4 hr.
VX nerve gas	Inhaled	22	1d6 Con	2d6 Con	21	Illegal (+4)	42	48 hr.

[1] Chloroform gives off vapor that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful grapple check and pin.
n/a: Certain poisons can't be made with the Craft skill. Instead, such a poison must be obtained by extracting it from the creature in question.

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.

Special: A character without a chemical kit (see page 116) takes a –4 penalty on Craft (chemical) checks.

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

Craft (electronic) (Int)

Trained Only

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

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

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

Special: A character without an electrical tool kit (see page 117) takes a –4 penalty on Craft (electronic) checks.

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

Craft (mechanical) (Int)

Trained Only

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

Special: A character without a mechanical tool kit (see page 118) takes a –4 penalty on Craft (mechanical) checks.

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

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

Time on Long Projects

Many projects covered under the Craft skill take hours to complete—some take 24 hours or more. The time shown is the number of hours spend working, and these hours may have to be spread over a period of several days (or longer).

In general, a character can spend up to 12 hours a day working on a project—but that doesn't leave much time for anything else. In a pinch, a character can work longer hours. However, any character working more than 12 hours in a single day must make a Fortitude save (DC 15) or become fatigued (see the Character Condition Summary, page 140). The penalties for being fatigued apply to any checks made for the projects being worked on.

A character who works more than 18 hours in a day automatically becomes fatigued (no save allowed).

A fatigued character loses the fatigued condition after getting a full night's sleep (8 hours).

Craft (pharmaceutical) (Int)

Trained Only

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

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

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

Special: A character without a pharmacist kit (see page 118) takes a –4 penalty on Craft (pharmaceutical) checks.

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

Craft (structural) (Int)

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

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

When building a structure from scratch, the character describes the kind of structure he or she wants to construct;

then the Gamemaster decides if the structure is simple, moderate, complex, or advanced in scope and difficulty.

Special: A character without a mechanical tool kit (see page 118) takes a –4 penalty on Craft (structural) checks.

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

Craft (visual art) (Int)

This skill allows you 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 (such as a camera), the basic components (paint and brushes, canvas, paper, pens and pencils, film, videotape, and so on) have a purchase DC of 5.

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

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

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

Craft (writing) (Int)

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

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

No Wealth check is necessary to use this Craft skill.

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

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

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

Decipher Script (Int)

Trained Only

Use this skill to piece together the meaning of ancient runes carved into the wall of an archaeological dig or to break a coded message.

Check: You 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, you understand 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 you to see if you avoid drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.)

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

Try Again?: No, unless conditions change or new information is uncovered.

Special: You can take 10 when making a Decipher Script check, but you can't take 20.

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

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

Demolitions (Int)

Trained Only

Use this skill to set explosive devices for maximum impact.

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.

You can make an explosive difficult to disarm. To do so, you choose the disarm DC before making your check to set the detonator (it must be higher than 10). Your DC to set the detonator is equal to the disarm DC. For example, you might decide to make the disarm DC 15. The DC to set the detonator becomes 15 (instead of the normal 10).

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 you don't know exactly how well you've 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 (see page 103).

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 you fail the check, you do not disarm

the explosive. If you fail it by more than 5, the explosive goes off.

Special: You can take 10 when using the Demolitions skill, but you 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 (see page 117) takes a –4 penalty on Demolitions checks.

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

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

Diplomacy (Cha)

Use this skill to persuade the bouncer to let you into the exclusive club, to negotiate peace between feuding gangs, or to convince an enemy agent to release you instead of killing you. Diplomacy includes etiquette, social grace, tact, subtlety, and a way with words. A skilled character knows the formal and informal rules of conduct, social expectations, proper forms of address, and so on. This skill represents the ability to give the right impression, to negotiate effectively, and to influence others.

Check: You can change others' attitudes with a successful check (see the table on the next page). 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. You don't declare a specific outcome you are trying for; instead, make the check and compare the result to the table on the next page. For example, attempting to change the attitude of a hostile street thug fails on a result of 19 or lower; on a result of 20 or higher, the thug's attitude changes.

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: You can take 10 when making a Diplomacy check, but you 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



The Diplomacy skill opens doors

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. Business isn't normally conducted in this fashion, but you can sometimes find someone in authority who is either willing to accept a bribe or actually demands a bribe to perform a normal function of his or her position. Of course, if you offer a bribe to an unwilling participant, you run the risk of punitive action, including fines, imprisonment, or both.

Tipping a waiter to get a better table or to circumvent a reservation line is an example of a minor bribe. Slipping money to a bouncer to gain entry to an exclusive nightclub, offering cash to expedite processing by a bureaucrat, and paying an informant for information are other examples of bribes.

In all cases, getting help from another character that requires either a change of attitude or a nudge to get things moving on a time frame other than the one the character normally works on demands a Diplomacy check. You want to change the character's attitude to helpful to get the character to let you skip ahead in a line, to expedite your passport or customs check, to let you off without submitting an official report, or to provide you with information that you couldn't otherwise lay your hands on. Sometimes, you can do this with just a Diplomacy check. Other times, a bribe must be included to get the ball rolling.

When a corrupt official requires a bribe to render services, then a character's Diplomacy check automatically fails if a bribe isn't attached to it. If the official isn't necessarily corrupt, you can add a bribe to get a bonus on your skill check. This can backfire, as some officials will be insulted by a bribe offer (their attitude changes one step for the worse) and others will report you to the proper authorities.

To make a bribe, decide how many points you want to reduce your current Wealth bonus by. Each point by which you reduce your current Wealth bonus provides a +2 bonus on your Diplomacy check when making the bribe. The maximum bonus you can buy is +10, which requires a reduction of your Wealth bonus by 5 points.

Examples of persons in positions of trust or authority follow.

Bouncer: This is the typical muscle stationed outside an exclusive nightclub or similar establishment. Bouncers are often willing to accept bribes to provide information about the guest list, to allow access to the location, or to deny admittance to another. A bouncer typically has an indifferent attitude.

Bureaucrat: This official works for some government or corporate agency. Some bureaucrats are willing to accept a bribe, and a few demand it to expedite their services. Customs officials, tax collectors, license and registration providers, clerks, and other minor functionaries fall into this category. A bureaucrat typically has an indifferent attitude, though some customs inspectors can have unfriendly attitudes.

Law Officer: Corrupt officers of the law might be willing to ignore a minor infraction, let a potential suspect slip away from the scene of a crime, or cause key bits of evidence to "disappear"—for the right price. Corruption is uncommon among law officers. Corrupt law officers, if they can be found, typically have an unfriendly attitude, though some can have indifferent attitudes.

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

Disable Device (Int)

Trained Only

Use this skill to disarm a security device, defeat a mechanical lock or trap, or rig the brakes on a car to fail when it reaches a certain speed. You can examine a simple or fairly small mechanical or electronic device and disable it. You usually need appropriate tools to use Disable Device.

Check: The GM makes the Disable Device check so that you don't necessarily know whether you've succeeded.

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

Lock Type (Example)	DC
Cheap (briefcase lock)	20
Average (home deadbolt)	25
High quality (business deadbolt)	30
High security (branch bank vault)	40
Ultra-high security (bank headquarters vault)	50

Disable Security Device: You can disable a security device, such as an electric fence, motion sensor, or security camera. You must be able to reach the actual device (to reach a motion sensor, for example, you may have to pass through the area it monitors). If the device is monitored (such as by a security guard watching the video feed from a camera, or by a computer monitoring a motion sensor), the fact that you attempted to disable it will probably be noticed.

When disabling a monitored device, you can prevent your tampering from being noticed. Doing so requires 10

minutes and an electrical tool kit, and increases the DC of the check by +10.

Device Type (Example)	DC
Cheap (home door alarm)	20
Average (store security camera)	25
High quality (art museum motion detector)	30
High security (bank vault alarm)	35
Ultrahigh security (motion detector at Area 51)	40

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

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

Try Again?: Yes, though you must be aware that you have failed in order to try again.

Special: You can take 10 when making a Disable Device check. You can take 20 to open a lock or to disable a security device, unless you're trying to prevent your tampering from being noticed.

Possessing the proper tools gives you the best chance of succeeding on a Disable Device check. Opening a lock requires a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). Opening a locked car calls for a car opening kit. Disabling a security device requires either a mechanical tool kit or an electronic tol kit, depending on the nature of the device. If you do not have the appropriate tools (see page 118 for descriptions), you take a –4 penalty on your check.

A lock release gun (see page 118) can open a mechanical lock of cheap or average quality without a Disable Device check.

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

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

Disguise (Cha)

Use this skill to change your appearance. The effort requires at least a few props and some makeup. A disguise can include an apparent change of height or weight of no more than one-tenth the original unless specially crafted prosthetics or costumes are utilized.

You can also impersonate people, either individuals or types. For example, you might make yourself seem like a street person with little or no actual disguise.

Check: Your 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 your Disguise check secretly so that you're not sure how well your disguise holds up to scrutiny.

If you don't draw any attention to yourself, however, others don't get to make Spot checks. If you come to the attention of people who are suspicious, such as a police officer checking IDs at a road block, 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 your disguise depends in part on how much you're attempting to change your 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 your age category and the disguised age category (child, young adult, adult, middle age, old, or venerable).

If you're 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 you and each hour thereafter. If you casually meet 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). For example, if a character is trying to pass for a merchant at a flea market, the GM can make one Spot check per hour for the people the character encounters. The GM uses a +1 modifier on the check to represent the average of the crowd (most people with no Spot ranks and a few with good Spot skills).

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

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

A character without a disguise kit (see page 117) takes a –4 penalty on Disguise checks.

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

You can help someone else create a disguise for him or her, treating it as an aid another attempt (see Aiding Another, page 47).

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

Drive (Dex)

Use this skill to drive a general-purpose motor vehicle (car, truck, motorcycle, or snowmobile, for example), to avoid collisions, or to lose someone chasing or tailing you while you're operating a motor vehicle.

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 you are driving during a dramatic situation (you're being chased or attacked, for example, or you're trying to reach a destination in a limited amount of time). When driving, you can attempt simple maneuvers or stunts. See Driving a Vehicle, page 157, for more details.

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

Special: You can take 10 when driving, but you 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 you take a –4 penalty on Drive checks.

Time: A Drive check is a move action.

Escape Artist (Dex)

Armor Penalty

Use this skill to slip binders or manacles, to wriggle through tight spaces, or to escape the grip of an angry wrestler.

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, your 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 +10 bonus on his or her Dexterity check.

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

You can make an Escape Artist check opposed by your opponent's grapple check to get out of a grapple or out of a pinned condition (so that you're just being grappled). Doing so is an attack action, so if you escape the grapple you can move in the same round. See Grapple, page 152.

Try Again?: You can make another check after a failed check if you're squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks as long as you're not being actively opposed.

Special: You can take 10 on an Escape Artist check. You can take 20 if you're not being actively opposed (you can take 20 if you're tied up, even though it's an opposed check, because the opponent isn't actively opposing you).

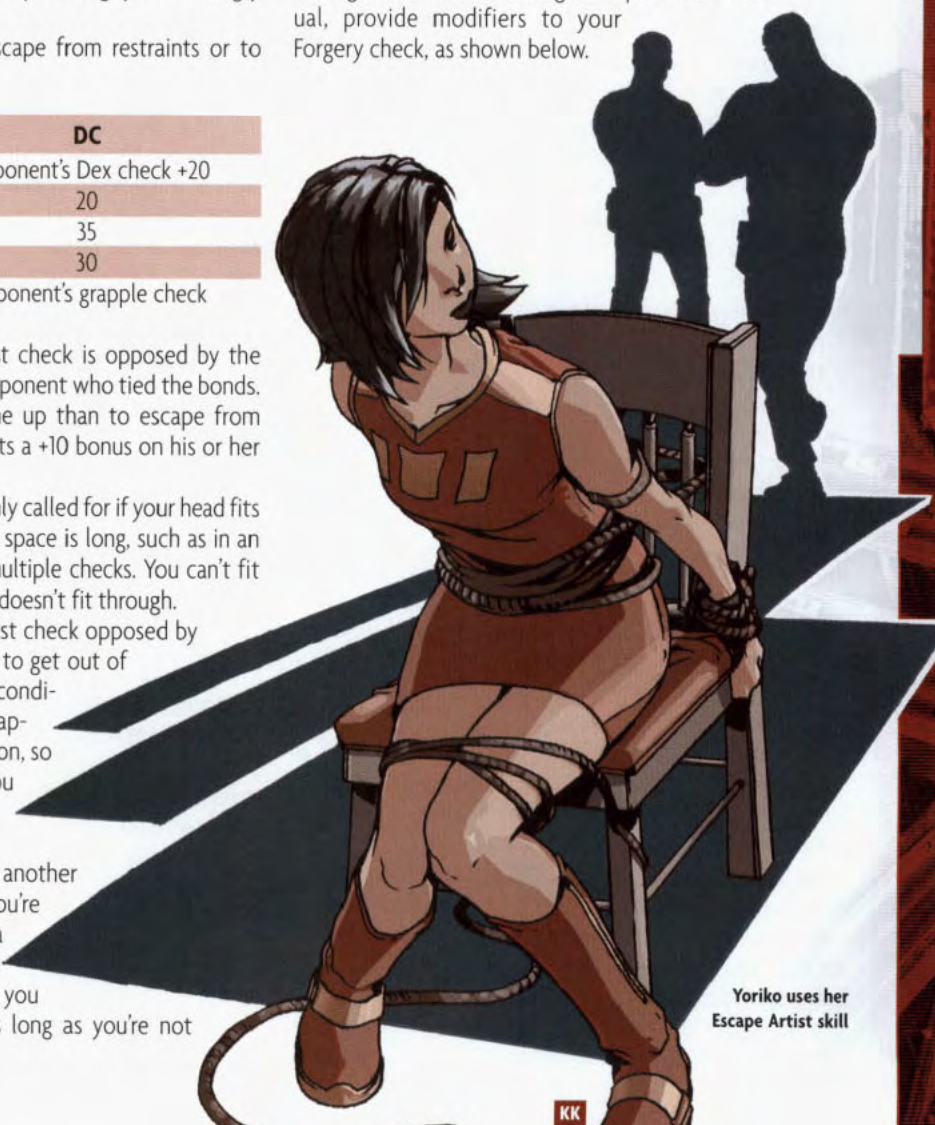
A character with the Nimble feat gets a +2 bonus on all Escape Artist checks.

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

Forgery (Int)

Use this skill to fake a document from the governor instructing a warden to release prisoners, to create an authentic-looking government identification, to falsify a permit or license, or to detect forgeries that others try to pass off on you.

Check: Forgery requires materials appropriate to the document being forged, and some time. To forge a document such as military orders, a government decree, an official identification card, or the like, you need to have seen a similar document before. (You can't forge something you haven't seen.) The complexity of the document, your degree of familiarity with it, and whether you need to reproduce the signature or handwriting of a specific individual, provide modifiers to your Forgery check, as shown below.



Yoriko uses her Escape Artist skill

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 your check secretly so you're not sure how good your forgery is.

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.

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

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

Try Again?: No, since the forger isn't sure of the quality of the original forgery.

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

You can take 10 when making a Forgery check, but you can't take 20.

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

A character without a forgery kit (see page 117) takes a –4 penalty on Forgery checks.

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

Gamble (Wis)

Use this skill to earn money through games of chance, including poker, roulette, and betting on horse races. Gamble does not apply to games in which luck is the only factor, such as slot machines or lotteries.

Check: To join or start a game, you must first pay a stake. You set the purchase DC of the stake if you start the game, or the GM sets it if you join a game. Stakes run from penny-ante (purchase DC 4) to astronomical (purchase DC 24). You cannot take 20 when purchasing a stake.

If the stake is within your means (it is equal to or less than your Wealth bonus), you stand no chance of winning any significant amount. You might come out ahead by a few bucks (or a few hundred, or even a few thousand if you're extremely rich), but the amount is not enough to affect your Wealth bonus. Since paying the stake didn't cost you any points of Wealth bonus, you don't lose anything either.

If the stake is higher than your Wealth bonus (before applying any reductions from purchasing the stake), you get a +1 bonus on your Gamble check for every point the purchase DC is above your Wealth bonus.

Check Result Difference	Wealth Bonus Increase
1–9	+1
10–19	+2
20–29	+3
30–39	+4
40 or more	+5

Your 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 you beat all other participants, you win and gain an increase to your Wealth bonus. The amount of the increase depends on the difference between your check result and the next highest result among the other participants.



Moondog makes a Gamble check

For example, Lily Parrish decides to participate in an evening of gambling. Her Wealth bonus is +9. Of the several blackjack tables at the casino, she chooses one with a stake purchase DC of 14. As a result, she gets a +5 bonus on her Gamble check because the stake purchase DC is 5 higher than her Wealth bonus. She also loses 1 point of her Wealth bonus for purchasing the expensive stake—but she hopes the bonus on her Gamble check will make up for that.

Her check result, including bonuses, is 26. The GM decides to make one check for all the other gamblers. In this case, the house has the highest Gamble skill modifier (14, equal to the stake purchase DC). With the +2 bonus for making a single roll, the house gets a result of 23 on its check.

Lily won the opposed check, but only by 3 points. She gets a Wealth bonus increase of +1, which means she came out even overall.

Try Again?: No, unless you want to put up another stake.

Special: You 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.

Gather Information (Cha)

Use this skill to make contacts in an area, find out local gossip, spread rumors, and collect general information.

Check: By succeeding at a skill check (DC 10) and spending 1d4+1 hours passing out money and buying drinks, you 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 (such as if you can't speak the local language). 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 you seek to gather, as given in the table below.

Type of Information	DC	Purchase DC
General	10	5
"Who's the big cheese in this town?"		
Specific	15	10
"What can you tell me about the woman who always attends functions with the senator?"		
Restricted	20	15
"What do they make in that mysterious factory?"		
Protected	25	20
"When is the next test flight for that secret prototype fighter jet?"		

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 you 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.

You can increase the amount of money you use 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 you want to add to your skill check. For example, Brandon Cross is looking for restricted information about a military base that does not appear on any public maps. He really wants to get this information, so he increases the Wealth check DC by +2 for every +1 bonus he wants to apply to the check. In this case, he thinks he can succeed on a Wealth check against DC 22, granting him a +2 bonus on the Gather Information check if he makes it.

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: You can take 10 when making a Gather Information check, but you cannot take 20.

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

Time: A Gather Information check takes 1d4+1 hours.

Handle Animal (Cha)

Trained Only

Use this skill to drive a team of horses pulling a wagon over rough terrain, to teach a dog to guard, to raise a wolf as a devoted pet, or to teach an elephant to "trumpet" on your command.

Check: The time required to get an effect and the DC depend on what you are 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. For instance, to command a trained attack dog to attack a foe requires a Handle Animal check against DC 10. 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: You 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 (such as a snake or a shark) can learn a maximum of three tricks, while an animal with an Intelligence of 2 (such as a dog or a horse) can learn a maximum of six tricks.

You can teach an animal to obey only you. 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 you 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 you teach

the animal by +5. If the animal already knows any tricks, you cannot teach it to obey only you.

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

Fighting (DC 20, 3 weeks): An animal trained for combat knows the following tricks: Attack, Down, and Stay.

Guarding (DC 20, 4 weeks): An animal trained to guard knows the following tricks: Attack, Defend, Down, and Guard.

Laboring (DC 15, 2 weeks): An animal trained for heavy labor knows Come and Work.

Hunting (DC 20, 6 weeks): An animal trained for hunting knows Attack, Down, Fetch, Heel, Seek, and Track.

Performing (DC 15, 4 weeks): An animal trained for performing knows Come, Fetch, Heel, Perform, and Stay.

Riding (DC 15; 3 weeks): An animal trained to bear a rider knows Come, Heel, and Stay.

Try Again?: Yes.

Special: You can take 10 or take 20 when handling animals.

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

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

Time: See above. Teaching or training an animal takes a number of days. You do 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.) You cannot spread the days out; if you do not complete the training during a period of consecutive days, the effort is wasted. Thus, if training an animal takes 4 weeks, you must spend at least 3 hours per day with the animal, for 28 straight days, to make the Handle Animal check.

Hide (Dex)

Armor Penalty

Use this skill to sink back into the shadows and move unseen, approach a guard post under cover of local scenery, or tail someone through the streets of a busy city without being noticed.

Check: Your Hide check is opposed by the Spot check of anyone who might see you. You can move up to half your normal speed and hide at no penalty. At more than half and up to your full speed, you take a –5 penalty. It's practically impossible (–20 penalty) to hide while attacking, running, or charging.

For example, Yoriko has a speed of 30 feet. If she does not want to take a penalty on her Hide check, she can move 15 feet as a move action in the same round she attempts to hide.

Your check is also modified by your 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 you, even casually, you can't hide. You can run around a corner so that you're out of sight and then hide, but the others then know at least where you went.

Cover and concealment (see page 144) grant circumstance bonuses to Hide checks, as shown below. Note that you can't hide if you have less than one-half cover or concealment.

Cover or Concealment	Circumstance Bonus
Three-quarters	+5
Nine-tenths	+10

Creating a Diversion to Hide: You can use the Bluff skill (see page 49) to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Hide check while people are aware of you. While the others turn their attention from you, you can make a Hide check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot for every rank you have in Hide.) This check, however, is at a –10 penalty because you have to move fast.

Tailing: You 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 you can mingle to remain unnoticed. If the subject is worried about being followed, he can make a Spot check (opposed by your Hide check) every time he changes course (goes around a street corner, exits a building, and so on). If he's unsuspecting, he generally gets only a Spot check after an hour of tailing.

Special: You can take 10 when making a Hide check, but you can't take 20.

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

Time: A Hide check is an attack action.

Intimidate (Cha)

Use this skill to get someone to do something he doesn't want to do by means of verbal threats, force of will, and imposing body language.

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

Circumstances dramatically affect the effectiveness of an Intimidate check. A character holding a gun on a flat-footed opponent, backed by a crowd of like-minded onlookers, or holding a target at his mercy should get a +2 circumstance bonus on his check. On the flip side, if the target clearly has an advantage over the intimidator, a –2 penalty might be appropriate.

There are limits to what a successful Intimidate check can do. You can, for example, cause an adversary to back down from a confrontation, surrender one of his possessions, reveal a piece of secret information, or flee from you for a short time. You can't force someone to obey your every command or do something that endangers that person's life.

If you fail by more than 5, the target may actually do the opposite of what you wish, frustrating your efforts or providing you with incorrect or misleading information.

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: You can take 10 when making an Intimidate check, but you can't take 20.

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

You may add a +2 bonus to your Intimidate check for every size category you are larger than your target. Conversely, you take a –2 penalty to your check for every size category you are smaller than your target.



While Stephanie uses Intimidate, her partners Search for clues

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

Time: An Intimidate check is a full-round action.

Investigate (Int)

Trained Only

Use this skill to analyze a crime scene and use an evidence kit. Investigate allows you to discern patterns in clues, turn clues into evidence, and otherwise prepare a crime scene and evidence for further analysis by a crime lab.

Check: You generally use Search to discover clues and Investigate to analyze them. For example, you might find a blood spatter or a potential murder weapon with a Search check. You would use Investigate to determine from which direction the blood was spattered, or to collect fingerprints from the weapon.

If you have access to a crime lab, you use the Investigate skill to collect and prepare samples for the lab. The result of your Investigate check provides bonuses or penalties to the lab workers.

Analyze Clue: You can make an Investigate check to apply forensics knowledge to a clue. By examining a body, you might tell whether the victim fought back against the assailant or not. By looking at a bullet hole in a wall, you might approximate the location, or at least direction, of the shooter. By looking at a bloodstain, you might tell where the attacker was relative to the victim.

This function of the Investigate skill does not give you clues where none existed before. It simply allows you to extract extra information from a clue you've 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: You can collect and prepare evidentiary material for a lab, such as gathering fingerprints from objects touched, making casts of footprints or tire tracks, collecting samples of fluids, fibers, and other materials, gathering castings of scratch marks where tools have been used to break into a location, or collecting bullets from walls. This use of the Investigate skill requires an evidence kit.

To collect a piece of evidence, make an Investigate check (DC 15). If you succeed, the evidence is usable by a crime lab. If you fail, a crime lab analysis can be done, but the lab takes a –5 penalty on any necessary check. If you fail by 5 or more, the lab analysis simply cannot be done. On the other hand, if you succeed 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 you with evidentiary items. It simply allows you to collect items you've found in a manner that best aids in their analysis later, at a crime lab.

Try Again?: Generally, analyzing a clue again doesn't add new insight unless another clue is introduced. Evidence collected cannot be recollected, unless there is more of it to take (for instance, a large pool of blood may allow for a retry, since there's enough for more than one sample).

Special: You can take 10 when making an Investigate check, but you cannot take 20.

Collecting evidence requires an evidence kit. If you do not have the appropriate kit, you take a –4 penalty on your check.

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

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

Jump (Str)

Armor Penalty

Use this skill to leap over pits, vault low fences, or reach a tree's lowest branches.

Check: The DC and the distance you can cover vary according to the type of jump you are attempting.

Your Jump check is modified by your speed. The DCs specified below assume a speed of 30 feet (the speed of a typical human). If your speed is less than 30 feet, you take a penalty of –6 for every 10 feet of speed less than 30. If your speed is greater than 30 feet, you gain a bonus of +4 for every 10 feet over 30. For instance, if you have a speed of 20 feet, you take a –6 penalty. If, on the other hand, your speed is 50 feet, you gain a +8 bonus.

If you have ranks in the Jump skill and you succeed on a check, you land on your feet (when appropriate) and can move as far as your remaining movement allows. If you attempt a Jump check untrained, you land prone unless you beat 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. For example, Russell can move 30 feet as a move action. To leap over a 15-foot chasm, Russell moves 20 feet in a straight line and jumps 10 feet horizontally (a total distance of 30 feet). He does not have sufficient movement to jump the chasm in a single move action. On his next move action, however, Russell completes the jump and makes a Jump check to see whether he succeeds. If the check succeeds, he clears the remaining 5 feet of the chasm and lands in the 5-foot square beyond the far edge of the chasm—a total distance of 10 feet. If he lands on his feet, he can use the remainder of his move action to move up to 20 feet. If he lands prone, his move action ends and he must take another move action to stand up.

You can start a jump at the end of one turn and complete the jump at the beginning of your next turn (see Start/Complete Full-Round Action, page 137).

Long Jump: This is a horizontal jump, made across a gap such as a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter the horizontal distance. The DC for the jump is equal to the distance jumped (in feet) + 5. For example, a 10-foot-wide pit requires a Jump check (DC 15) to cross. The DCs for long jumps of 5 to 30 feet are given in the table below. You cannot jump a distance greater than your normal speed.

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

Long Jump Distance	DC [1]	Long Jump Distance	DC [1]
5 feet	10	20 feet	25
10 feet	15	25 feet	30
15 feet	20	30 feet	35

1 Requires a 20-foot move. Without a 20-foot move, double the DC.

If you fail the check by less than 5, you don't clear the distance, but you can make a Reflex save (DC 15) to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up *requires* a move action and a Climb check (DC 15).

High Jump: This is a vertical leap, made to jump up to grasp something overhead, such as a tree limb or ledge. The DC for the jump is 2 + the height × 4 (in feet). For example, the DC for a 3-foot high jump is 14 (2 + [3 × 4]). The DCs for high jumps of 1 to 8 feet are given in the table below.

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

High Jump Distance	DC [1]	High Jump Distance	DC [1]
1 foot	6	5 feet	22
2 feet	10	6 feet	26
3 feet	14	7 feet	30
4 feet	18	8 feet	34

1 Requires a 20-foot move. Without a running start, double the DC.

If you succeed on the check, you can reach the height. You grasp the object you were trying to reach. If you wish to pull yourself up, you can do so with a move action and a Climb check (DC 15). If you fail the Jump check, you do not reach the height, and land on your feet in the same square from which you 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 (such as a horse), treat it as one size category smaller.

Hop Up: You can jump up onto an object as tall as your waist, such as a table or small boulder, with a Jump check (DC 10). Doing so counts as 10 feet of movement (so you could move 20 feet, then hop up onto a counter, if your speed is 30 feet). You do 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 you intentionally jump from a height, you take less damage than if you just fall. The DC to jump down from a height is 15. You do not have to get a running start to jump down (the DC is not doubled if you do not get a running start).

If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did. Thus, if you jump down a height of just 10 feet, you take no damage. If you jump down a height of 20 feet, you take damage as if you had fallen 10 feet.

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.

Special: Effects that increase your speed also increase your jumping distance, since your check is modified by your speed.

You can take 10 when making a Jump check. If there is no danger associated with failing, you can take 20. For example, you are free to take 20 to keep trying until you jump high enough to catch a low-hanging branch. You can't take 20 when attempting to leap across the space separating two buildings, since any failure results in a long fall and damage as your character hits the ground below.

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, page 48).

Time: Using the Jump skill is either a move action or a full-round action, depending on whether you start and complete the jump during a single move action or a full-round action.

Knowledge (Int)

Trained Only

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

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

Check: You make a Knowledge check to see if your character knows something. For instance, if you found a mummy with an amulet around its neck, you might make Knowledge check to see if you know of any significance to the symbols. This might be a Knowledge (arcane lore) check or a Knowledge (history) check, depending on what you're interested in knowing about the symbols.

The DC for answering a question within your 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, you accurately identify the object's purchase DC. If you fail, you think it has a purchase DC 1d2 higher or lower (determine randomly) than its actual value. If you fail by 5 or more, you think it has a purchase DC 1d4+2 higher or lower than its actual value. The GM may make the Knowledge roll for you, so you don't know whether the appraisal is accurate or not.

Player Knowledge versus Character Knowledge

It's pretty simple to measure a character's knowledge of things that the player doesn't know. That's what a Knowledge check represents. For example, you may not know an awful lot about how major corporations protect their earnings from taxation, but with ranks in Knowledge (business), your character might.

The opposite case, however, is harder to adjudicate. What happens when a player knows something that her character doesn't have any reason to know? For example, while most veteran players know that a Barrett Light Fifty deals 2d12 points of damage, it's likely that inexperienced characters might never even have heard of the weapon, much less know how powerful it is.

It's impossible to separate your personal knowledge (player knowledge) from your character's knowledge. The decision on how (or if) to separate player knowledge from character knowledge must be made between the players and the GM. Some GMs encourage knowledgeable players to use their experience to help their characters succeed. Others prefer that characters display only the knowledge represented by their skill ranks and other game statistics. Most fall somewhere between these two extremes.

If in doubt, ask your GM how he or she prefers to handle such situations.

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

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

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

Behavioral Sciences: Psychology, sociology, and criminology.

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

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

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

Earth and Life Sciences: Biology, botany, genetics, geology, and paleontology. Medicine and forensics.

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

Physical Sciences: Astronomy, chemistry, mathematics, physics, and engineering.

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

Streetwise: Street and urban culture, local underworld personalities and events.

Tactics: Techniques and strategies for disposing and maneuvering forces in combat.

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

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

Try Again?: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something you 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.

You can take 10 when making a Knowledge check, but you can't take 20.

A character with the Educated feat (see page 82) gets a +2 bonus on any two types of Knowledge checks.

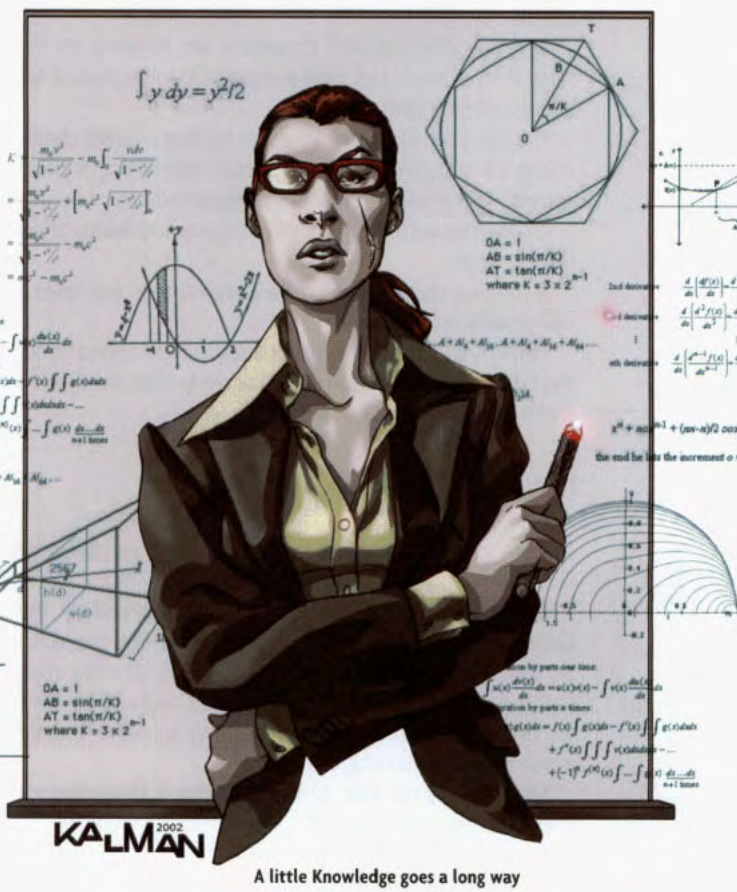
The GM may decide that having 5 or more ranks in a specific Knowledge skill provides you with a +2 synergy bonus when making a related skill check. For example, a character with 5 or more ranks of Knowledge (earth and life sciences) could get a +2 synergy bonus when making a Treat Injury check in certain situations.

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

Listen (Wis)

Use this skill to hear approaching enemies, detect someone sneaking up on you from behind, or eavesdrop on a conversation.

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



A little Knowledge goes a long way

The GM may call for a Listen check by a character who is in a position to hear something. You can also make a Listen check voluntarily if you want to try to hear something in your vicinity.

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

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

DC	Sound
–10	A battle
0	People talking
5	A person in medium armor walking at a slow pace, trying not to make noise
10	An unarmored person walking at a slow pace, *trying* not to make any noise
15	A 1st-level Fast hero sneaking up on someone [1]
20	A tiger stalking prey [1]
30	A bird flying through the air
+5	Through a door
+15	Through a solid wall

1 This is actually an opposed check; the DC given is a typical Move Silently check result for such a character or creature.

Condition	Check Penalty
Per 10 feet of distance	–1
Listener distracted	–5

Try Again?: You can make a Listen check every time you have the opportunity to hear something in a reactive manner. As a move action, you may attempt to hear something that you failed (or believe you failed) to hear previously.

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

You can take 10 or take 20 when making a Listen check. Taking 20 means you spend 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 you actively take the time to try to hear something).

Move Silently (Dex)

Armor Penalty

You can use this skill to sneak up behind an enemy or slink away without being noticed.

Check: Your Move Silently check is opposed by the Listen check of anyone who might hear you. You can move up to half your normal speed at no penalty. At more than half speed and up to your full speed, you take a –5 penalty. It's practically impossible (–20 penalty) to move silently while attacking, running, or charging.

Special: You can take 10 when making a Move Silently check, but you can't take 20.

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

Time: Move Silently is a move action.

Navigate (Int)

Use this skill to prevent yourself from becoming lost, to plot a course, or to identify your location by checking the stars, landmarks, ocean currents, or a GPS device.

Check: Make a Navigate check when you're trying to find your way to a distant location without directions or other specific guidance. Generally, you do not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, you might make a check to wend your 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 you succeed, you move via the best reasonable course toward your goal. If you fail, you still reach the goal, but it takes you twice as long (you lose time backtracking and correcting your path). If you fail by more than 5, you travel the expected time, but only get halfway to your destination, at which point you become lost.

You may make a second Navigate check (DC 20) to regain your path. If you succeed, you continue on to your destination; the total time for your trip is twice the normal time. If you fail, you lose half a day before you can try again. You keep trying until you succeed, 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, you can make a Navigate check (DC 20) to intuit the choice that takes you toward a known destination. For instance, if following paths through a mountainous region, you can choose the path that takes you toward a village that you know lies to the northeast. If unsuccessful, you choose the wrong path, but at the next juncture, with a successful check, you realize your mistake.

You cannot use this function of Navigate to find a path to a site if you have no idea where the site is located. Your GM may choose to make the Navigate check for you in secret, so you don't know from the result whether you're following the right or wrong path.

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

Special: You can take 10 when making a Navigate check. You can take 20 only when determining your location, not when traveling.

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

Time: A Navigate check is a full-round action.

Perform (Cha)

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

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

Check: You are accomplished in some type of artistic expression and know how to put on a performance. You can impress audiences with your talent and skill. The quality of your performance depends on your check result.

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

Act: You are a gifted actor, capable of performing drama, comedy, or action-oriented roles with some level of skill.

Dance: You are a gifted dancer, capable of performing rhythmic and patterned bodily movements to music.

Keyboards: You are a musician gifted with a talent for playing keyboard musical instruments, such as piano, organ, and synthesizer.

Percussion Instruments: You are a musician gifted with a talent for playing percussion musical instruments, such as drums, cymbals, triangle, xylophone, and tambourine.

Sing: You are a musician gifted with a talent for producing musical tones with your voice.

Stand-Up: You are a gifted comedian, capable of performing a stand-up routine before an audience.

Stringed Instruments: You are a musician gifted with a talent for playing stringed musical instruments, such as banjo, guitar, harp, lute, sitar, and violin.

Wind Instruments: You are a musician gifted with a talent for playing wind musical instruments, such as flute, bugle, trumpet, tuba, bagpipes, and trombone.

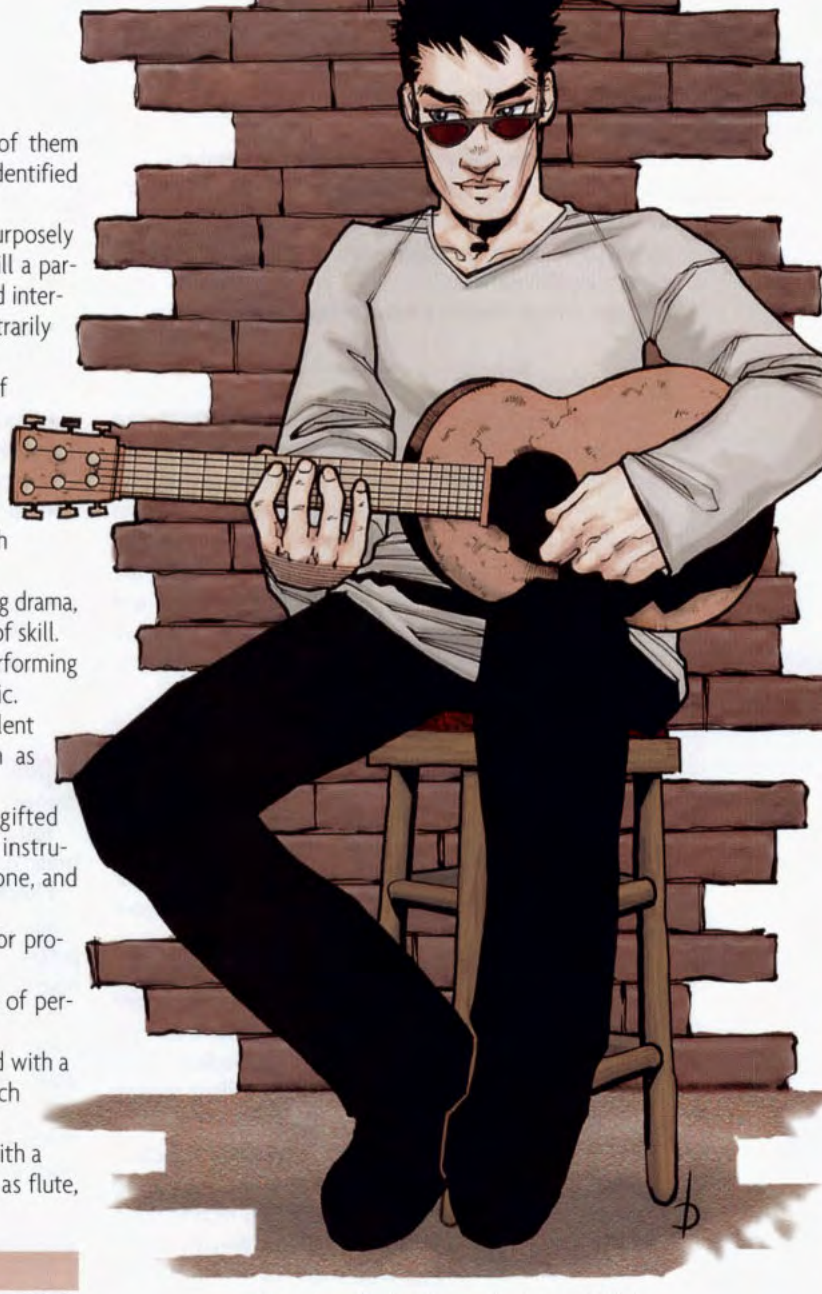
Result	Performance
10	Amateur performance. Audience may appreciate your performance, but isn't impressed.
15	Routine performance. Audience enjoys your performance, but it isn't exceptional.
20	Great performance. Audience highly impressed.
25	Memorable performance. Audience enthusiastic.
30	Masterful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

Try Again?: Not for the same performance and audience.

Special: You can take 10 when making a Perform check, but you can't take 20.

A character without an appropriate instrument (see page 117) 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 (such as an upside-down garbage can in place of a drum), 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 he designates.



Troy makes a Perform (stringed instruments) check

See the feat description, page 81, for more information.

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

Pilot (Dex)

Trained Only

Use this skill to fly a general-purpose fixed-wing aircraft.

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, you 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 (see Chapter Four) includes a maneuver modifier that applies to Pilot checks made by the operator of the vehicle.

Special: You can take 10 when making a Pilot check, but you can't take 20.

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

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

Time: A Pilot check is a move action.

Profession (Wis)

Profession reflects your aptitude for making money at your occupation, whether it's an in-game job (an agent for Department-7), an out-of-game job (a construction worker who does his job between adventures), or something in between (a journalist whose assignments often lead into adventures). Profession relates to your ability to make the most of your money, improves your earning potential, and demonstrates an aptitude at developing a career. The more ranks you have in the skill, the more power you have to rise in your chosen field and accumulate wealth.

Check: You make Profession checks to improve your Wealth bonus every time you attain a new level. The DC for the check is your current Wealth bonus. If you succeed at the Profession check, your Wealth bonus increases by +1. For every 5 by which you exceed the DC, your Wealth bonus increases by an additional +1. You can't take 10 or take 20 when making a Profession check to improve your Wealth bonus.

For example, when Yoriko attains her 3rd character level, she makes a Profession check. The DC is equal to her current Wealth bonus, +5. If she gets a result of 16, then she increases her Wealth bonus by +3 (+1 for succeeding on the check, and +2 for exceeding the DC by 11). Yoriko's Wealth bonus at the start of her 3rd level is +8.

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

Ranks	Wealth Bonus Increase
1–5	+1
6–10	+2
11–15	+3
16–20	+4
21–23	+5

So, continuing the above example, if Yoriko has 5 ranks in Profession, then she would increase her Wealth bonus by +4 at 3rd level (+3 for her skill check result and +1 for the number of ranks she has in the skill).

See Chapter Four: Equipment for more details on Wealth checks.

Special: If your Gamemaster deems it appropriate, you can add your 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.

Read/Write Language (None)

Trained Only

The Read/Write Language skill doesn't work like a standard skill.

- You automatically know how to read and write your native language; you do not need ranks to do so.
- Each additional language costs 1 rank. When you add a rank to Read/Write Language, you choose a new language that you can read and write.
- You never make Read/Write Language checks. You either know how to read and write a specific language or you don't.
- To be able to speak a language that you can read and write, you must take the Speak Language skill for the appropriate language.
- You can choose any language, modern or ancient. (See the sidebar on page 73 for suggestions.) Your GM might determine that you can't learn a specific language due to the circumstances of your campaign.

Repair (Int)

Trained Only

You can repair or jury-rig damaged machinery or electronic devices.

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

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

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

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

The jury-rig application of the Repair skill can be used untrained.

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

Special: You can take 10 or take 20 on a Repair check. When making a Repair check to accomplish a jury-rig repair, you can't take 20.

Repair requires an electrical tool kit, a mechanical tool kit, or a multipurpose tool (see page 118), depending on the task. If you do not have the appropriate tools, you take a –4 penalty on your check.

Craft (mechanical) or Craft (electronic) can provide a +2 synergy bonus on Repair checks made for mechanical or electronic devices (see Skill Synergy, page 48).

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

Time: See the table for guidelines. You can make a jury-rig repair as a full-round action, but the work only lasts until the end of the current encounter (as defined in Chapter Seven: Gamemastering).

Research (Int)

Use this skill to learn information from books, the Internet, or other standard sources. Research allows you to navigate a library, an office filing system, a newspaper morgue, or the World Wide Web. It doesn't include talking to people and asking questions; that's handled by Gather Information or roleplaying encounters.

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

Type of Information	DC
General	10
Major corporations with offices in Des Moines. The address of a suspect.	
Specific	15
The meaning of an obscure arcane symbol. Court testimony from a trial.	
Restricted [1]	20
The maximum operating depth of a Seawolf-class submarine. The specific military units assigned to a covert operation.	
Protected [1]	25
The number of alien bodies recovered from the Roswell crash site. The identity of a government informer.	

1 Usually requires access to a restricted information source, such as a secure Internet site or a private archive, before a check can be made.

Information ranges from general to protected. Given enough time (usually 1d4 hours) and a successful skill check, you get a general idea about a given topic, such as the latest news in an area, the public history of an old building, or a few facts about a well-known individual. This assumes that no obvious reasons exist why such information would be unavailable, and that you have a way to acquire restricted or protected information.

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

Try Again?: Yes.

Special: You can take 10 or take 20 on a Research check.

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

Computer Use can provide a +2 synergy bonus on a Research check when searching computer records for data (see Skill Synergy, page 48).

Time: A Research check takes 1d4 hours.

Ride (Dex)

Use this skill to ride any kind of mount, including horses, mules, and elephants, among others. Animals ill suited as mounts provide a –2 penalty on their rider's Ride check.

Check: Typical riding actions don't require checks. You 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): You can react instantly to guide your mount with your knees so that you can use both hands in



Yoriko and Lily engage in some Research

combat or to perform some other action. Make the check at the start of your round. If you fail, you can only use one hand this round because you need to use the other to control your mount.

Stay in Saddle (DC 5): You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage.

Fight while Mounted (DC 20): Whl;e in combat, you can attempt to control a mount that is not trained in combat riding (see the Handle Animal skill, page 62). If you succeed, you use only a move action, and you can use your attack action to do something else. If you fail, you can do nothing else that round. If you fail by more than 5, you lose control of the animal.

For animals trained in combat riding, you do not need to make this check. Instead, you can use your move action to have the animal perform a trick (commonly, to attack). You can use your attack action normally.

Cover (DC 15): You can react instantly to drop down and hang alongside your mount, using it as one-half cover. You can't attack while using your mount as cover. If you fail, you don't get the cover benefit.

Soft Fall (DC 15): You react instantly when you fall off a mount, such as when it is killed or when it falls, to try to avoid taking damage. If you fail, you take 1d6 points of falling damage (see page 214).

Leap (DC 15): You can get your mount to leap obstacles as part of its movement. Use your Ride modifier or the mount's Jump modifier (whichever is lower) when the mount makes its Jump check (see page 65). You make a Ride check (DC 15) to stay on the mount when it leaps.

Fast Mount or Dismount (DC 20; armor penalty applies): You can mount or dismount as a free action. If you fail the check, mounting or dismounting is a move action. (You can't attempt a fast mount or dismount unless you can perform the mount or dismount as a move action this round, should the check fail.)

Special: If you are riding bareback, you take a –5 penalty on Ride checks.

You can take 10 when making a Ride check, but you can't take 20.

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

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

Search (Int)

You can make a detailed examination of a specific area, looking for lost objects, hidden compartments, and traps, or to discern other details that aren't readily apparent at a casual glance. The Search skill lets a character detect some small detail or irregularity through active effort, whereas the Spot skill lets you notice something with a quick scan.

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.

Check: You generally must be within 10 feet of the object or surface to be examined. You 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 you to follow tracks or tell you which direction the creature or creatures went or came from.

Special: You can take 10 or take 20 when making a Search check.

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

Time: A Search check is a full-round action.

Sense Motive (Wis)

Use this skill to tell when someone is bluffing or lying to you. This skill represents sensitivity to the body language, speech habits, and mannerisms of others.

Check: A successful check allows you to avoid being bluffed (see the Bluff skill, page 49). You can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness.

In addition, you can use this skill to make an assessment of a social situation. With a successful check (DC 20), you can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Also, you can get the feeling that someone is trustworthy and honorable.

Try Again?: No, though you may make a Sense Motive check for each bluff made on you.

Special: You can take 10 when making a Sense Motive check, but you can't take 20.

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

You 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 your check result beats the DC by 5 or more, you understand the secret message as well. If your check fails by 5 or more, you misinterpret 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, your GM may roll your Sense Motive check in secret, so you don't necessarily know someone's trying to bluff you.) Using Sense Motive to get a sense of someone's trustworthiness takes at least 1 minute.

Sleight of Hand (Dex)

Trained Only; Armor Penalty

You can lift a wallet and hide it on your person, palm an unattended object, hide a small weapon in your clothing, or perform some feat of adroitness with an object no larger than a hat or a loaf of bread.

Check: A check against DC 10 lets you 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 you are doing.

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

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

You can use Sleight of Hand to conceal a small weapon or object on your body. See Concealed Weapons and Objects, page 94.

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: You can take 10 when making a Sleight of Hand check, but you can't take 20.

You can make an untrained Sleight of Hand check to conceal a weapon or object (see page 94), but you must always take 10.

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

Time: A Sleight of Hand check is an attack action.

Speak Language (None)

Trained Only

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

- You automatically know how to speak your native language; you do not need ranks to do so.
- Each additional language costs 1 rank. When you add a rank to Speak Language, you choose a new language that you can speak.
- You never make Speak Language checks. You either know how to speak and understand a specific language or you don't.
- To be able to read and write a language that you can speak, you must take the Read/Write Language skill for the appropriate language.
- You can choose any language, modern or ancient. (See the accompanying sidebar for suggestions.) Your GM might determine that you can't learn a specific language due to the circumstances of your campaign.

Language Groups

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

A language's group doesn't matter when you're buying ranks in Speak Language or Read/Write Language. Language groups are provided here because they pertain to the Smart hero's Linguist talent (see page 26).

This list is by no means exhaustive—there are many more language groups, and most groups contain more languages than those listed here.

Algic: Algonkin, Arapaho, Blackfoot, Cheyenne, Shawnee.
Armenian: Armenian.
Athabascan: 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.

Spot (Wis)

Use this skill to notice opponents waiting in ambush, to see a mugger lurking in the shadows, or to discern a sniper hiding on a rooftop by making a quick scan of your surroundings.

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. You can also make a Spot check voluntarily if you want to try to notice something in your vicinity.

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

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

Spot is often used to notice a person or creature hiding from view. In such cases, your 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, page 59), or to notice a concealed weapon on another person (see Concealed Weapons and Objects, page 94).

Your Spot check is modified by a –1 penalty for every 10 feet of distance between you and the character or object you are trying to discern. The check carries a further –5 penalty if you are in the midst of activity (a combat scene, a crowded street, a bustling airport, and so forth).

Try Again?: You can make a Spot check every time you have the opportunity to notice something in a reactive manner. As a full-round action, you may attempt to notice something that you failed (or believe you failed) to notice previously.

Special: You 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 you actively take the time to try to notice something).

Survival (Wis)

Use this skill to follow tracks, hunt wild game, guide a party safely through the wilderness, identify signs that a pack of wild dogs live nearby, or avoid quicksand and other natural hazards.

Check: You can keep yourself and others safe and fed in the wild.

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

With the Track feat (see page 88), you can use Survival checks to track a character or animal across various terrain types.

Special: You can take 10 when making a Survival check. You 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 (page 88).

Swim (Str)

Armor Penalty

Using this skill, a land-based creature can swim, dive, navigate underwater obstacles, and so on.

Check: A successful Swim check allows you to swim one-quarter your speed as a move action or half your speed as a full-round action. Roll once per round. If you fail, you make no progress through the water. If you fail by 5 or more, you go underwater.

If you are underwater (from failing a swim check or because you are swimming underwater intentionally), you must hold your breath. You can hold your breath for a number of rounds equal to your Constitution score, but only if you do nothing but take move actions or free actions. If you take an attack action or a full-round action (such as making an attack), the amount of breath you have 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, you must make a Constitution check (DC 10) every round to continue holding your breath. Each round, the DC of the check increases by 1. If you fail the check, you begin to drown (see Suffocation and Drowning, page 213).

The DC for the Swim check depends on the water:

Water	DC
Calm water	10
Rough water	15
Stormy water	20

Each hour that you swim, make a Swim check against DC 20. If you fail, you become fatigued. If you fail a check while fatigued, you become exhausted. If you fail a check while exhausted, you become unconscious. Unconscious characters go underwater and immediately begin to drown.

Try Again?: A new check is allowed the round after a check is failed.

Special: You take a penalty of –1 for every 5 pounds of gear you carry, including armor and weapons.

You can take 10 when making a Swim check, but you can't take 20.

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

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

Treat Injury (Wis)

Use this skill to help characters that have been hurt by damage, poison, or disease.

Check: The DC and effect depend on the task you attempt.

Long-Term Care (DC 15): With a medical kit, the successful application of this skill allows a patient to recover hit points and ability points lost to temporary damage at an advanced rate—3 hit points per character level or 3 ability points restored per day of complete rest. A new check is made each day; on a failed check, recovery occurs at the normal rate for that day of rest and care.

You can tend up to as many patients as you have ranks in the skill. The patients need to spend all their time resting. You need to devote at least ½ hour of the day to each patient you are caring for.

Restore Hit Points (DC 15): With a medical kit, if a character has lost hit points, you can restore some of them. A successful check, as a full-round action, restores 1d4 hit points. The number restored can never exceed the character's full normal total of hit points. This application of the skill can be used successfully on a character only once per day.

Revive Dazed, Stunned, or Unconscious Character (DC 15): With a first aid kit, you 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. You can't revive an unconscious character who is at –1 hit points or lower without first stabilizing the character.

Stabilize Dying Character (DC 15): With a medical kit, you can tend to a character who is dying. As an attack action, a successful Treat Injury check stabilizes another character. The character regains no hit points, but he or she stops losing them. You must have a medical kit to stabilize a dying character.

Surgery (DC 20): With a surgery kit, you can conduct field surgery, stitching grievous wounds, realigning broken bones, and removing bullets or shrapnel. This application of the Treat Injury skill carries a –4 penalty, which can be negated with the Surgery feat. Surgery requires 1d4 hours; if the patient is at negative hit points, add an additional hour for every point below 0 the patient has fallen. Thus, a character who has –3 hit points requires 1d4+3 hours of surgery to tend to his wounds.

Surgery restores 1d6 hit points for every character level of the patient (up to the character's full normal total of hit points) with a successful skill check. Thus, a 4th-level Smart hero has 4d6 hit points restored on a successful 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): You 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), you first make a Treat Injury check to help the character fend off secondary damage. This activity takes 10 minutes. If your check succeeds, you provide a bonus on the diseased character's saving throw equal to your ranks in this skill. See page 215 for more on diseases.

Treat Poison (DC 15): You can tend to a poisoned character. When a poisoned character makes a saving throw against a poison's secondary effect, you first make a Treat Injury check as an attack action. If your check succeeds, you provide a bonus on the poisoned character's saving throw equal to your ranks in this skill. See page 54 for more on poison.

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

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

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

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

You can use the Treat Injury skill on yourself only to administer first aid, treat disease, or treat poison. You take a –5 penalty on your check any time you treat yourself.

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

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

Tumble (Dex)

Trained Only; Armor Penalty

You can dive, roll, somersault, flip, and execute other types of gymnastic moves. Many types of armor, and any excessive load of carried items, make it more difficult to use this skill.

Check: You can land softly when you fall, tumble past opponents in combat, or tumble through opponents.

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

Tumble past Opponents: With a successful Tumble check (DC 20), you can weave, dodge, and roll up to 20 feet through squares adjacent to opponents, risking no attacks of opportunity. Failure means you move as planned, but provoke attacks of opportunity as normal.

Tumble through Opponents: With a successful Tumble check (DC 20), you can roll, jump, or dive through squares occupied by opponents, moving over, under, or around them as if they weren't there. Failure means you move as planned, but provoke attacks of opportunity as normal.

Try Again?: No.

Special: A character with 5 or more ranks in Tumble gains a +3 dodge bonus to Defense (instead of the normal +2) when fighting defensively, and a +6 dodge bonus (instead of the normal +4) when engaging in total defense (see Total Defense, page 137).

You can take 10 when making a Tumble check, but you 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: You can try to reduce damage from a fall as a reaction once per fall. You can attempt to tumble as a free action that must be performed as part of a move action.



Adam employs the Tumble skill

KK

Chapter Three

FEATS

A feat is a special feature that either gives your character a new capability or improves one he or she already has. For example, Yoriko Obato, a Fast hero, chooses to start with the Improved Initiative and Combat Martial Arts feats at 1st level. Improved Initiative adds a +4 circumstance bonus to her initiative checks, and Combat Martial Arts allows her to deal more damage when she gets into a fight and uses her martial arts training. She gains a new feat at 3rd level and chooses Dodge. This feat allows Yoriko to more easily avoid the attacks of an opponent she selects, improving her Defense against that opponent.

Unlike a skill, a feat has no ranks. A character either has the feat or doesn't have it.

ACQUIRING FEATS

Unlike skills, feats are not bought with points. You simply choose them for your character. All available feats are listed and described in Table 3–1: Feats (see page 78). Each character gets two feats when the character is created (at 1st level). At 3rd, 6th, 9th, 12th, 15th, and 18th level, he or she gains another feat (see Table 1–2: Experience and Level-Dependent Benefits, page 18). For multiclass characters, feats are gained according to character level, not by individual class levels.

Additionally, some starting occupations offer bonus feats, and many classes get extra class-related feats to chose from special lists (see the class descriptions in Chapter One: Characters).

The Combat Martial Arts feat in action

PREREQUISITES

Some feats have prerequisites. A character must have the indicated ability score, feat, ranks in a skill, and/or base attack bonus in order to select or use that feat. A character can gain a feat at the same level at which he or she gains all the prerequisites. For example, a 2nd-level Strong hero who already has the Brawl feat accumulates enough experience points to attain 3rd level as a Strong hero. His base attack bonus goes up from +2 to +3. He now qualifies for the Improved Brawl feat, because the prerequisites are the Brawl feat (which he had already) and a base attack bonus of +3 (which he just obtained).

A prerequisite that contains a numerical value is a minimum; any value higher than the one given also meets the prerequisite. For instance, the prerequisites for the Frightful Presence feat are Charisma 15 and Intimidate 9 ranks. Any character with a Charisma score of 15 or higher and at least 9 ranks in Intimidate meets the prerequisites.

You can't use a feat if you've lost a prerequisite. For example, if your Strength temporarily drops below 13 because you are fatigued, you can't use the Power Attack feat until your Strength score returns to 13 or higher.

FEAT DESCRIPTIONS

Here is the format for feat descriptions.

Feat Name

Description of what the feat does or represents in plain language, with no game mechanics.

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

Benefit: What the feat enables your character to do.

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

Special: Additional facts about the feat that may help you decide whether to select it.

Acrobatic

You have excellent body awareness and coordination.

Benefit: You get a +2 bonus on all Jump checks and Tumble checks.

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

Advanced Combat Martial Arts

You are a master at unarmed fighting.

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

Benefit: When you score a critical hit on an opponent with an unarmed strike, you deal triple damage.

Normal: An unarmed strike critical hit deals double damage.

Advanced Firearms Proficiency

You can use firearms set on autofire.

Prerequisite: Personal Firearms Proficiency.

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

Normal: Characters without this feat take a –4 penalty on attack rolls made with personal firearms set on autofire (see page 148).

Advanced Two-Weapon Fighting

You are a master at fighting with a weapon in each hand. Unlike the Two-Weapon Fighting feat, this feat allows you to use a melee weapon in one hand and a ranged weapon in the other.

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

Benefit: You get a third attack with your offhand weapon, albeit at a –10 penalty.

Normal: See Attacking with Two Weapons, page 138, and Table 5–3: Two-Weapon Fighting Penalties.

Agile Riposte

You have learned to strike when your opponent is most vulnerable—at the instant your opponent strikes at you.

Prerequisites: Dexterity 13, Dodge.

Benefit: Once per round, if the opponent you have designated as your dodge target (see the Dodge feat, page 82) makes a melee attack or melee touch attack against you and misses, you may make an attack of opportunity with a melee weapon against that opponent. Resolve and apply the effects from both attacks simultaneously.

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

Aircraft Operation

Select a class of aircraft (heavy aircraft, helicopters, jet fighters, or spacecraft). You are 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: You take no penalty on Pilot checks or attack rolls made when operating an aircraft of the selected class.

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

Special: You can gain this feat multiple times. Each time you take the feat, you select a different class of aircraft.

TABLE 3–1: FEATS

Feat	Prerequisite	Benefit
Acrobatic	—	+2 on Jump and Tumble checks
Aircraft Operation [1]	Pilot 4 ranks	No –4 penalty on Pilot checks or attack rolls with selected class of aircraft
Alertness	—	+2 on Listen and Spot checks
Animal Affinity	—	+2 on Handle Animal and Ride checks
Archaic Weapons Proficiency	—	Proficient in swords, bows, etc.
Armor Proficiency (light)	—	Add equipment bonus for armor type to your Defense; no armor penalty for skill checks
Armor Proficiency (medium)	Armor Proficiency (light)	Add equipment bonus for armor type to your Defense; no armor penalty for skill checks
Armor Proficiency (heavy)	Armor Proficiency (light, medium)	Add equipment bonus for armor type to your Defense; no armor penalty for skill checks
Athletic	—	+2 on Climb and Swim checks
Attentive	—	+2 on Investigate and Sense Motive checks
Blind-Fight	—	Reroll miss chance
Brawl	—	+1 on unarmed attacks, 1d6 + Str bonus nonlethal damage
Improved Brawl	Brawl, base attack bonus +3	+2 on unarmed attacks, 1d8 + Str bonus nonlethal damage
Knockout Punch	Brawl, base attack bonus +3	Nonlethal unarmed attack is automatically critical hit
Improved Knockout Punch	Brawl, Knockout Punch, base attack bonus +6	Nonlethal unarmed critical hit deals triple damage
Streetfighting	Brawl, base attack bonus +2	+1d4 damage once per round with unarmed attack or light melee weapon
Improved Feint	Int 13, Brawl, Streetfighting	+2 on Bluff checks to feint; feint as move action
Builder	—	+2 on any two of Craft (chemical, electronic, mechanical, structural) checks
Cautious	—	+2 on Demolitions and Disable Device checks
Combat Expertise	Int 13	Reduce attack bonus by up to –5, increase Defense bonus by up to +5
Improved Disarm	Int 13, Combat Expertise	Disarm does not provoke attack of opportunity
Improved Trip	Int 13, Combat Expertise	Trip opponent and make an immediate melee attack
Whirlwind Attack	Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4	One melee attack at each opponent within 5 feet
Combat Martial Arts	Base attack bonus +1	1d4 + Str lethal or nonlethal damage, considered armed
Improved Combat Martial Arts	Combat Martial Arts, base attack bonus +4	Unarmed strike threatens critical hit on 19 or 20
Advanced Combat Martial Arts	Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +8	Unarmed strike critical hit deals ×3 damage
Combat Reflexes	—	Additional attacks of opportunity
Confident	—	+2 on Gamble and Intimidate checks
Creative	—	+2 on any two of Craft (visual art, writing), or Perform checks
Deceptive	—	+2 on Bluff and Disguise checks
Defensive Martial Arts	—	+1 dodge bonus to Defense against melee attacks
Combat Throw	Defensive Martial Arts	+2 to Str, Dex on trips and grapples
Improved Combat Throw	Defensive Martial Arts, Combat Throw, base attack bonus +3	Free trip attack when opponent misses you
Elusive Target	Dex 13, Defensive Martial Arts	–4 on ranged attacks against you while engaged in melee combat
Unbalance Opponent	Defensive Martial Arts, base attack bonus +6	Opponent receives no Str bonus to attack, only to damage
Dodge	Dex 13	+1 dodge bonus against selected opponent
Agile Riposte	Dex 13, Dodge	Make one attack of opportunity when your designated target fails a melee attack against you
Mobility	Dex 13, Dodge	+4 dodge bonus against attacks of opportunity
Spring Attack	Dex 13, Dodge, Mobility, base attack bonus +4	Move before and after melee attack
Drive-By Attack	—	No speed penalty when attacking from moving vehicle
Educated [1]	—	+2 on any two Knowledge checks
Endurance	—	+4 on certain Swim and Con checks, some Fort saves
Exotic Melee Weapon Proficiency [1]	Base attack bonus +1	Proficient in specific exotic melee weapon
Far Shot	—	Multiply range increments by 1.5 (2 for thrown weapons)
Dead Aim	Wis 13, Far Shot	+2 on ranged attack if full round spent aiming
Focused	—	+2 on Balance and Concentration checks
Frightful Presence	Cha 15, Intimidate 9 ranks	Lower-level foes are shaken (Will save negates)
Gearhead	—	+2 on Computer Use and Repair checks
Great Fortitude	—	+2 on Fortitude saves
Guide	—	+2 on Navigate and Survival checks
Heroic Surge	—	Extra move or attack action
Improved Damage Threshold [2]	—	Massive damage threshold = Con +3 instead of Con
Improved Initiative	—	+4 on initiative checks

TABLE 3–1: FEATS (CONT.)

Feat	Prerequisite	Benefit
Iron Will	—	+2 on Will saves
Lightning Reflexes	—	+2 on Reflex saves
Low Profile	—	Reduce Reputation bonus by 3
Medical Expert	—	+2 on Craft (pharmaceutical) and Treat Injury checks
Meticulous	—	+2 on Forgery and Search checks
Nimble	—	+2 on Escape Artist and Sleight of Hand checks
Personal Firearms Proficiency	—	Proficient in use of personal firearms
Advanced Firearms Proficiency	Personal Firearms Proficiency	No –4 penalty for autofire
Burst Fire	Wis 13, Personal Firearms Proficiency, Advanced Firearms Proficiency	–4 on attack, +2 dice damage
Exotic Firearms Proficiency [1]	Personal Firearms Proficiency, Advanced Firearms Proficiency	Proficient in specific class of exotic firearms
Strafe	Personal Firearms Proficiency, Advanced Firearms Proficiency	Autofire area 5 by 20 ft. instead of 10 by 10 ft.
Point Blank Shot	—	+1 on attack and damage up to 30 ft.
Double Tap	Dex 13, Point Blank Shot	–2 on attack, +1 die damage
Precise Shot	Point Blank Shot	No –4 penalty for shooting into melee
Shot on the Run	Dex 13, Point Blank Shot, Dodge, Mobility	Move before and after ranged attack
Skip Shot	Point Blank Shot, Precise Shot	Ignore cover, –2 on attack, –1 die damage
Power Attack	Str 13	Subtract from melee attack to add to melee damage roll
Cleave	Str 13, Power Attack	Extra attack after dropping target to 0 hp
Great Cleave	Str 13, Power Attack, Cleave, base attack bonus +4	No limit to Cleave in a round
Improved Bull Rush	Str 13, Power Attack	No attack of opportunity for bull rush
Sunder	Str 13, Power Attack	+4 on attack, no attack of opportunity when striking weapon
Quick Draw	Base attack bonus +1	Draw weapon as free action
Quick Reload	Base attack bonus +1	Reload as free or move action, instead of as move or full-round action
Renown	—	+3 Reputation bonus
Run	—	Move up to 5 times normal speed, +2 on running Jump checks
Simple Weapons Proficiency	—	Proficient with clubs, knives, etc.
Stealthy	—	+2 on Hide and Move Silently checks
Studious	—	+2 on Decipher Script and Research checks
Surface Vehicle Operation [1]	Drive 4 ranks	No –4 penalty on Drive checks or attack rolls with selected class of vehicle
Surgery	Treat Injury 4 ranks	No –4 penalty for performing surgery
Toughness [2]	—	+3 hit points
Track	—	Use Survival skill to track
Trustworthy	—	+2 on Diplomacy and Gather Information checks
Two-Weapon Fighting	Dex 13	Lessen two-weapon penalties by 2
Improved Two-Weapon Fighting	Dex 13, Two-Weapon Fighting, base attack bonus +6	Extra attack with off-hand weapon
Advanced Two-Weapon Fighting	Dex 13, Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +11	Third attack with off-hand weapon
Vehicle Expert	—	+2 on Drive and Pilot checks
Force Stop	Drive 4 ranks, Vehicle Expert	Force a surface vehicle to stop
Vehicle Dodge	Dex 13, Drive 6 ranks, Vehicle Expert	+1 dodge bonus to Defense
Weapon Finesse [1]	Proficient with weapon, base attack bonus +1	Use Dex modifier instead of Str modifier with melee weapon
Weapon Focus [1]	Proficient with weapon, base attack bonus +1	+1 on attack rolls with selected weapon
Windfall [2]	—	+3 Wealth bonus increase, +1 on Profession checks

1 You can take this feat multiple times; each time it applies to a different skill, type of equipment, or weapon.
2 You can take this feat multiple times; its effects stack.

Alertness

You have finely tuned senses.

Benefit: You get a +2 bonus on all Listen checks and Spot checks.

Animal Affinity

You are good with animals.

Benefit: You get a +2 bonus on all Handle Animal checks and Ride checks.

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

Archaic Weapons Proficiency

You are proficient with archaic weapons, including swords, bows, and axes.

Benefit: You take no penalty on attack rolls when using any kind of archaic weapon.

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

Armor Proficiency (heavy)

You are proficient with heavy armor (see Table 4–9: Armor).

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

Benefit: See Armor Proficiency (light).
Normal: See Armor Proficiency (light).

Armor Proficiency (light)

You are proficient with light armor (see Table 4–9: Armor).

Benefit: When you wear a type of armor with which you are proficient, you get to add the armor's entire equipment bonus to your Defense.

Normal: A character who wears armor with which she is not proficient takes an armor penalty on checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble.

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

Armor Proficiency (medium)

You are proficient with medium armor (see Table 4–9: Armor).

Prerequisite: Armor Proficiency (light).
Benefit: See Armor Proficiency (light).
Normal: See Armor Proficiency (light).

Athletic

You have a knack for athletic endeavors.

Benefit: You get a +2 bonus on all Climb checks and Swim checks.

Attentive

You are acutely observant.

Benefit: You get a +2 bonus on all Investigate checks and Sense Motive checks.

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

Blind-Fight

You know how to fight in melee without being able to see your foes.

Benefit: In melee combat, every time you miss because of concealment, you can reroll your miss chance roll one time to see if you actually hit (see Table 5–7: Concealment, page 146).

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters of normal, instead of one-half (see Movement in Darkness, page 143).

Brawl

You deal more damage in a fistfight.

Benefit: When making an unarmed attack, you receive a +1 competence bonus on your attack rolls, and you deal nonlethal damage equal to 1d6 + your Strength modifier.

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

Builder

You have a knack for constructing things.

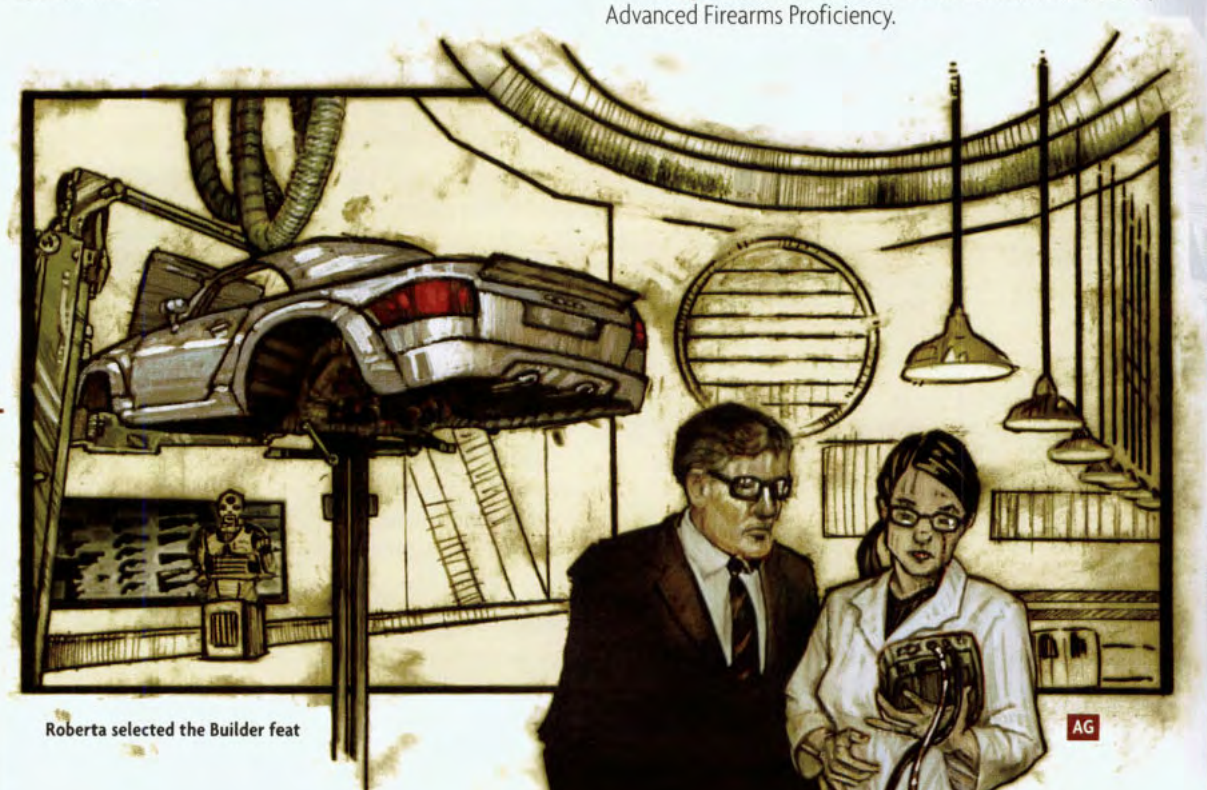
Benefit: Pick two of the following skills: Craft (chemical), Craft (electronic), Craft (mechanical), and Craft (structural). You get a +2 bonus on all checks with those skills.

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

Burst Fire

When using a firearm with an autofire setting, you can fire a short burst at a single target.

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



Roberta selected the Builder feat

Benefit: When using an automatic firearm with at least five bullets loaded, you may fire a short burst as a single attack against a single target. You receive a –4 penalty on the attack roll, but deal +2 dice of damage. For example, a firearm that deals 2d6 points of damage deals 4d6 instead.

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

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

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

Cautious

You are especially careful with tasks that may yield catastrophic results.

Benefit: You get 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

You can follow through with a powerful melee attack.

Prerequisites: Strength 13, Power Attack.

Benefit: If you deal an opponent enough damage to make him drop (either by knocking him out due to massive damage or by reducing his hit points to less than 0), you get an immediate extra melee attack against another opponent adjacent to you. You 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. You can use this ability once per round.

Combat Expertise

You are trained at using your combat skill for defense as well as offense.

Prerequisite: Intelligence 13.

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

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

Combat Martial Arts

You are skilled at attacking and dealing damage with unarmed strikes.

Prerequisite: Base attack bonus +1.

Benefit: With an unarmed strike, you deal lethal or nonlethal damage (your choice) equal to 1d4 + your Strength modifier. Your unarmed attacks count as armed, which means that opponents do not get attacks of opportunity when you attack them unarmed (see Unarmed Attacks, page 135). You may make attacks of opportunity against opponents who provoke such attacks.

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

Combat Reflexes

You can respond quickly and repeatedly to opponents who let their guard down.

Benefit: The maximum number of attacks of opportunity you may make each round is equal to your Dexterity modifier + 1. For example, a character with a Dexterity of 15 (modifier +2) can make three attacks of opportunity in a round. If four thugs move through the character's threatened area, he can make attacks of opportunity against three of the four. You still only make one attack of opportunity on a single opponent.

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

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

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

Combat Throw

You can use an opponent's momentum against him.

Prerequisite: Defensive Martial Arts.

Benefit: You gain a +2 bonus on opposed Strength and Dexterity checks any time you attempt trip or grapple attacks, or when you try to avoid a trip or grapple attack made against you.

Confident

You exude a natural self-confidence.

Benefit: You get a +2 bonus on all Gamble checks and Intimidate checks, and on level checks to resist intimidation.

Creative

You have a creative streak.

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). You get a +2 bonus on all checks with those two skills.

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

Dead Aim

You are capable of lining up deadly shots with ranged weapons.

Prerequisites: Wisdom 13, Far Shot.

Benefit: Before making a ranged attack, you may take a full-round action to line up your shot. This grants you a +2 circumstance bonus on your next attack roll. Once you begin aiming, you can't move, even to take a 5-foot step, until after you make your next attack, or the benefit of the feat is lost. Likewise, if your concentration is disrupted or you are attacked before your next action, you lose the benefit of aiming.

Deceptive

You are especially good at misleading and giving false impressions.

Benefit: You get a +2 bonus on all Bluff checks and Disguise checks.

Defensive Martial Arts

You are skilled at avoiding harm in battle.

Benefit: You gain a +1 dodge bonus to Defense against melee attacks.

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

Dodge

You are adept at dodging attacks.

Prerequisite: Dexterity 13.

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Defense against any subsequent attacks from that opponent. You can select a new opponent on any action.

Special: A condition that makes you lose your Dexterity bonus to Defense also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Double Tap

You can make two quick shots with a firearm as a single attack.

Prerequisites: Dexterity 13, Point Blank Shot.

Benefit: When using a semiautomatic firearm with at least two bullets loaded, you may fire two bullets as a single attack against a single target. You receive a –2 penalty on this attack, but you deal +1 die of damage with a successful hit. For example, a firearm that normally deals 2d6 points of damage instead deals 3d6.

Using this feat fires two bullets and can only be done if the weapon has two bullets in it.

Drive-By Attack

You are skilled at attacking from a moving vehicle.

Benefit: You take no vehicle speed penalty when making an attack while in a moving vehicle. Also, if you are the driver, you can take your 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

You are especially skilled at certain fields of study.

Benefit: Pick two Knowledge skills—Knowledge (art) and Knowledge (history), for example. You get a +2 bonus on all checks with those skills.

Special: You can select this feat as many as seven times. Each time, you select two new Knowledge skills.

Elusive Target

You can use opponents as cover when engaged in melee combat.

Prerequisites: Dexterity 13, Defensive Martial Arts.

Benefit: When fighting an opponent or multiple opponents in melee, other opponents attempting to target you 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 you –8.

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

Endurance

You are capable of amazing feats of stamina.

Benefit: You gain 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 your 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, you may sleep in medium or light armor without becoming fatigued.

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

Exotic Firearms Proficiency

Choose a weapon type from the following list: cannons, heavy machine guns, grenade launchers, and rocket launchers. You understand how to use all weapons within that group in combat.

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: You make attack rolls with the weapon normally.

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

Special: You can gain this feat as many as four times. Each time you take the feat, you select a different weapon group.

Exotic Melee Weapon Proficiency

Choose one exotic melee weapon from Table 4–7: Melee Weapons. You are proficient with that melee weapon in combat.

Prerequisite: Base attack bonus +1.

Benefit: You make attack rolls with the weapon normally.

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

Special: You can gain this feat multiple times. Each time you take the feat, you select a different exotic melee weapon.

Far Shot

You can get greater distance out of a ranged weapon.

Benefit: When you use a firearm or archaic ranged weapon (such as a bow), its range increment increases by one-half (multiply by 1.5). When you throw a weapon (such as a grenade), its range increment is doubled.

Focused

You maintain your focus even under difficult circumstances.

Benefit: You get a +2 bonus on all Balance checks and Concentration checks.

Force Stop

You can force another surface vehicle to come to a halt.

Prerequisites: Drive 4 ranks, Vehicle Expert.

Benefit: When you attempt a sideswipe stunt with a surface vehicle, you 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, you must have sufficient movement remaining to move a number of squares equal to your turn number.

After succeeding on the check to attempt the sideswipe, make a Drive check opposed by the other driver. If you succeed, turn his vehicle 90 degrees across the front of yours, so that they form a tee. Move them forward a distance equal to your turn number. The vehicles end their movement at that location, at stationary speed, and take their normal sideswipe damage.

If you fail the check, resolve the sideswipe normally.

Frightful Presence

Your mere presence can terrify those around you.

Prerequisites: Charisma 15, Intimidate 9 ranks.

Benefit: When you use this feat, all opponents within 10 feet who have fewer levels than you must make a Will saving throw (DC 10 + ½ your level + your Charisma modifier). An opponent who fails his



Examples of the Far Shot and Frightful Presence feats

save is shaken, taking a –2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + your Charisma modifier. You can use the feat once per round as a free action.

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

If you have the Renown feat, the Will saving throw's DC increases by 5.

Gearhead

You have a knack with machines.

Benefit: You get 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

You can wield a melee weapon with such power that you can strike multiple times when you drop your opponents.

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

Benefit: As Cleave, except that you have no limit to the number of times you can use it per round.

Great Fortitude

You are tougher than normal.

Benefit: You get a +2 bonus on all Fortitude saving throws.

Guide

You keep your wits about you in the great outdoors.

Benefit: You get a +2 bonus on all Navigate checks and Survival checks.

Heroic Surge

You can perform an additional action in a round.

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

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

Improved Brawl

You deal extensive damage in a fistfight.

Prerequisites: Brawl, base attack bonus +3.

Benefit: When making an unarmed attack, you receive a +2 competence bonus on your attack roll, and you deal nonlethal damage equal to 1d8 + your Strength modifier.

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

Improved Bull Rush

You know how to push opponents back.

Prerequisites: Strength 13, Power Attack.

Benefit: When you perform a bull rush (see page 151), you do not provoke an attack of opportunity from the defender.

Improved Combat Martial Arts

You are highly skilled at attacking and dealing damage with unarmed strikes.

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

Benefit: Your threat range on an unarmed strike improves to 19–20.

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

Improved Combat Throw

You excel at using an opponent's momentum against him.

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

Benefit: In melee combat, if an opponent attacks and misses you, you may immediately make a trip attack against him. This counts as an attack of opportunity.

Special: This feat doesn't grant you more attacks of opportunity than you are normally allowed in a round.

Improved Damage Threshold

You are harder to take down than normal.

Benefit: You increase your massive damage threshold by 3 points.

Normal: A character without this feat has a massive damage threshold (see page 141) equal to his current Constitution score. With this feat, the character's massive damage threshold is current Con +3.

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

Improved Disarm

You know how to disarm opponents in melee combat.

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent get a chance to disarm you.

Normal: See the normal disarm rules, page 151.

Improved Feint

You are skilled at misdirecting your opponent's attention in melee combat.

Prerequisites: Intelligence 13, Brawl, Streetfighting.

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

Normal: Feinting in combat requires an attack action.

Improved Initiative

You can react more quickly than normal in a fight.

Benefit: You get a +4 circumstance bonus on initiative checks.

Improved Knockout Punch

You are extremely skilled at cold-cocking unprepared opponents.

Prerequisites: Brawl, Knockout Punch, base attack bonus +6.

Benefit: When making your first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This critical hit deals triple damage. The damage is nonlethal damage.

Special: Even if you have the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

Improved Trip

You are trained in tripping opponents in melee combat and following through with an attack.

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you try to trip an opponent while you are unarmed.

If you trip an opponent in melee combat, you immediately get to make a melee attack against that opponent as if you had not used your attack action for the trip attempt.

Normal: See the normal trip rules, page 152.

Improved Two-Weapon Fighting

You are an expert at fighting with a weapon in each hand. Unlike the Two-Weapon Fighting feat, this feat allows you to use a melee weapon in one hand and a ranged weapon in the other.

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

Benefit: You get a second attack with your offhand weapon, albeit at a –5 penalty.

Normal: Without this feat, you 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). See Attacking with Two Weapons, page 138, and Table 5–3: Two-Weapon Fighting Penalties.

Iron Will

You have a stronger will than normal.

Benefit: You get a +2 bonus on all Will saving throws.

Knockout Punch

You are skilled at cold-cocking unprepared opponents.

Prerequisites: Brawl, base attack bonus +3.

Benefit: When making your first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This damage is nonlethal damage.

Special: Even if you have the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

Lightning Reflexes

You have faster than normal reflexes.

Benefit: You get a +2 bonus on all Reflex saving throws.

Low Profile

You are less famous than others of your class and level, or you wish to maintain a less visible presence than others of your station.

Benefit: Reduce your Reputation bonus by 3 points.

Medical Expert

You have a knack for aiding the sick and injured.

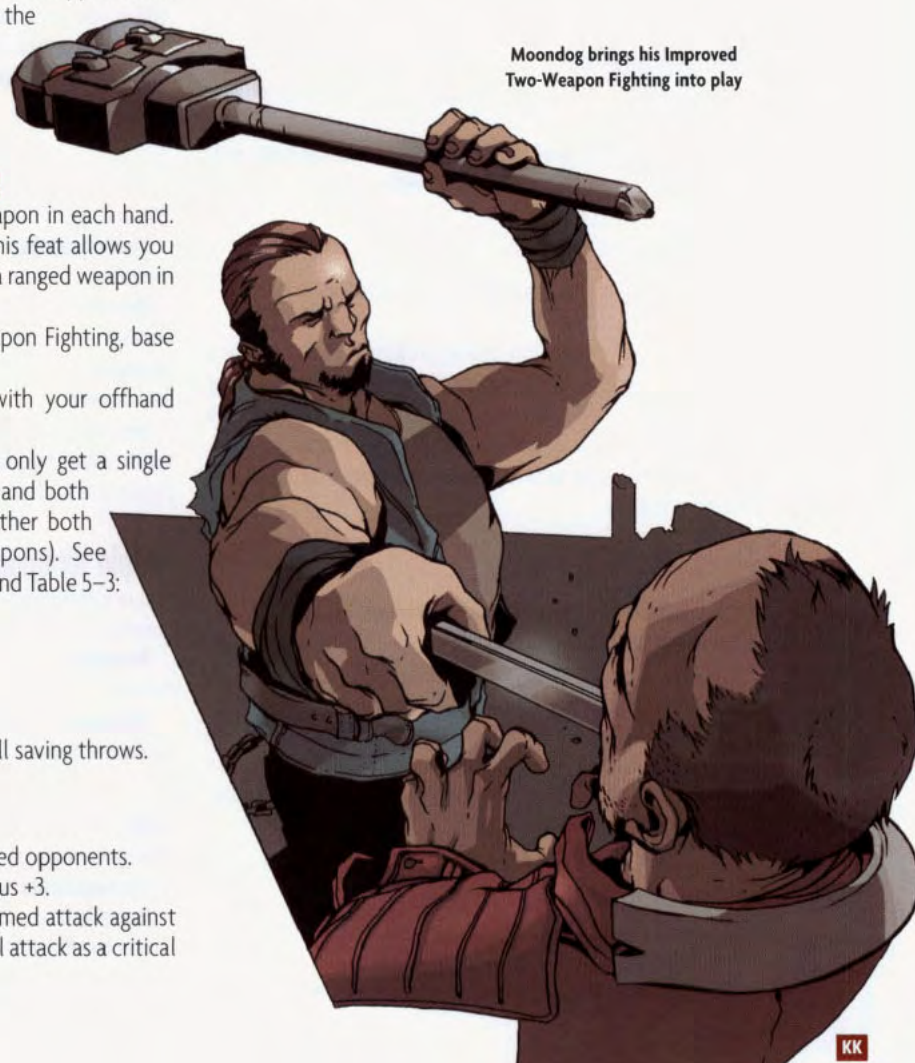
Benefit: You get a +2 bonus on all Craft (pharmaceutical) checks and Treat Injury checks.

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

Meticulous

You are thorough and painstakingly complete.

Benefit: You get a +2 bonus on all Forgery checks and Search checks.



Moondog brings his Improved Two-Weapon Fighting into play

KK

Mobility

You are skilled at dodging past opponents and avoiding attacks they make against you.

Prerequisites: Dexterity 13, Dodge.

Benefit: You get a +4 dodge bonus to Defense against attacks of opportunity provoked when you move out of a threatened square.

Special: A condition that makes you lose your Dexterity bonus to Defense also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Nimble

You have exceptional flexibility and manual dexterity.

Benefit: You get a +2 bonus on all Escape Artist checks and Sleight of Hand checks.

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

Personal Firearms Proficiency

You are proficient with all types of personal firearms.

Benefit: You can fire any personal firearm (a firearm designed to be carried and used by a single person; see Ranged Weapons, page 95) without penalty.

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

Point Blank Shot

You are skilled at making well-placed shots with ranged weapons at close range.

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

Power Attack

You can make exceptionally powerful melee attacks.

Prerequisite: Strength 13.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage applies until your next action.

Precise Shot

You are skilled at timing and aiming ranged attacks.

Prerequisite: Point Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without penalty.

Normal: You take a –4 penalty when using a ranged weapon to attack an opponent who is engaged in melee combat (see Shooting or Throwing into a Melee, page 136).

Quick Draw

You can draw weapons with startling quickness.

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a free action.

A character with this feat may throw weapons at his or her full normal rate of attacks.

Normal: You can draw a weapon as a move action. If you have a base attack bonus of +1 or higher, you can draw a weapon as a free action when moving.

Quick Reload

You can reload a firearm with exceptional speed.

Prerequisite: Base attack bonus +1.

Benefit: Reloading a firearm with an already filled box magazine or speed loader is a free action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a move action.

Normal: Reloading a firearm with an already filled box magazine or speed loader is a move action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a full-round action.

Renown

You have a better chance of being recognized.

Benefit: Your Reputation bonus increases by +3.

Run

You are fleet of foot.

Benefit: When running, you move a maximum of five times your normal speed instead of four times (see Run, page 138). If you are in heavy armor, you can move four times your speed rather than three times. If you make a long jump (see the Jump skill, page 65), you gain a +2 competence bonus on your Jump check.

Shot on the Run

You are highly trained in skirmish ranged weapon tactics.

Prerequisites: Dexterity 13, Point Blank Shot, Dodge, Mobility.

Benefit: When using an attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Moving in this way does not provoke an attack of opportunity from the defender you are attacking (though it can provoke attacks of opportunity from others, as normal).

Simple Weapons Proficiency

You understand how to use all types of simple weapons in combat.

Benefit: You make attack rolls with simple weapons normally.

Normal: A character without this feat takes the –4 non-proficient penalty when making attacks with simple weapons.

Skip Shot

You can ricochet a firearm shot around cover.

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: If you have 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, you may ignore

cover between you and the target. However, you receive a –2 penalty on your attack roll, and your attack deals –1 die of damage. For example, a firearm that deals 2d6 points of damage deals 1d6 instead.

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 you to attempt a skip shot.

Spring Attack

You are trained in fast melee attacks and fancy footwork.

Prerequisites: Dexterity 13, Dodge, Mobility, base attack bonus +4.

Benefit: When using an attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Moving in this way does not provoke an attack of opportunity from the defender you are attacking (though it can provoke attacks of opportunity from others, as normal).

You can't use this feat if you are carrying a heavy load or wearing heavy armor.

Stealthy

You are particularly good at avoiding notice.

Benefit: You get a +2 bonus on all Hide checks and Move Silently checks.

Strafe

You can use an automatic firearm to affect a wider area than normal.

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: When using a firearm on autofire, you can affect an area four 5-foot squares long and one square wide (that is, any four squares in a straight line).

Normal: A firearm on autofire normally affects a 10-foot-by-10-foot area.

Streetfighting

You know the brutal and effective fighting tactics of the streets and back alleys.

Prerequisites: Brawl, base attack bonus +2.

Benefit: Once per round, if you make a successful melee attack with an unarmed strike or a light weapon, you deal an extra 1d4 points of damage.

Studious

You have a knack for research.

Benefit: You get a +2 bonus on all Decipher Script checks and Research checks.

Sunder

You are skilled at hitting an opponent's weapon, or some other object with a melee attack.

Prerequisites: Strength 13, Power Attack.

Benefit: When you strike an object held or carried by an opponent, such as a weapon, you do not provoke an attack of opportunity (see Strike an Object, page 149).

You gain a +4 bonus on any attack roll made to attack an object held or carried by another character. You deal double normal damage to objects, whether they are held or carried or not.

Normal: A character without this feat incurs an attack of opportunity when he or she strikes at an object held or carried by another character.

Surface Vehicle Operation

Select a class of surface vehicle (heavy wheeled, powerboat, sailboat, ship, or tracked). You are 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



Russell benefits from the Stealthy feat

engine-powered water vessels designed for operation by a single person and usually no more than 100 feet in length. Sailboats are wind-powered water vessels. Ships are large, multicrewed water vessels. Tracked vehicles include bulldozers and tanks and other military vehicles.

Prerequisite: Drive 4 ranks.

Benefit: You take no penalty on Drive checks or attack rolls made when operating a surface vehicle of the selected class.

Normal: Characters without this feat take a –4 penalty on Drive checks made to operate a surface vehicle that falls under any of these classes, and to attacks made with vehicle weapons. There is no penalty when you operate a general-purpose surface vehicle (such as a car, motorcycle, or snowmobile).

Special: You can gain this feat as many as five times. Each time you take the feat, you select a different class of surface vehicle.

Surgery

You are trained to perform surgical procedures to heal wounds.

Prerequisite: Treat Injury 4 ranks.

Benefit: You can use the Treat Injury skill to perform surgery without penalty.

Normal: Characters without this feat take a –4 penalty on Treat Injury checks made to perform surgery.

Toughness

You are tougher than normal.

Benefit: You gain +3 hit points.

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

Track

You can follow the trails of creatures and characters across most types of terrain.

Benefit: To find tracks or follow them for one mile requires a Survival check. You must make another Survival check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge.

You move at half your normal speed (or at your normal speed with a –5 penalty on the check, or at up to twice your 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 surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick carpets, very dirty or dusty floors). The quarry might leave some traces of its passage (broken branches, tufts of hair), but only occasional or partial footprints can be found.

Hard: Any surface that doesn't hold footprints at all, such as bare rock, concrete, metal deckings, or indoor floors. The quarry leaves only traces, such as scuff marks. If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

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

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

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

2 Apply only the largest modifier from this category.

Trustworthy

You have a friendly demeanor.

Benefit: You get a +2 bonus on all Diplomacy checks and Gather Information checks.

Two-Weapon Fighting

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon. The weapons must both be melee weapons or both be ranged weapons (you can't mix the types).

Prerequisite: Dexterity 13.

Benefit: Your penalties for fighting with two weapons are lessened by 2.

Normal: See Attacking with Two Weapons, page 138, and Table 5–3: Two-Weapon Fighting Penalties.

Unbalance Opponent

You are skilled at keeping your opponents off balance in close combat.

Prerequisites: Defensive Martial Arts, base attack bonus +6.

Benefit: During your action, you designate an opponent no more than one size category larger or smaller than you. That opponent doesn't get to add his Strength modifier to attack rolls when targeting you. (If the opponent has a Strength penalty, he still takes that penalty.)

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

You can select a new opponent on any action.

Vehicle Dodge

You are adept at dodging attacks while driving a vehicle.

Prerequisites: Dexterity 13, Drive 6 ranks, Vehicle Expert.

Benefit: When driving a vehicle, during your action you designate an opposing vehicle or a single opponent. Your vehicle and everyone aboard it receive a +1 dodge bonus to Defense against attacks from that vehicle or opponent. You can select a new vehicle or opponent on any action.

Vehicle Expert

You are adept at operating vehicles.

Benefit: You get a +2 bonus on all Drive checks and Pilot checks.

Weapon Finesse

You are especially skilled at using a certain melee weapon, one that can benefit as much from Dexterity as from Strength. Choose one light melee weapon, a rapier (if you can use it with one hand), or a chain.

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

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

Special: You can gain this feat multiple times. Each time you take the feat, you select a different weapon.

Weapon Focus

Choose a specific weapon, such as a Glock 17 pistol or a sword cane. You are especially good at using this weapon. You can choose unarmed strike or grapple for your weapon for purposes of this feat.

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

Benefit: You add +1 to all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Each time you take the feat, you must select a different weapon.

Whirlwind Attack

You can strike nearby opponents in an amazing, spinning melee attack.

Prerequisites: Dexterity 13, Intelligence 13, Dodge, Mobility, Spring Attack, Combat Expertise, base attack bonus +4.

Benefit: When you perform a full-round action, you can give up your regular attacks and instead make one melee attack at your highest base attack bonus against each adjacent opponent.

Windfall

You are particularly wealthy.

Benefit: Your Wealth bonus increases by +3. Also, this feat provides a +1 bonus on all Profession checks.

Special: You can select this feat multiple times. Each time, both of its effects stack.



Elliot shows off his Vehicle Expert feat

Chapter Four

EQUIPMENT

In a world of high-tech wonders, the only limits on the types of equipment available to heroes are the inventiveness of manufacturers and the amount of buying power on the heroes' credit cards. Most of the objects described in this chapter are available through legitimate retailers and dealers. Some objects might be harder to find, and a few might be available only in specific areas or not available at all for purchase. Others might be difficult to obtain due to legal restrictions on ownership or use.

PURCHASING EQUIPMENT

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

The Wealth Check

A Wealth check is a 1d20 roll plus your current Wealth bonus. Your Wealth bonus is fluid. It increases as you gain Wealth and decreases as you make purchases.

If you succeed on the Wealth check, you gain the object. If you fail, you can't afford the object at this time—you don't have the cash on hand, or your credit cards are too close to maxed out.

If your current Wealth bonus is equal to or greater than the DC, you automatically succeed. Your character can easily afford to buy any object with a DC equal to or less than your current Wealth bonus.

If you successfully purchase an object or service with a purchase DC that's higher than your current Wealth bonus, your Wealth bonus decreases. This reflects that you increased your debt and reduced your buying power in some fashion to acquire the expensive object or service.

Moondog makes a speedy getaway

Wealth and the Starting Hero

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

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

So, a Smart hero with the doctor starting occupation has a possible beginning Wealth bonus of +4 + 2d4. (The doctor occupation increases his Wealth bonus by 4 and he makes a 2d4 die roll.) If the 2d4 result is 5 and he has ranks in the Profession skill, this Smart hero starts out with a Wealth bonus of +10.

Need a Lot of Stuff?

If you're buying a bunch of stuff at once, especially when you're first creating your character, it's almost always best to start by making a reasonable wish list of the items you want. Once you've made the list, purchase everything that has a purchase DC equal to or less than your Wealth bonus. (Or, if your Wealth bonus is higher than +14, purchase everything with a purchase DC of 14 or lower first.) Purchasing these items won't reduce your Wealth bonus like more expensive items do.

Once you've got the small stuff, move on to the expensive things. Generally, you want to start with the most expensive and work your way down, though if there's anything that's particularly important, buy it first if you're worried about running low on Wealth.

Shopping and Time

Common objects and services can be purchased in just the time it takes to go to an appropriate retail outlet or place of business. 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 a object with a restriction rating increases the time needed to make purchases, as described below.

Taking 10 and Taking 20

You can usually take 10 or take 20 when making a Wealth check. Taking 20 requires 20 times as long as normal. So, if it normally takes you 30 minutes to go to the store and purchase a certain object, and you decide to take 20 on the Wealth check, then you have to spend 10 hours shopping for that object.

Also, there is a penalty for spending beyond your means. Whenever you buy an object that has a purchase DC higher than your current Wealth bonus, your Wealth bonus decreases (see below).

Try Again?

You can try again if you fail a Wealth check, but not until you've spent additional time shopping—usually a number of hours equal to the purchase DC of the object or service. During character creation, you can't try again until sometime after the first adventure has begun (Gamemaster's discretion).

Aid Another

One other character can make an aid another attempt to help you purchase an object or service. If the attempt is successful, that character provides you with a +2 bonus on your Wealth check. There is a cost, however. The character who provides the aid reduces his or her Wealth bonus by +1. As for you, the character who aided your Wealth check might reasonably demand to borrow the object from you from time to time, and could be considered a co-owner, depending on the object and its cost.

Losing Wealth

Any time you purchase an object or service with a purchase DC higher than your current Wealth bonus, or one with a purchase DC of 15 or higher, your Wealth bonus goes down. (This represents spending your savings, or extending your credit, or increasing your debt.) How much your Wealth bonus is reduced depends on how expensive the object is.

Object or Service Purchase DC	Wealth Bonus Decrease
15 or higher	1 point
1–10 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

Buying Stuff at Character Creation

Russell Whitfield, a newly created 1st-level Strong hero, is ready to outfit himself before the start of his first adventure. He takes the blue collar starting occupation, which increases his Wealth bonus by +2 points. He rolls 2d4 and gets a result of 3. Russell has a starting Wealth bonus of 5 (0 + 2 + 3 = 5).

Russell can afford anything with a purchase DC of 5 or lower. He makes sure that he buys everything he wants that has a DC of 5 or less before he attempts to acquire anything that's more expensive. When he's ready, he decides to try to buy a longsword (DC 11).

He can make a Wealth check and try to roll 6 or higher on the d20 to purchase the object (6 + 5 = 11), but if the check fails he has to wait until an appropriate opportunity after the adventure begins to try again on the Wealth check. If the check succeeds, Russell gains the longsword and his Wealth bonus decreases to +4.

He can take 10 on the check, easily making the purchase DC. He is guaranteed the longsword, but after buying it his Wealth bonus is reduced to +4.

If Russell needed to buy an object with a purchase DC of 18, for example, he could decide to take 20 to have a better chance of succeeding. This allows him to purchase the object, but then his Wealth bonus is reduced by 1d6+1 points (because the DC is 13 points higher than his Wealth bonus and because the DC is also higher than 15).

Lifestyle

What sort of lifestyle does your character live? Does he drive an exotic car and own a speedboat, throwing lavish parties and flying off to Rio for the weekend? Or does he subsist on microwave pizza in a one-room apartment? That question is answered, in part, by the objects you own and your current Wealth bonus.

A character with a mid-range Wealth bonus (say, +7) can generally afford items costing around $50 without his Wealth bonus going down. Such a character can afford a meal at a good restaurant, a ticket to a basketball game, or a new computer game pretty much any time he wants. More expensive lifestyle options are always available, but only at the cost of driving his Wealth bonus down—so he can't really live beyond his means for long. Of course, if he already owns a Ferrari, having a lower Wealth bonus does not mean he has to give it up. He still drives an expensive car—he just can't currently afford to do all the other things people associate with that kind of life.

A poorer character—with, say, a current Wealth bonus of +4—can generally afford a $20 expense without reducing his Wealth bonus. A night at the movies might be a routine entertainment, but he can't regularly afford anything more expensive. Rich characters, those with Wealth bonuses of +15 or higher, can easily drop about $500 at a time, meaning that they will fly first class more often than not.

For example, if you have a current Wealth bonus of +9, and you purchase something that has a purchase DC of 13, your Wealth bonus decreases by 1 (since the object's DC is 4 points higher than your current Wealth bonus). If the object has a purchase DC of 22 (which is 13 points higher than your Wealth bonus), you reduce your current Wealth bonus by 1d6 points.

Along with this loss, any time you buy an object or service with a purchase DC of 15 or higher, you reduce your current Wealth bonus by an additional 1 point. So, in the case of the object with a DC of 22, your Wealth bonus decrease would be 1d6+1 points.

Your Wealth bonus only goes down if you successfully buy an object or service. If you attempt to buy something and the check fails, your Wealth bonus is unaffected. (However, see "Try Again?" above.)

Wealth Bonus of +0

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

Regaining Wealth

Buying expensive objects can drive your Wealth bonus down. Fortunately, your Wealth bonus recovers as your character advances.

Every time you gain a new level, make a Profession check. (If you have no ranks in the skill, this check is a Wisdom check.) The DC is equal to your current Wealth bonus. If you succeed, your current Wealth bonus increases by +1. For every 5 points by which you exceed the DC, you gain an additional +1 to your Wealth bonus.

Wealth Awards

Adventuring may result in your finding (or otherwise obtaining) cash, jewels, or other valuable items. In such cases, the benefit translates into a Wealth award. A Wealth award represents an increase in buying power, not a perpetual stream of income. A treasure might grant a character a Wealth award of +4, for example, thereby increasing his current Wealth bonus by +4. When a team of characters gains a Wealth award, they should split it among themselves as evenly as possible.

On-Hand Objects

In the modern world, most people have a lot of stuff—probably a lot more than you're going to write down on your character sheet. To account for the mundane and innocuous objects that most people have among their possessions—and not force every character to specifically purchase such objects in order to employ them—use the following rules.

With your GM's permission, you can make a Wealth check to see if your character has a mundane object on hand, as long as the object has a purchase DC of 10 or lower. (The GM determines the purchase DC for an object that's not mentioned in this chapter, using similarly priced objects as a guide.) The Wealth check works the same as for buying the object, except that you take a –10 penalty on the check, and you can't take 10 or take 20. Also, you can't make a Wealth check to see if you have a mundane object on hand during character generation or between adventures—only during play. If you succeed, your Wealth bonus is unaffected, even if the object's purchase DC is higher than your Wealth bonus.

For example, Russell hears faint noises outside the door to his apartment and suspects that someone is about to break in. His gun isn't handy, but there might be something else in the room, such as a baseball bat or a fireplace poker, that can be used as an impromptu weapon. The GM decides that the purchase DC for such an object is 5. To see if the mundane object is on hand, Russell rolls 1d20 and adds his current Wealth bonus, then subtracts 10. On a result of 5 or higher, it is on hand, and Russell grabs it up as quickly as he can. On a result of 4 or lower, nothing of the sort is immediately available, and Russell has to figure out a different course of action.

Depending on the situation, the GM can rule that a certain mundane object is not available; for an object to be obtainable, you must be in a place where the object logically would be (in your house, or apartment, or car); you can't just come across a baseball bat while walking down the street.

RESTRICTED OBJECTS

Some objects require licenses to own or operate, or are restricted in use to qualifying organizations or individuals. In such cases, a character must purchase a license or pay a fee to legally own the object. A license or fee is a separate item,

purchased in addition to (and usually before) the object to which it applies. The four levels of restriction are as follows.

Licensed: The owner must obtain a license to own or operate the object legally. Generally, the license is not expensive, and obtaining it has few if any additional legal requirements.

Restricted: Only specially qualified individuals or organizations are technically allowed to own the object. However, the real obstacles to ownership are time and money; anyone with sufficient patience and cash can eventually acquire the necessary license.

Military: The object is sold primarily to legitimate police and military organizations. A military rating is essentially the same as restricted (see above), except that manufacturers and dealers are generally under tight government scrutiny and are therefore especially wary of selling to private individuals.

Illegal: The object is illegal in all but specific, highly regulated circumstances.

TABLE 4–1: RESTRICTED OBJECTS

Restriction Rating	License or Fee Purchase DC	Black Market Purchase DC [1]	Time Required
Licensed	10	+1	1 day
Restricted	15	+2	2 days
Military	20	+3	3 days
Illegal	25	+4	4 days

1 Add to the object's purchase DC if you try to buy it on the black market without first obtaining a license; see The Black Market, below.

Purchasing a License

To purchase a license or pay necessary fees, make a Wealth check against the purchase DC given in Table 4–1. With a success, the license is issued to the character after the number of days indicated. To speed the process, the hero can make a Knowledge (business) check against a DC equal to the license purchase DC. Success results in the license being issued in 1d6 hours. (During the process of character creation, you just need to purchase the license or pay the fee; the time required takes place before game play begins.)

As a general rule, a character must obtain the appropriate license before buying a restricted object. Legitimate dealers will not sell restricted objects to a character who does not have the necessary license. However, a character may be able to turn to the black market (see below) to obtain restricted objects without a license.

The Black Market

Sometimes a character wants to obtain an object without going through the hassle of getting a license first. Almost anything is available on the black market. Knowledge (streetwise) checks can be used to locate a black market merchant. The DC is based on the location in question, perhaps 15 to find a black market merchant in a big city, or 20, 25, or higher in small towns and rural areas.

Objects purchased on the black market are more expensive than those purchased legally. Add the black market purchase DC modifier from Table 4–1 to the object's purchase DC.

Rent or Own?

The rules for Wealth don't say anything about paying rent or having a mortgage. That's because such day-to-day expenses as a home, utility bills, and groceries are already built into the Wealth system—your Wealth bonus reflects your buying power after paying for such basics.

Since the cost of rent is already built into your Wealth bonus, why should any character want to waste Wealth checks on something as expensive as a home? The answer in game terms is the same as in the real world: When you own your own home, you aren't subject to someone else's rules on how to use it. Want to build a secret lab in your garage? That's kind of difficult in an apartment building—but you can probably do it if you own a house.

To buy a house, you only have to make a Wealth check for the down payment (that's what the purchase DC in the Housing section of Table 4–10 represents). You don't have to worry about the monthly mortgage payment, just as a renter doesn't have to worry about rent.

Obtaining an object on the black market takes a number of days according to the Time Required column on Table 4–1. For example, purchasing a restricted object on the black market requires two days. The process can be hurried, but each day cut out of the process (to a minimum of one day) increases the purchase DC by an additional +1.

For example, say you want to purchase a machine gun on the black market. You've made the necessary contact. The machine gun has a purchase DC of 19 and a military restriction rating (DC +3). The final purchase DC, then, is 22, and it will take three days for the seller to get it for you. You need it tomorrow, however, requiring that he get it in just one day. Cutting two days out of the process increases the DC by another +2, for a total purchase DC of 24. If you fail this Wealth check, you can't attempt to buy that particular object again for a certain amount of time (in this case, 24 hours).

Requisitioning Equipment

When a hero working for Department-7 needs more equipment than he has on hand, he may try to requisition it. Department-7 evaluates whether the character really needs the object, how soon the agency can supply it, and whether the agency can reasonably expect to get it back when the hero is done with it.

The result is determined by a level check (1d20 + your character level) against a DC equal to the equipment's purchase DC. Add your Charisma bonus to the check. Table 4–2 lists modifiers that may affect the check.

The result of the check determines whether and how quickly Department-7 can provide the hero with the requested equipment. With a success, the object is issued to the hero. Generally, it takes 24 hours to obtain an object through requisition, but if the object is especially common, or if the hero beats the check DC by 5 or more, it is available in 1d4 hours.

Requisitioned objects are loaned, not given, to the hero. Obviously, expendable objects like ammunition don't have to be returned if used.

TABLE 4–2: REQUISITION MODIFIERS

Situation	Modifier
Object is necessary for assignment	+6
Object has obvious application for assignment	+4
Object has peripheral application for assignment	+2
Object has no obvious application for assignment	–2
Object is rare	–2
Object restriction	
Licensed	–2
Restricted	–4
Military	–6
Illegal	–8
Hero is skilled or proficient in use of object	+2
Hero returned all gear undamaged on previous mission	+2

For example, you want to requisition a machine gun. Your 5th-level hero receives a mission in which combat is a near certainty, and she turned in all her requisitioned gear undamaged at the end of her last assignment. She has a Charisma bonus of +1. The purchase DC for the weapon is 19. She gains a +3 bonus on the check: +6 for a necessary object, –6 for the military restriction, +2 for proficient in the use of the object, +2 for turning in previous gear, and +1 for Charisma. You roll a 12. Since you're 5th level, your result is 22 (5 + 12 + 5), which beats the machine gun's purchase DC. The machine gun is issued to your character.

SELLING STUFF

Sometimes heroes end up with more gear than they need. Sometimes they find themselves up against a financial wall, and need to generate some income fast. You can sell things to improve your Wealth bonus. But be warned—doing so is rarely profitable, and selling suspicious or restricted objects has its own dangers.

To sell something, you first need 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. For example, if you're selling your Chevy Cavalier (purchase DC 26), its sale value is 23.

Selling an object can provide an increase to your Wealth bonus. The increase is the same amount as the Wealth bonus loss you would experience if you purchased an object with a purchase DC equal to the sale value. For instance, say you have a Wealth bonus of +9. If you purchased an object with a purchase DC of 23, your Wealth bonus would decrease by 1d6+1 (1d6 for purchase DC 14 higher than Wealth bonus, 1 for purchase DC of 15 or higher). Therefore, when selling your Chevy Cavalier (sale value 23), you receive a Wealth bonus increase of 1d6+1.

Regardless of your current Wealth bonus, you gain a Wealth bonus increase of 1 whenever you sell an object with a sale value of 15 or higher. (If you sell an object with a sale value less than or equal to your current Wealth bonus, and that sale value is 14 or lower, you gain nothing. You might make a few bucks, but it's not enough to measurably influence your Wealth bonus.)

You cannot legally sell restricted objects unless you are licensed to own them. You also cannot legally sell objects that have been reported as stolen. Selling objects illegally usually requires that you have contacts in the black market (see page 93), and reduces the sale value by an additional 3.

Mastercraft Objects

Weapons, armor, and some other types of equipment can be constructed as mastercraft objects. The exceptional quality of these objects provides the user a bonus on attack rolls, damage, Defense, or some other characteristic that improves when the object is used.

A mastercraft object that provides a +1 bonus can usually be purchased on the open market as a custom version of a common object. The increased cost of such an object adds +3 to the purchase DC.

A rare few objects are of mastercraft quality even without customization—the off-the-shelf version of the object is of such high quality that it is always provides a bonus of +1. The Glock 17 pistol is one such object; it is so well made that it grants a +1 bonus on attack rolls. In these cases, the purchase DC is not increased (such objects are already priced higher than similar objects of lower quality).

Mastercraft objects with a bonus of +2 or +3 are not common and are generally not for sale. If a mastercraft +2 object could be found for purchase, its cost would add +6 to the normal purchase DC. The cost of a mastercraft +3 object would add +9 to the normal purchase DC.

A character with the Techie advanced class and the appropriate specialty (see page 177) can create mastercraft objects.

CONCEALED WEAPONS AND OBJECTS

Few heroes can carry their weapons openly. Displaying an obvious weapon is rarely appropriate in modern-day society. Even when it is, a hero might want to conceal a backup weapon to supplement the M-16 slung over her shoulder. And weapons aren't the only objects characters sometimes want to hide—it's often useful to keep other objects away from prying eyes.

It's assumed that, when attempting to conceal a weapon or other object, a character is wearing appropriate clothing—something moderately loose and bulky. Tight or skimpy clothes make concealment more difficult, while large items of clothing, such as long coats, make it easier.

Drawing a concealed weapon is more difficult than drawing a regularly holstered weapon, and normally requires an attack action. Keeping the weapon in an easier-to-draw position makes concealing it more difficult.

Sleight of Hand Checks

To conceal a weapon or other object, make a Sleight of Hand check. A character concealing an object before she heads out into public can usually take 10 unless she is

rushed, trying to conceal it when others might see her, or under other unusual constraints. Sleight of Hand can be used untrained in this instance, but the character must take 10.

Size and Concealment

The object's size affects the check result, as shown on Table 4–3. The type of holster used or clothing worn, and any attempt to make a weapon easier to draw, can also affect the check.

TABLE 4–3:
CONCEALING WEAPONS AND OBJECTS

Condition	Sleight of Hand Modifier
Size of weapon or object	
Fine	+12
Diminutive	+8
Tiny	+4
Small	+0
Medium-size	–4
Large	–8
Huge or larger	can't conceal
Clothing is tight or small	–4
Clothing is especially loose or bulky	+2
Clothing is specifically modified for concealing object	+2
Weapon is carried in concealed carry holster (see page 120)	+4
Weapon can be drawn normally	–2
Weapon can be drawn as free action with Quick Draw feat	–4

Spotting Concealed Objects

Noticing a concealed weapon or other object requires a Spot check. The DC varies: If the target made a roll when concealing an object, the DC of the Spot check to notice the object is the same as her check result (an opposed check, in other words). If the target took 10 on her Sleight of Hand check, use this formula:

Spot DC = Target's Sleight of Hand skill modifier (including modifiers from Table 4–3) + 10

An observer attempting to spot a concealed object receives a –1 penalty for every 10 feet between himself and the target, and a –5 penalty if distracted.

Patting someone down for a hidden weapon requires a similar check. However, the skill employed in Search, and the searcher gets a +4 circumstance bonus for the hands-on act of frisking the target. Some devices may also offer bonuses under certain circumstances (a metal detector offers a bonus to Search checks to find metal objects, for example).

Spotting Concealable Armor

Concealable armor (see page 110) can be worn under clothing if the wearer wants it to go unnoticed. Don't use the modifiers from Table 4–3 when wearing concealable armor. Instead, anyone attempting to notice your armor must make a Spot check (DC 30).

WEAPONS

It's a dangerous world out there, especially for those who make a living fighting criminals, terrorists, or enemy agents. Most heroes carry weapons, ranging from baseball bats to M-60 machine guns.

The weapons covered here are grouped into three categories based on their general utility: ranged weapons, explosives and splash weapons, and melee weapons.

In the modern world, carrying a weapon openly—especially a firearm—is rarely acceptable, even in the rare cases when it's legal.

RANGED WEAPONS

Ranged weapons fall into three general groups: handguns, longarms, and other ranged weapons such as crossbows.

When using a ranged weapon, the wielder applies his or her Dexterity modifier to the attack roll.

Handguns and longarms are personal firearms. A personal firearm is any firearm designed to be carried and used by a single person. This does not include, for example, rocket launchers (which aren't firearms) and heavy machine guns (which can be fired by one person, but not carried by one person). It includes most of what we think of as "guns."

Ranged Weapons Table

Ranged weapons are described by a number of statistics, as shown on Table 4–4.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if you hit the target two times). See page 131 for more about threat range and critical hits.

Damage Type: Ranged weapon damage is classified according to type: ballistic (all firearms), energy (of a specific type, such as electricity damage for a taser), piercing (some simple ranged weapons, such as a crossbow), or slashing (a whip). Some creatures or characters may be resistant or immune to some forms of damage.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. For example, a Colt Python has a range increment of 40 feet. An attack made from a distance of 30 feet would not be penalized. An attack from 60 feet would be made at a –2 penalty, since it's more than one whole range increment away. An attack at 200 feet would incur a –10 penalty, because it's five full range increments away.

Ranged weapons have a maximum range of ten range increments, except for thrown weapons, which have a maximum range of five range increments.

Rate of Fire: Some ranged weapons have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for handguns, longarms, and heavy weapons are single shot, semiautomatic, and automatic.

Single Shot: A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapons) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other abilities that normally allow more than one shot per attack.

Semiautomatic (S): Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but some feats allow characters armed with semiautomatic weapons to fire shots in rapid successions, getting in more than one shot per attack.

Automatic (A): Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire.

Magazine: The weapon's magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity.

TABLE 4–4: RANGED WEAPONS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Purchase Restriction
Handguns (require the Personal Firearms Proficiency feat)										
Beretta 92F (9mm autoloader)	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	16	Lic (+1)
Beretta 93R (9mm machine pistol)	2d6	20	Ballistic	30 ft.	S, A	20 box	Med	3 lb.	18	Res (+2)
Colt Double Eagle (10mm autoloader)	2d6	20	Ballistic	30 ft.	S	9 box	Small	3 lb.	16	Lic (+1)
Colt M1911 (.45 autoloader)	2d6	20	Ballistic	30 ft.	S	7 box	Small	3 lb.	15	Lic (+1)
Colt Python (.357 revolver) [1]	2d6	20	Ballistic	40 ft.	S	6 cyl.	Med	3 lb.	15	Lic (+1)
Derringer (.45)	2d6	20	Ballistic	10 ft.	Single	2 int.	Tiny	1 lb.	14	Lic (+1)
Desert Eagle (.50AE autoloader)	2d8	20	Ballistic	40 ft.	S	9 box	Med	4 lb.	18	Lic (+1)
Glock 17 (9mm autoloader) [1]	2d6	20	Ballistic	30 ft.	S	17 box	Small	2 lb.	18	Lic (+1)
Glock 20 (10mm autoloader) [1]	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	18	Lic (+1)
MAC Ingram M10 (.45 machine pistol)	2d6	20	Ballistic	40 ft.	S, A	30 box	Med	6 lb.	15	Res (+2)
Pathfinder (.22 revolver)	2d4	20	Ballistic	20 ft.	S	6 cyl.	Tiny	1 lb.	14	Lic (+1)
Ruger Service-Six (.38S revolver)	2d6	20	Ballistic	30 ft.	S	6 cyl.	Small	2 lb.	14	Lic (+1)
S&W M29 (.44 magnum revolver)	2d8	20	Ballistic	30 ft.	S	6 cyl.	Med	3 lb.	15	Lic (+1)
SITES M9 (9mm autoloader)	2d6	20	Ballistic	30 ft.	S	8 box	Tiny	2 lb.	15	Lic (+1)
Skorpion (.32 machine pistol)	2d4	20	Ballistic	40 ft.	S, A	20 box	Med	4 lb.	17	Res (+2)
TEC-9 (9mm machine pistol)	2d6	20	Ballistic	40 ft.	S or A	32 box	Med	4 lb.	14	Res (+2)
Walther PPK (.32 autoloader)	2d4	20	Ballistic	30 ft.	S	7 box	Small	1 lb.	15	Lic (+1)
Longarms (require the Personal Firearms Proficiency feat)										
AKM/AK-47 (7.62mmR assault rifle)	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	10 lb.	15	Res (+2)
Barrett Light Fifty (.50 sniper rifle)	2d12	20	Ballistic	120 ft.	S	11 box	Huge	35 lb.	22	Lic (+1)
Beretta M3P (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S	5 box	Large	9 lb.	16	Lic (+1)
Browning BPS (10-gauge shotgun)	2d10	20	Ballistic	30 ft.	S	5 int.	Large	11 lb.	16	Lic (+1)
HK G3 (7.62mm assault rifle)	2d10	20	Ballistic	90 ft.	S, A	20 box	Large	11 lb.	19	Res (+2)
HK MP5 (9mm submachine gun) [1]	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	7 lb.	20	Res (+2)
HK MP5K (9mm submachine gun)	2d6	20	Ballistic	40 ft.	S, A	15 box	Med	5 lb.	19	Res (+2)
HK PSG1 (7.62mm sniper rifle) [1]	2d10	20	Ballistic	90 ft.	S	5 box	Large	16 lb.	22	Lic (+1)
M16A2 (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	8 lb.	16	Res (+2)
M4 Carbine (5.56mm assault rifle)	2d8	20	Ballistic	60 ft.	S, A	30 box	Large	7 lb.	16	Res (+2)
Mossberg (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S	6 int.	Large	7 lb.	15	Lic (+1)
Remington 700 (7.62mm hunting rifle)	2d10	20	Ballistic	80 ft.	Single	5 int.	Large	8 lb.	17	Lic (+1)
Sawed-off shotgun (12-ga shotgun)	2d8	20	Ballistic	10 ft.	S	2 int.	Med	4 lb.	15	Lic (+1)
Steyr AUG (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	9 lb.	19	Res (+2)
Uzi (9mm submachine gun)	2d6	20	Ballistic	40 ft.	S, A	20 box	Large	8 lb.	18	Res (+2)
Winchester 94 (.444 hunting rifle)	2d10	20	Ballistic	90 ft.	S	6 int.	Large	7 lb.	15	Lic (+1)
Heavy Weapons (each requires a specific Exotic Firearms Proficiency feat)										
M-60 (medium machine gun)	2d8	20	Ballistic	100 ft.	A	Linked	Huge	22 lb.	21	Mil (+3)
M2HB (heavy machine gun)	2d12	20	Ballistic	110 ft.	A	Linked	Huge	75 lb.	22	Mil (+3)
M72A3 LAW (rocket launcher)	10d6 [2]	—	—	150 ft.	1	1 int.	Large	5 lb.	15	Mil (+3)
M79 (grenade launcher)	Varies [2]	—	—	70 ft.	1	1 int.	Large	7 lb.	14	Mil (+3)
Other Ranged Weapons (Weapons Proficiency feat needed given in parentheses)										
Compound bow (Archaic) [2]	1d8	20	Piercing	40 ft.	1	—	Large	3 lb.	10	—
Crossbow (Simple)	1d10	19–20	Piercing	40 ft.	1	1 int.	Med	7 lb.	9	—
Flamethrower (no feat needed) [3]	3d6	—	Fire	—	1	10 int.	Large	50 lb.	17	Mil (+3)
Javelin (Simple)	1d6	20	Piercing	30 ft.	1	—	Med	2 lb.	4	—
Pepper spray (Simple)	Special [2]	—	Special [2]	5 ft.	1	1 int.	Tiny	0.5 lb.	5	—
Shuriken (Archaic)	1	20	Piercing	10 ft.	1	—	Tiny	0.5 lb.	3	—
Taser (Simple)	1d4 [2]	—	Electricity	5 ft.	1	1 int.	Small	2 lb.	7	—
Whip (Simple)	1d2	20	Slashing	15 ft. [3]	1	—	Small	2 lb.	4	—

1 This mastercraft weapon grants a +1 bonus on attack rolls.

2 This weapon does special damage. See the weapon description.

3 See the description of this weapon for special rules.

How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number. Weapons with a dash in this column have no magazines; they are generally thrown weapons, or weapons (such as bows) that are loaded as part of the firing process.

Box: A box magazine is any type of magazine that can be removed and reloaded separately from the weapon. This feature is advantageous because a character can carry extra magazines, already loaded, and simply swap an empty one for one of the extras. Also, box magazines tend to have relatively large capacities.

Cylinder: A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. However, most revolvers can be used with a speed loader (see page 120)—a small device that holds a full load of ammunition ready to be inserted, all at once, into a cylinder. Using a speed loader is much like inserting a box magazine into a weapon. Without a speed loader, a firearm with a cylinder magazine must be loaded by hand.

Internal: Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles.

Linked: Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures (a Medium-size weapon, for example, is not the same size as a Medium-size creature or other object). The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Huge weapon requires two hands and a bipod or other mount.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in your off hand (see Table 5–3, page 138).

Weight: This column gives the weapon's weight when fully loaded.

Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

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

Reloading Firearms

Reloading a firearm with an already filled box magazine or speed loader is a move action. Refilling a box magazine or a speed loader, or reloading a revolver without a speed loader or any weapon with an internal magazine, is a full-round action.

Loading a belt of linked ammunition is a full-round action. Linking two belts together is a move action.

Handguns

A handgun is a personal firearm that can be used one-handed without penalty. This includes all pistols and some submachine guns and shotguns. All handguns require the Personal Firearms Proficiency feat. Using a handgun without this feat imposes a –4 penalty on attack rolls.

Handguns can be broken down into three smaller groups: autoloaders, revolvers, and machine pistols.

Autoloaders (sometimes called "automatics"), such as the Colt M1911 (the venerable .45 pistol) and the Glock, feature removable box magazines, and some models hold quite a lot of ammunition. They work by using the energy of a shot fired to throw back a slide, eject the shot's shell casing, and scoop the next round into the chamber. They are more complex than revolvers, but nevertheless have become increasingly popular in the modern age.

Revolvers, such as the .38 Special sidearms carried by many police officers, are relatively simple firearms that store several rounds (usually six) in a revolving cylinder. As the trigger is pulled, the cylinder revolves to bring the next bullet in line with the barrel.

Machine pistols are automatic weapons small enough to be fired with one hand. Some are autoloader pistols modified to fire a burst of bullets in a single pull of the trigger, while others are modified submachine guns, cut down in size and weight to allow one-handed use.

Ranged weapons that use box magazines come with one full magazine.

Beretta 92F

The standard service pistol of the United States military and many American law enforcement agencies, the Beretta is a rugged and reliable autoloader. In addition to its official duties, it's a popular civilian weapon and is commonly seen on TV and in the movies as well.

Beretta 93R

This close relative of the Beretta 92F looks like a large autoloader but can fire on automatic. It sports a fold-down grip in front of the trigger guard, an extendable steel shoulder stock that is attached to the butt of the pistol, and an extended magazine.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

Colt Double Eagle
Based on the M1911 mechanism, this pistol is an updated civilian version that fires a 10mm round.

Colt M1911
This is the classic .45 semiautomatic pistol, used by the United States military for decades until it was recently replaced by the Beretta 92F. Manufactured at three locations in the United States alone, the M1911 can be found all over the world, and is still in use in several other military forces.

Colt Python
Now considered a classic by the manufacturer, the Python has a well-deserved reputation for accuracy.

Due to its high quality of manufacture, the Colt Python is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Derringer
This pistol breaks open at the breech like a double-barreled shotgun. The two-shot weapon has one barrel atop the other and is barely 5 inches long, making it easy to conceal.

Desert Eagle
Manufactured by Israeli Military Industries, the Desert Eagle is the king of large-frame, heavy-caliber autoloaders. The version on Table 4–4 fires the massive .50 Action Express round. The Desert Eagle also comes in .357 Magnum and .44 Magnum models.

Glock 17
First seen in 1983, this pistol spawned controversy as a metal-detector-proof "plastic gun." In reality, less than half the parts are polymer materials, and it's just as detectable as any other handgun. The Glock is typical of 9mm self-loading pistols carried by many police officers and military personnel.

Due to its high quality of manufacture, the Glock 17 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

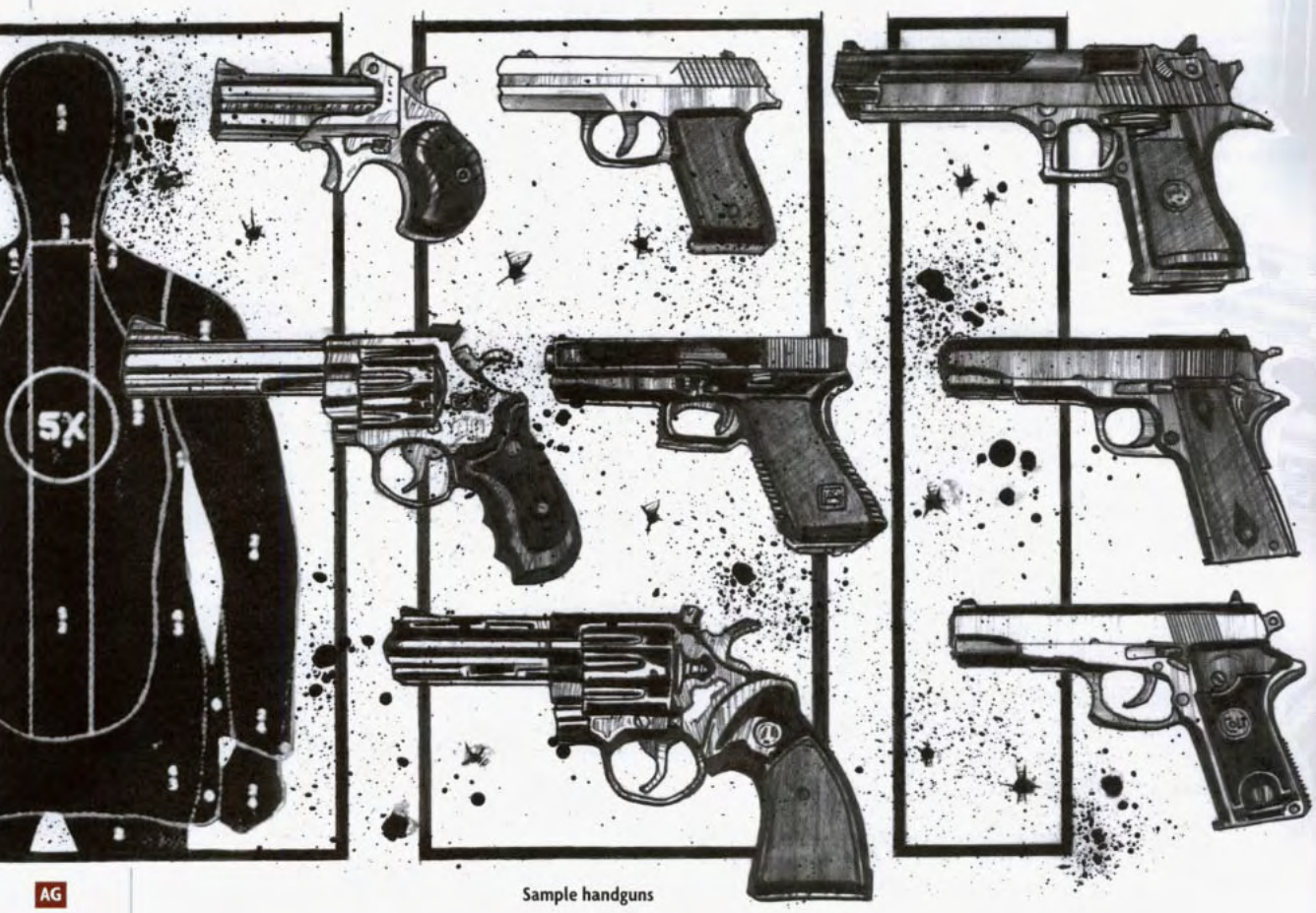
Glock 20
This slightly larger version of the Glock 17 is chambered for the slightly more powerful 10mm round.

Due to its high quality of manufacture, the Glock 20 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

MAC Ingram M10
No longer in production, about 10,000 of these small submachine guns were made and supplied to United States police forces, the U.S. Army, Cuba, and Peru. Light pressure on the trigger produces single shots, while increased pressure brings automatic fire.

The M10 accepts a suppressor (see page 120) without modification.

Pathfinder
Part of a line of small revolvers designed by Charter Arms, the Pathfinder is a high-quality weapon used as a concealed



Sample handguns

backup weapon by police officers or for personal defense. The Pathfinder is typical of a number of short-barreled (3 inches) small-caliber revolvers.

Ruger Service-Six

This revolver, designed specifically for police use, fires the .38 Special round. It was very popular with United States police forces prior to the increasing use of autoloaders in recent decades, and is still in service with many police forces today.

S&W M29

The Smith & Wesson Model 29 .44 Magnum revolver fires one of the most powerful pistol cartridges in the world. The M29 is known for its deafening sound, bright muzzle flash, and powerful recoil.

SITES M9 Resolver

This family of weapons is designed with the philosophy that an uncomfortable, heavy, or complicated concealed weapon won't get used. The compact SITES weapon is very narrow, making it easy to conceal.

Skorpion

The CZ61 Skorpion is a Czech machine pistol seen increasingly in the West since the collapse of the Soviet Union. Originally intended for military vehicle crews who don't have space for an unwieldy longarm, it was widely distributed to Communist countries and in central Africa, and can now be found anywhere in the world.

TEC-9

The Intratec TEC-9 is an inexpensive machine pistol popular with criminals because it can be modified (Repair check DC 15) to fire on automatic. The pistol only works on semiautomatic fire or, if modified, only on automatic. Once modified to fire on automatic, the TEC-9 cannot be changed back to semiautomatic.

Walther PPK

The trademark weapon of certain superspies, the PPK is a small, simple, and reliable autoloader with a design that dates back to the 1930s. It remains in widespread service among European police, military, and government agencies.

Longarms

Longarms are personal firearms that require two hands to be fired without penalty. This group includes hunting and sniping rifles, assault rifles, shotguns, and most submachine guns.

The basic longarm is the rifle, a group that includes both hunting rifles and sniper rifles. Most rifles are autoloaders, and they function internally in a manner very similar to autoloader pistols. Some models are operated manually, however, with the user having to work a bolt or lever between each shot. Assault rifles are rifles designed for military use and feature automatic as well as semiautomatic fire.

Shotguns are large-bore weapons that primarily fire shells full of small projectiles. They tend to be powerful, but only at short range. Reduce shotgun damage by 1 point for every range increment of the attack.



Sample submachine guns

Submachine guns are relatively compact longarms that generally fire pistol ammunition. They can fire on automatic.

All longarms are covered by the Personal Firearms Proficiency feat.

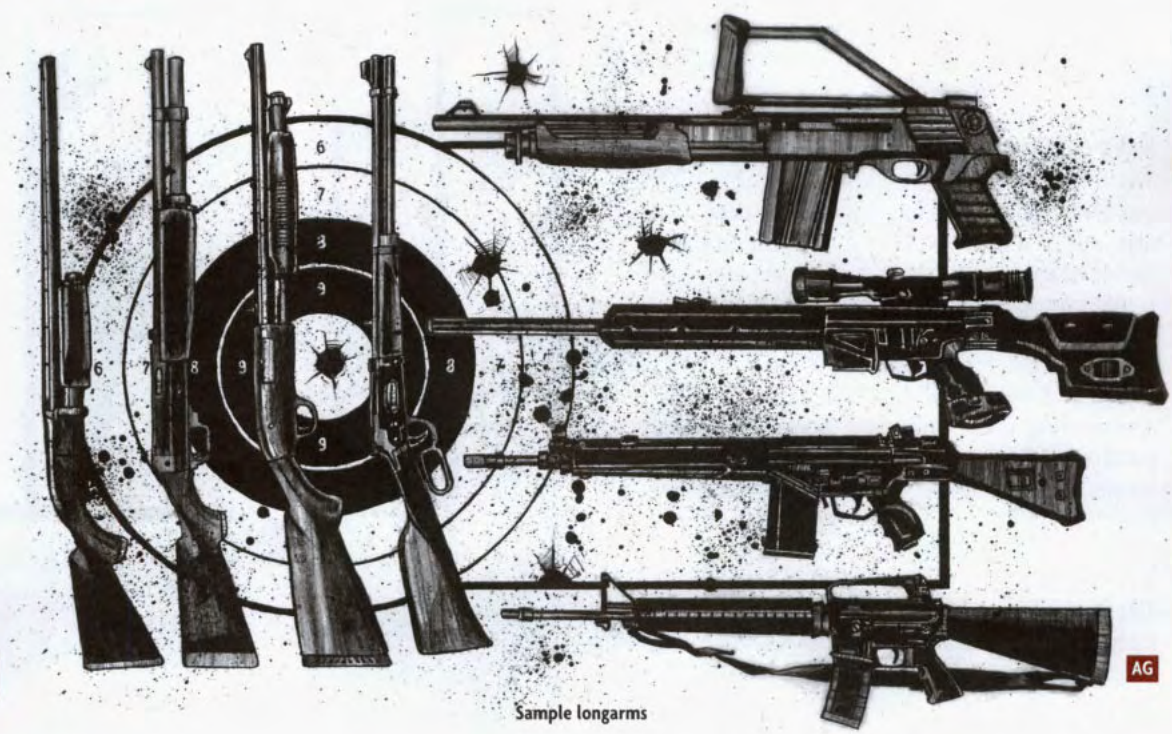
Longarms are not well suited to close combat. You take a –4 penalty on the attack roll when you fire at an adjacent target.

AKM/AK-47

This venerable assault rifle of the old Soviet Union is one of the most popular firearms in the world, having found common use in scores of bush wars and insurrections—on all sides of such conflicts.

Barrett Light Fifty

The heavy but rugged Light Fifty is an incredibly powerful weapon for its size. Although it's a sniper rifle, it fires a .50-caliber machine gun bullet, a round much more powerful than any other rifle ammunition.



Sample longarms

AG

Benelli M1

The Benelli 121 M1 semiautomatic shotgun is reliable, simple, and sturdy, with one of the fastest shotgun actions in the world. Many military and law enforcement agencies use this or similar weapons.

Beretta M3P

Designed for police and security work, the M3P can fire either single shots or on semiautomatic. The M3P comes equipped with a tubular steel stock that folds over the top of the weapon to form a carrying handle, and its ammunition feeds from a box magazine—an uncommon feature in a shotgun.

Browning BPS

This heavy longarm fires the largest shotgun round available, the 10-gauge shell.

HK G3

The G3 fires the powerful 7.62mm cartridge, a round used in many light machine guns but increasingly uncommon in assault rifles. At one time, over sixty of the world's armies used this rifle.

HK MP5

The Heckler & Koch MP5 family of weapons is among the most recognizable in the world, largely due to its popularity with both Hollywood and real-world counterterrorist forces. Many different designs exist; dexscribed here is the most basic model.

Due to its high quality of manufacture, the MP5 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

HK MP5K

A radically shortened version of the MP5, this weapon is optimized to be concealable. The steps taken to reduce the weapon's size and weight negate the benefits of the parent weapon's extraordinary quality, and as a result the MP5K is not a mastercraft weapon.

Although it comes with a 15-round magazine, the MP5K can also accept the same 30-round magazine as the MP5 (use of the larger magazine increases the weapon's size to Large, though).

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

HK PSG1

This high-precision sniper rifle, based on the design of the HK G3, has a fully adjustable trigger and stock for individual users. The PSG1 comes with a standard scope (see page 120).

Due to its high quality of manufacture, the PSG1 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

M16A2

Typical of the assault rifles used by militaries around the world, the Colt M16A2 is the current service rifle of the United States military, and is common with other armies and in the civilian world.



This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

The Right Feat for the Right Job

Here's a quick summary of the feats that help your character with ranged attacks. See Chapter Three: Feats for additional information.

Advanced Firearms Proficiency: Allows you to use firearms on semiautomatic and automatic without penalty. Prerequisite: Personal Firearms Proficiency.

Archaic Weapons Proficiency: One feat to cover all kinds of archaic weapons, including various types of bows.

Burst Fire: This feat allows you to use automatic fire against a single target. Prerequisites: Personal Firearms Proficiency, Advanced Firearms, Wisdom 13.

Dead Aim: You can take a full-round action to aim, gaining a +2 bonus to make a ranged attack with your next action. Prerequisite: Far Shot.

Double Tap: Fire two rounds at a single target with a –2 penalty on the attack roll and +1 die of damage. Prerequisites: Point Blank Shot, Dexterity 13.

Exotic Firearms Proficiency: Each time you select this feat, you gain the ability to use a different class of exotic weapon without penalty. Choose from heavy machine guns, grenade launchers, and rocket launchers. Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Far Shot: This feat increases the range increment of your ranged weapon by 1.5 (or by 2 for thrown weapons).

Personal Firearms Proficiency: The feat needed to use handguns and longarms without penalty.

Point Blank Shot: Provides a +1 bonus on attack and damage rolls when a firearm hits a target within 30 feet.

Precise Shot: Eliminates the –4 penalty for shooting into a melee. Prerequisite: Point Blank Shot.

Quick Draw: Allows you to draw a weapon as a free action instead of a move action. Prerequisite: base attack bonus +1.

Quick Reload: Allows you to reload a weapon as a free action or a move action instead of as a move action and a full-round action. Prerequisite: base attack bonus +1.

Shot on the Run: Allows you to move before and after a ranged attack. Prerequisites: Point Blank Shot, Dexterity 13, Dodge, Mobility.

Skip Shot: Allows you to ignore cover when making a ranged attack, but provides a –2 penalty to the attack roll and a –1 die to the damage roll. Prerequisites: Point Blank Shot, Precise Shot.

Strafe: Allows you to fire on automatic against targets in a 5 ft. by 20 ft. area rather than 10 ft. by 10 ft.

Two-Weapon Fighting: Lessens the penalty for using two ranged weapons by 2 points. Prerequisite: Dexterity 13.

M4 Carbine

This is a cut-down version of the Colt M16A2, shortened by about a third by means of a telescoping stock and a shorter barrel.

Mossberg

The Mossberg Model 500 ATP6C is a pump-action shotgun designed for military and police work.

Remington 700

A bolt-action rifle with a reputation for accuracy, the Remington 700 has been popular with hunters and target shooters since its introduction in the 1940s.

Sawed-Off Shotgun

This is a 12-gauge, double-barreled shotgun with the stock and barrels sawed short. All that's left of the stock is a pistol grip, and the barrels are roughly 12 inches long. Sawed-off shotguns are generally illegal; most are homemade by cutting down a standard shotgun.

Steyr AUG

An unusual and exotic-looking weapon, the bullpup AUG is the standard rifle of the Austrian and Australian armies. Its completely ambidextrous components make it equally convenient for left- and right-handed users, and it features a built-in optical sight.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

Uzi

Designed in the 1950s for the Israeli army, the Uzi has become the most popular submachine gun in the world. It features a collapsible stock, making it extremely compact.

Winchester 94

The Winchester Model 94 Big Bore is a lever-action rifle typical of big-bore hunting rifles found around the world.

Heavy Weapons

The weapons covered in this section fall under the Exotic Firearms Proficiency feat. Someone who wields a heavy weapon without the appropriate proficiency takes a –4 penalty on all attack rolls with the weapon.

M-60

Introduced in the Vietnam War era, this medium machine gun is still in widespread use with the U.S. military and that of several other armies. The Exotic Firearms Proficiency (heavy machine guns) feat applies to this weapon.

M2HB

This heavy-duty .50-caliber machine gun has been in service since World War II, and remains a very common vehicle-mounted military weapon around the world. The Exotic Firearms Proficiency (heavy machine guns) feat applies to this weapon.

M72A3 LAW

The LAW (light antitank weapon) is a disposable, one-shot rocket launcher. It comes as a short, telescoped fiberglass and aluminum tube. Before using the weapon, the firer must first arm and extend the tube, which is a move action.

When the LAW hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the LAW ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

The M72 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

M79

This simple weapon is a single-shot grenade launcher. It fires 40mm grenades (see under Grenades and Explosives, below). These grenades look like huge bullets an inch and a half across; they can't be used as hand grenades, and the M79 can't shoot hand grenades.

Attacking with an M79 is identical to throwing an explosive (see page 103): you make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences between using the M79 and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the M79 requires a weapon proficiency to operate without penalty.

The Exotic Firearms Proficiency (grenade launchers) feat applies to this weapon.

Other Ranged Weapons

Ranged weapons that are not firearms include such diverse objects as crossbows, tasers, and pepper spray. The feat that provides proficiency with these weapons varies from weapon to weapon, as indicated on Table 4–4.

Compound Bow

Bow hunting remains a popular sport in North America. Your Strength modifier applies to damage rolls you make when using this weapon.

Crossbow

A crossbow requires two hands to use. Pulling a lever draws the bow. Loading a crossbow is a move action that provokes attacks of opportunity.

Flamethrower

A flamethrower consists of a pressurized backpack containing fuel, connected to a tube with a nozzle. It shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Reflex save (DC 15) to take half damage. Creatures with cover (see page 144) get a bonus on their Reflex save.

A flamethrower's backpack has hardness 5 and 5 hit points. When worn, the backpack has a Defense equal to 9 + the wearer's Dexterity modifier + the wearer's class bonus. A backpack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in adjacent 5-foot squares (Reflex save, DC 15, for half damage).

Any creature or flammable object that takes damage from a flamethrower catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action. Discharging a fire extinguisher (see page 119) is a move action and instantly smothers flames in a 10-foot-by-10-foot area.

A flamethrower can shoot 10 times before the fuel supply is depleted. Refilling or replacing a fuel pack has a purchase DC of 13.

Javelin

This light, flexible spear built for throwing can be used in melee, but since it's not designed for it, characters using it in this manner are always considered nonproficient and take a –4 penalty on their melee attack rolls.

Pepper Spray

A chemical irritant that can temporarily blind a target, pepper spray comes in a single-shot container. To use it, make a ranged touch attack against the target. The target must make a Fortitude saving throw (DC 15) or be blinded for 1d4 rounds.

Shuriken

A shuriken is a thrown, star-shaped projectile with four to eight razor-sharp points. You may draw a shuriken as a free action.

Taser

A taser uses springs or compressed air to fire a pair of darts at a target. On impact, the darts release a powerful electrical current. On a successful hit, the darts deal 1d4 points of electricity damage and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds. Reloading a taser is a full-round action that provokes attacks of opportunity.

Whip

Whips deal a small amount of lethal damage. Although you don't "fire" the weapon, treat a whip as a ranged weapon with a maximum range of 15 feet and no range penalties.



Because a whip can wrap around an enemy's leg or other limb, you can make a trip attack with it (see page 151) by succeeding at a ranged touch attack. You do not provoke an attack of opportunity when using a whip in this way. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.

When using a whip, you get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if you fail to disarm your opponent).

Ammunition

Ammunition for firearms and other ranged weapons is covered on Table 4–5. Ammunition types expressed as simply a number (such as ".45") are usually referred to in conversation by this number, followed by "caliber" (in this case, ".45 caliber"). Those that contain a unit of measurement (such as "5.56mm") generally aren't referred to with the word "caliber."

TABLE 4–5: AMMUNITION

Ammunition Type (Quantity)	Purchase DC
5.56mm (20)	4
7.62mm (20)	4
7.62mmR (20)	4
.444 caliber (20)	6
.50 caliber (20)	6
9mm (50)	5
10mm (50)	5
.22 caliber (50)	4
.32 caliber (50)	5
.38 special (50)	5
.357 caliber (50)	5
.44 caliber (50)	5
.45 caliber (50)	5
.50AE caliber (50)	6
10-gauge buckshot (10)	5
12-gauge buckshot (10)	4
Arrow (12)	8
Crossbow bolt (12)	7

5.56mm, 7.62mm, 7.62mmR, .444, .50

These calibers of ammunition are generally used in rifles, assault rifles, or machine guns, and are sold in boxes of 20 bullets each. The 7.62mmR is used in the AKM and other ex-Soviet weapon types, and is not compatible with the larger 7.62mm cartridge. The .50 caliber is a huge cartridge generally fired from heavy machine guns, but also adapted to a few models of powerful sniper rifles.

9mm, 10mm, .22, .32, .38 S, .357, .44, .45, .50AE

These calibers are generally used in pistols or submachine guns, and are sold in boxes of 50 bullets each. The .50AE pistol round is not compatible with the much larger .50 rifle-caliber cartridge (see above).

10-gauge Buckshot, 12-gauge Buckshot

Shotgun cartridges, also known as buckshot, are sold in boxes of ten.

Arrow

Arrows come in quivers of 12 and are used with the compound bow and other types of archery weapons. These missile weapons consist of a slender shaft and a pointed head.

Crossbow Bolt

A shaft or missile designed to be shot from a crossbow, bolts come in quivers of 12.

EXPLOSIVES AND SPLASH WEAPONS

These weapons explode or burst, dealing damage to creatures or objects within an area (see Grenades and Explosives, page 104).

Explosives can be thrown or set off in place, depending on the type of explosive device. Dynamite and hand grenades are examples of these weapons.

All explosives must be detonated. Some, such as grenades, include built-in detonators. (Pulling the pin on a grenade is a free action.) Others require timers or other devices to set them off. Detonators are covered in Weapon Accessories, page 120.

A splash weapon is a projectile that bursts on impact, spewing its contents over an area and damaging any creature or object within that area. Generally, creatures directly hit by splash weapons take the most damage, while those nearby take less damage (see page 104). Splash weapons usually must be thrown to have effect. Molotov cocktails and flasks of acid are examples of splash weapons.

Explosives and splash weapons require no feat to use with proficiency unless they are fired or propelled from some sort of launcher or other device, in which case the appropriate Weapon Proficiency feat for the launcher is necessary to avoid the –4 nonproficient penalty.

Explosives and Splash Weapons Table

Explosives and splash weapons are described by a number of statistics, as shown on Table 4–6.

Damage/Direct Hit Damage: The primary damage dealt by the weapon. For explosives, the Damage column shows the damage dealt to all creatures within the explosive's burst radius. For splash weapons, the Direct Hit Damage column is used for a target directly struck by the weapon.

Burst Radius/Splash Damage: For explosives, the burst radius is the area affected by the explosive. All creatures or objects within the burst radius take damage from the explosive. See the diagram on page 105.

For splash weapons, all creatures within 5 feet of the weapon's impact point take splash damage equal to the amount shown in this column.

Damage Type: Damage from explosives and splash weapons is classified according to type: energy (of a specific type, such as fire damage for a thermite grenade or concussion damage for dynamite) or slashing (a fragmentation grenade). Some creatures or characters may be resistant or immune to some forms of damage.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if you hit the target two times). See page 130 for more about threat range and critical hits.

Reflex DC: Any creature caught within the burst radius of an explosive may make a Reflex save against the DC given in this column for half damage.

Range Increment: If the weapon can be thrown, its range increment is shown in this column. Explosives with no range increment must be set in place before being detonated. (See the Demolitions skill, page 56.)

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures (a Medium-size weapon, for example, is not the same size as a Medium-size creature or other object). The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in your off hand (see Table 5–3, page 138).

Weight: This column gives the weapon's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

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

Grenades and Explosives

Many explosives require detonators, which are described in Weapon Accessories, page 120.

40mm Fragmentation Grenade

This small explosive device must be fired from a 40mm grenade launcher, such as the M79 (page 102). It sprays shrapnel in all directions when it explodes.

The 40mm fragmentation grenade has a minimum range of 40 feet. If fired against a target closer than 40 feet away, it does not arm and will not explode.

The purchase DC given is for a box of 6 grenades.

C4/Semtex

So-called "plastic" explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be coaxed to take various shapes. The information on the table represents a 1-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by 2 feet, and requires a Demolitions check (DC 15) to link them.

Although the damage statistics on Table 4–6 represent a 1-pound block, C4 is sold in 4-block packages. The purchase DC given represents a package of 4 blocks.

C4/Semtex requires a detonator (see page 120) to set off. It is considered to be a moderate explosive for the purpose of using a Craft (chemical) check to manufacture it.

Det Cord

Det cord is an explosive in a ropelike form. Technically, det cord doesn't explode—but it burns so fast (4,000 yards per second) that it might as well be exploding. Normally used to string multiple explosive charges together for simultaneous detonation (allowing a single detonator to set them all off), det cord can also be looped around a tree or post or other object to cut it neatly in half.

The information on the table represents a 50-foot length. A length of det cord can be spread out to pass through up to ten 5-foot squares. When this is the case, it deals the indicated damage to all creatures in each 5-foot square through which it passes.

It can also be doubled up; for each additional 5 feet of cord within a single 5-foot square, increase the damage by +1d6 to a maximum increase of +4d6.

Det cord requires a detonator (see page 120) to set it off. It is considered to be a simple explosive for the purpose of using a Craft (chemical) check to manufacture it.

TABLE 4-6: EXPLOSIVES AND SPLASH WEAPONS

Grenades and Explosives

Weapon	Damage	Critical	Damage Type	Burst Radius	Reflex DC	Range Increment	Size	Weight	Purchase DC	Restriction
40mm fragmentation grenade	3d6	—	Slashing	10 ft.	15	—	Tiny	1 lb.	16	Mil (+3)
C4/Semtex	4d6	—	Concussion	10 ft.	18	—	Small	1 lb.	12	Mil (+3)
Det cord	2d6	—	Fire	See text	12	—	Med	2 lb.	8	Res (+2)
Dynamite	2d6	—	Concussion	5 ft.	15	10 ft.	Tiny	1 lb.	12	Lic (+1)
Fragmentation grenade	4d6	—	Slashing	20 ft.	15	10 ft.	Tiny	1 lb.	15	Mil (+3)
Smoke grenade	—	—	—	See text	—	10 ft.	Small	2 lb.	10	—
Tear gas grenade	See text	—	—	See text	—	10 ft.	Small	2 lb.	12	Res (+2)
Thermite grenade	6d6	—	Fire	5 ft.	12	10 ft.	Small	2 lb.	17	Mil (+3)
White phosphorus grenade	2d6	—	Fire	20 ft.	12	10 ft.	Small	2 lb.	15	Mil (+3)

Splash Weapons

Weapon	Direct Hit Damage	Splash Damage	Critical [2]	Damage Type	Reflex DC	Range Increment	Size	Weight	Purchase DC	Restriction
Acid, mild	1d6	1	20	Acid	—	10 ft.	Tiny	1 lb.	6	—
Molotov cocktail [1]	1d6	1	20	Fire	—	10 ft.	Small	1 lb.	6	—

[1] This weapon cannot be purchased as an item; the purchase DC given is for the weapon's components.
[2] Threat range applies to direct hits only; splash damage does not threaten a critical hit.



Dynamite

Perhaps one of the most common and straightforward explosives, dynamite is very stable under normal conditions. A stick of dynamite requires a fuse or detonator to set it off. Additional sticks can be set off at the same time if they are within the burst radius of the first stick, increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet).

It's possible to wire together several sticks of dynamite for even greater explosive effect. Doing so requires a Demolitions check (DC 10 + 1 per stick). If you succeed on the check, the damage or the burst radius of the explosion increases by 50% (your choice).

Dynamite is sold in boxes of 12 sticks. It is considered to be a simple explosive for the purpose of using a Craft (chemical) check to manufacture it.

To set off dynamite using a fuse, the fuse must first be lit, requiring a move action (and a lighter or other source of flame). The amount of time until the dynamite explodes depends on the length of the fuse—a fuse can be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade), or long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action.

Fragmentation Grenade

The most common military grenade, this is a small explosive device that sprays shrapnel in all directions when it explodes.

The purchase DC given is for a box of 6 grenades.

Smoke Grenade

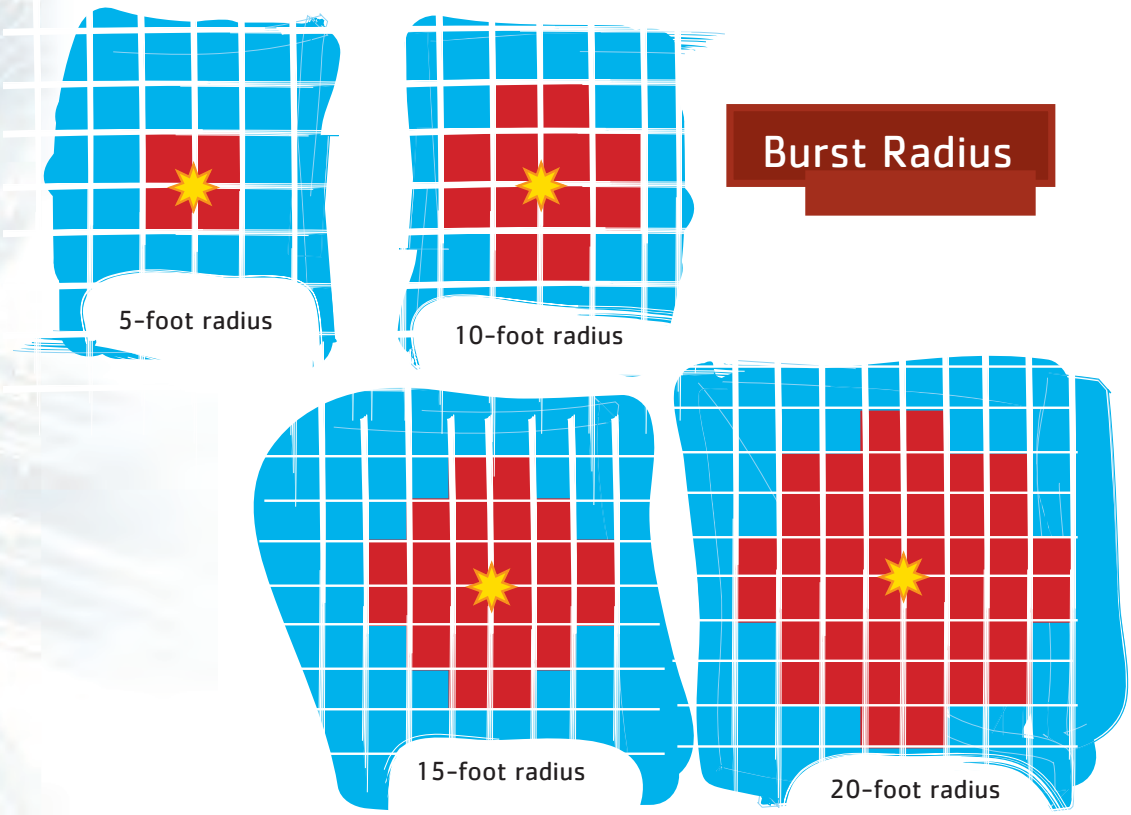
Military and police forces use these weapons to create temporary concealment. On the round when it is thrown, a smoke grenade fills the four squares around it (see "5-foot radius" in the diagram below) with smoke. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. The smoke obscures all sight, including the darkvision ability granted by night vision goggles (see page 116). Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Smoke grenades are available in several colors, including white, red, yellow, green, and purple. As such, they can be used as signal devices.

The purchase DC given is for a box of 6 grenades.

Tear Gas Grenade

Military and police forces use these weapons to disperse crowds and smoke out hostage takers. On the round that it is thrown, a tear gas grenade fills the four squares around it with a cloud of irritant that causes eyes to fill with tears. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

Anyone caught in a cloud of tear gas must make a Fortitude save (DC 25) or be blinded and stunned for 2d6 rounds. A gas mask renders the target immune to the effects. A wet



cloth held over the eyes, nose, and mouth provides a +2 bonus on the Fortitude save.

Thermite Grenade

Thermite does not technically explode. Instead, it creates intense heat meant to burn or melt through an object upon which the grenade is set. Military forces use thermite grenades to quickly destroy key pieces of equipment.

The purchase DC given is for a box of 6 grenades.

White Phosphorus Grenade

White phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a "Willie Pete" grenade is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire (see page 213).

In addition, a WP grenade creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade (see above), except that it only fills squares within 5 feet of the explosion point.

The purchase DC given is for a box of 6 grenades.

Splash Weapons

Many splash weapons, such as Molotov cocktails, are essentially homemade devices (improvised explosives). The purchase DC given in Table 4–6 reflects the typical cost of the necessary components. See the Craft (chemical) skill, page 54, for details on making improvised explosives.

Acid, Mild

You can throw a flask of acid as a grenadelike weapon. A flask is made of ceramic, metal, or glass (depending on the substance it has to hold), with a tight stopper, and holds about 1 pint of liquid. This entry represents any mild caustic substance. Acid may be purchased in many places, including hardware stores.

Molotov Cocktail

A Molotov cocktail is a flask containing a flammable liquid (such as gasoline, pure alcohol, or very high proof liquor), plugged with a rag. A Molotov cocktail is easily made by hand (Craft [chemical] check DC 10 or Intelligence check DC 15). To use it, the rag must first be lit, requiring a move action (and a lighter or other source of flame). The cocktail detonates in 2 rounds or on impact with a solid object, whichever comes first. A target that takes a direct hit is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire (see page 213).

MELEE WEAPONS

Melee weapons are used in close combat, and they are generally among the simplest types of weapons. The feat that provides proficiency with these weapons varies from weapon to weapon; some are considered simple weapons (covered by the Simple Weapons Proficiency feat); others are archaic (Archaic Weapons Proficiency) or exotic (Exotic Melee Weapon Proficiency).

A character's Strength modifier is always added to a melee weapon's attack roll and damage roll.

Melee Weapons Table

Melee weapons are described by a number of statistics, as shown on Table 4–7.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if you hit the target two times). See page 130 for more about threat range and critical hits.

Damage Type: Melee weapon damage is classified according to type: bludgeoning (weapons with a blunt striking surface, such as a club), energy (of a specific type, such as electricity damage for a stun gun), piercing (weapons with a sharp point, such as a bayonet), and slashing (weapons with an edged blade, such as a longsword). Some creatures or characters may be resistant or immune to some forms of damage.

Range Increment: Melee weapons that are designed to be thrown can be used to make ranged attacks. As such, they have a range increment just as other ranged weapons do—but the maximum range for a thrown weapon is five range increments instead of ten.

Any attack at less than the given range increment is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. For example, a knife has a range increment of 10 feet. An attack made from a distance of 10 feet would be at a –2 penalty. An attack from 15 feet would be made at –2, since it's more than one whole range increment away.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures (a Medium-size weapon, for example, is not the same size as a Medium-size creature or other object). The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in your off hand (see Table 5–3, page 138).

Weight: This column gives the weapon's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon.

Restriction: The restriction rating for the weapon, if any. (None of the weapons on Table 4–7 have restriction ratings.)

Simple Melee Weapons

Generally inexpensive and light in weight, simple weapons get the job done nevertheless.

Brass Knuckles

These pieces of molded metal fit over the outside of your fingers and allow you to deal lethal damage with an unarmed strike instead of nonlethal damage. A strike with brass knuckles is otherwise considered an unarmed attack.

When used by a character with the Brawl feat, brass knuckles increase the base damage dealt by an unarmed



strike by+1 and turn the damage into lethal damage.

The cost and weight given are for a single item.

Cleaver
Heavy kitchen knives can be snatched up for use as weapons in homes and restaurants. These weapons are essentially similar to the twin butterfly swords used in some kung fu styles.

Club
Almost anything can be used as a club. This entry represents the wooden nightsticks sometimes carried by police forces.

Knife
This category of weapon includes hunting knives, butterfly or "balisong" knives, switchblades, and bayonets (when not attached to rifles). You can select the Weapon Finesse feat (page 89) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a knife.

Metal Baton
This weapon can be collapsed to reduce its size and increase its concealability. A collapsed baton is Small and can't be used as a weapon. Extending or collapsing the baton is a free action.

Pistol Whip
Using a pistol as a melee weapon can deal greater damage than attacking unarmed. No weight or purchase DC is given for this weapon, since both vary depending on the pistol used (see Table 4–4).

Rifle Butt
The butt of a rifle can be used as an impromptu club.

Sap
A sap comes in handy when you want to knock out an opponent. This weapon, essentially a smaller version of a club, deals nonlethal damage instead of lethal damage.

Stun Gun
Although the name suggests a ranged weapon, a stun gun requires physical contact to affect its target. (The taser is a ranged weapon with a similar effect.) On a successful hit, the stun gun deals 1d3 points of electricity damage, and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds.

Tonfa
This is the melee weapon carried by most police forces, used to subdue and restrain criminals. You can deal nonlethal damage with a tonfa without taking the usual –4 penalty (see page 141).

Archaic Melee Weapons
Most of these weapons deal damage by means of a blade or a sharp point. Some of them are moderately expensive, reflecting their archaic nature in modern-day society.

TABLE 4–7: MELEE WEAPONS

Weapon	Damage	Critical	Damage Type	Range Increment	Size	Weight	Purchase DC	Restriction
Simple Weapons (require the Simple Weapons Proficiency feat)								
Brass knuckles [1]	[1]	20	Bludgeoning	—	Tiny	1 lb.	5	—
Cleaver	1d6	19–20	Slashing	—	Small	2 lb.	5	—
Club	1d6	20	Bludgeoning	10 ft.	Med	3 lb.	4	—
Knife	1d4	19–20	Piercing	10 ft.	Tiny	1 lb.	7	—
Metal baton	1d6	19–20	Bludgeoning	—	Med	2 lb.	8	—
Pistol whip	1d4	20	Bludgeoning	—	Small	—	—	—
Rifle butt	1d6	20	Bludgeoning	—	Large	—	—	—
Sap	1d6 [1]	20	Bludgeoning	—	Small	3 lb.	2	—
Stun gun [1]	1d3	20	Electricity	—	Tiny	1 lb.	5	—
Tonfa [1]	1d4	20	Bludgeoning	—	Med	2 lb.	6	—
Archaic Weapons (require the Archaic Weapons Proficiency feat)								
Bayonet (fixed) [1]	1d4/1d6	20	Piercing	—	Large	1 lb.	7	—
Hatchet	1d6	20	Slashing	10 ft.	Small	4 lb.	4	—
Longsword	1d8	19–20	Slashing	—	Med	4 lb.	11	—
Machete	1d6	19–20	Slashing	—	Small	2 lb.	5	—
Rapier	1d6	18–20	Piercing	—	Med	3 lb.	10	—
Spear	1d8	20	Piercing	—	Large	9 lb.	6	—
Straight razor	1d4	19–20	Slashing	—	Tiny	0.5 lb.	4	—
Sword cane [1]	1d6	18–20	Piercing	—	Med	3 lb.	9	—
Exotic Melee Weapons (each requires a specific Exotic Melee Weapon Proficiency feat)								
Chain [1]	1d6/1d6	20	Bludgeoning	—	Large	5 lb.	5	—
Chain saw	3d6	20	Slashing	—	Large	10 lb.	9	—
Kama	1d6	20	Slashing	—	Small	2 lb.	5	—
Katana	2d6	19–20	Slashing	—	Large	6 lb.	12	—
Kukri	1d4	18–20	Slashing	—	Small	1 lb.	5	—
Nunchaku	1d6	20	Bludgeoning	—	Small	2 lb.	3	—
Three-section staff [1]	1d10/1d10	20	Bludgeoning	—	Large	3 lb.	4	—

1 See the description of this weapon for special rules.

Bayonet (Fixed)
The statistics given describe a bayonet fixed at the end of a longarm with an appropriate mount. With the bayonet fixed, the longarm becomes a double weapon—clublike at one end and spearlike at the other. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon (see Attacking with Two Weapons, page 138).

Hatchet
This light axe is a chopping tool that deals slashing damage when employed as a weapon.

Longsword
This classic, straight blade is the weapon of knighthood and valor.

Machete
This long-bladed tool looks much like a short, lightweight sword.

Rapier
The rapier is a lightweight sword with a thin blade. You can select the Weapon Finesse feat (page 89) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier.

Spear
This primitive device is a reach weapon. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Straight Razor
Favored by old-school organized crime "mechanics," this item can still be found in some barbershops and shaving kits.

Sword Cane
This is a lightweight, concealed sword that hides its blade in the shaft of a walking stick or umbrella. Because of this special construction, a sword cane is always considered to be concealed; it is noticed only with a Spot check (DC 18). (The walking stick or umbrella is not concealed, only the blade within.)

Exotic Melee Weapons
Most exotic weapons are either atypical in form (such as a chain) or improved variations of other melee weapons (such as a katana, which deals more damage than a longsword). Because each exotic weapon is unique in how it is manipulated and employed, a separate Exotic Melee Weapon Proficiency feat is required for each one in order to avoid the –4 nonproficient penalty.

Chain
Also called the manriki-gusari, this is a simple chain with weighted ends. It can be whirled quickly, striking with hard blows from the weights. One end can also be swung to entangle an opponent.

The chain can be used either as a double weapon or as a reach weapon. You can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon. In this case, you can only strike at an adjacent opponent.

If you use the chain as a reach weapon, you can strike opponents up to 10 feet away. In addition, unlike other weapons with reach (such as a spear), you can use it against an adjacent foe. In this case, you can only use one end of the chain effectively; you can't use it as a double weapon.

Because a chain can wrap around an enemy's leg or other limb, you can make a trip attack with it (see page 152) by succeeding at a melee touch attack. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.

When using a chain, you get a +2 equipment bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent).

You can select the Weapon Finesse feat (page 89) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a chain.

Chain Saw
Military and police units use powered saws to cut through fences and open doors rapidly. They are sometimes pressed into service as weapons, often by people who watch too many movies.

Kama
A kama is a wooden shaft with a scythe blade extending at a right angle out from the shaft. Kama are traditional weapons in various styles of karate.

Katana
The katana is the traditional Japanese samurai sword. When used with the Exotic Melee Weapon Proficiency feat, it can be used with one hand. For a wielder without the feat, the katana must be used with two hands, and the standard –4 nonproficiency penalty applies.

Kukri
This heavy, curved dagger has its sharp edge on the inside of the curve.

Nunchaku
A popular martial arts weapon, the nunchaku is made of two wooden shafts connected by a short length of rope or chain.

Three-Section Staff
Originally a farm implement for threshing grain, this weapon is composed of three sections of wood of equal lengths, joined at the ends by chain, leather, or rope. The three-section staff requires two hands to use.

The three-section staff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon (see Attacking with Two Weapons, page 138).



IMPROVISED WEAPONS

Any portable object can be used as a weapon in a pinch. In most cases, an object can be wielded either as a melee weapon or a ranged weapon. A chair, for example, can be swung or thrown with equal aplomb.

You take a –4 penalty on your attack roll when wielding or throwing an improvised weapon. An improvised weapon is not considered simple, archaic, or exotic, so weapon proficiency feats cannot offset the –4 penalty.

TABLE 4–8: IMPROVISED WEAPON DAMAGE BY SIZE

Object Size	Examples	Damage
Diminutive	Ashtray, CD disk case, crystal paperweight	1
Tiny	Fist-sized rock, mug, screwdriver, softball, flashlight, wrench	1d2
Small	Bottle, drill, fire extinguisher, flower pot, helmet, metal hubcap, vase	1d3
Medium-size	Bar stool, brick, briefcase, bowling ball, garbage can lid, hockey stick, nail gun	1d4
Large	Empty garbage can, guitar, computer monitor, office chair, tire iron	1d6
Huge	10-foot ladder, mailbox, oil barrel, park bench, sawhorse	1d8
Gargantuan	Desk, dumpster, file cabinet, large sofa, soda machine	2d6
Colossal	Junked vehicle, stoplight, telephone pole	2d8

You can effectively wield or throw an object of your size category or smaller using one hand. You can effectively wield or throw an object one size category larger than yourself using two hands. For example, a Medium-size character can effectively wield or throw a Medium-size or smaller object with one hand and a Large object with two hands, but cannot effectively wield or throw a Huge or larger object.

An improvised thrown weapon has a range increment of 10 feet. Increase the range increment for creatures of Large size or larger as follows: Large 15 feet, Huge 30 feet, Gargantuan 60 feet, Colossal 120 feet.

Damage: Improvised weapons deal lethal damage based on their size, although the GM may adjust the damage of an object that is especially light or heavy for its size. The wielder's Strength modifier applies only to damage from Tiny or larger improvised weapons; do not apply the wielder's Strength modifier to damage from Diminutive objects. Table 4–8: Improvised Weapon Damage by Size gives the damage for improvised weapons of varying size. Improvised weapons threaten a critical hit on a natural roll of 20. Improvised weapons of Fine size deal no damage.

Unlike real weapons, improvised weapons are not designed to absorb damage. They tend to shatter, bend, crumple, or fall apart after a few blows. An improvised weapon has a 50% chance of breaking each time it deals damage or, in the case of thrown objects, strikes a surface (such as a wall) or an object larger than itself.

ARMOR

Body armor comes in a variety of shapes and sizes, providing varying degrees of coverage and varying heaviness of materials.

Three feats cover proficiency in the use of armor: Armor Proficiency (light), Armor Proficiency (medium), and Armor Proficiency (heavy).

Armor Table

Armor is described by a number of statistics, as shown on Table 4–9.

Type: Armor comes in four types: archaic, impromptu, concealable, and tactical.

Archaic armor is old-fashioned armor, such as medieval chainmail and plate mail.

Impromptu armor includes items that provide protection even though they weren't designed for that purpose, such as leather biker's jackets and football pads.

Concealable armor is modern body armor designed to fit underneath regular clothing. It can be worn for extended periods of time without fatiguing the wearer.

Tactical armor is modern body armor that fits over clothing and can't be easily concealed. Its weight and bulk make it impractical to wear all the time, and it's generally only donned when a specific dangerous confrontation is likely. Because it's worn over clothing in tactical situations, tactical armor often has pockets, clips, and velcro attachment points for carrying weapons, grenades, ammunition, flashlights, first aid kits, and other items.

Equipment Bonus: The protective value of the armor. This bonus adds to the wearer's Defense.

Nonproficient Bonus: The maximum amount of the armor's equipment bonus that can be applied to the wearer's Defense if the wearer is using armor with which he isn't proficient (doesn't have the appropriate feat).

Maximum Dex Bonus: This number is the maximum Dexterity bonus to Defense that this type of armor allows. Heavier armor limits your mobility, reducing your ability to avoid attacks. For example, a light-duty vest permits a maximum Dexterity bonus of +3. A character with a Dexterity score of 18 normally has a +4 Dexterity bonus to his Defense, but if he's wearing a light-duty vest, his Dexterity bonus drops to +3.

Even if your Dexterity bonus drops to +0 because of armor, you are not considered to have lost your Dexterity bonus. For example, you aren't considered flat-footed (see page 140) if you're wearing a forced entry unit, even though your current Dexterity bonus is +0.

Armor Penalty: The heavier or bulkier the armor, the more it affects certain skills. This penalty applies to checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble.

Speed (30 ft.): Medium and heavy armor slows you down. The number in this column is your speed while in armor, assuming your base speed is 30 feet (the normal speed for most human beings).

Weight: This column gives the armor's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the armor. This number reflects the base price

TABLE 4–9: ARMOR

Armor	Type	Equipment Bonus	Nonprof. Bonus	Maximum Dex Bonus	Armor Penalty	Speed (30 ft.)	Weight	Purchase DC	Restriction
Light Armor									
Leather jacket	Impromptu	+1	+1	+8	–0	30	4 lb.	10	—
Leather armor	Archaic	+2	+1	+6	–0	30	15 lb.	12	—
Light undercover shirt	Concealable	+2	+1	+7	–0	30	2 lb.	13	Lic (+1)
Pull-up pouch vest	Concealable	+2	+1	+6	–1	30	2 lb.	13	Lic (+1)
Undercover vest	Concealable	+3	+1	+5	–2	30	3 lb.	14	Lic (+1)
Medium Armor									
Concealable vest	Concealable	+4	+2	+4	–3	25	4 lb.	15	Lic (+1)
Chainmail shirt	Archaic	+5	+2	+2	–5	20	40 lb.	18	—
Light-duty vest	Tactical	+5	+2	+3	–4	25	8 lb.	16	Lic (+1)
Tactical vest	Tactical	+6	+2	+2	–5	25	10 lb.	17	Lic (+1)
Heavy Armor									
Special response vest	Tactical	+7	+3	+1	–6	20	15 lb.	18	Lic (+1)
Plate mail	Archaic	+8	+3	+1	–6	20	50 lb.	23	—
Forced entry unit	Tactical	+9	+3	+0	–8	20	20 lb.	19	Lic (+1)

and doesn't include any modifier for purchasing the armor on the black market.

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

Light Armor

For the character who doesn't want to be bogged down by more cumbersome armor types, a leather garment or some sort of concealable armor is just the ticket.

Leather Jacket

This armor is represented by a heavy leather biker's jacket. A number of other impromptu armors, such as a football pads and a baseball catcher's pads, offer similar protection and game statistics.

Leather Armor

This archaic armor consists of a breastplate made of thick, lacquered leather, along with softer leather coverings for other parts of the body.

Light Undercover Shirt

Designed for deep undercover work in which it's critical that the wearer not appear to be armed or armored, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso.

Pull-Up Pouch Vest

This garment, consisting of a torso apron of light protective material held up by a loop around the neck, can be stored in an innocuous fanny pack. Wear it around your waist, and you'll attract little attention. Then, when the bullets begin to fly, simply unzip the pouch and pull the apron up and over your neck. Deploying the apron is a move action. This garment provides no equipment bonus (and has no armor penalty or maximum Dexterity bonus) when undeployed.

Undercover Vest

Covering a larger area of the torso, this vest provides better protection than the light undercover shirt—but it's also more easily noticed. It's best used when the armor should remain unseen but the wearer doesn't expect to face much scrutiny, granting a +2 bonus on Spot checks to notice the armor (see Spotting Concealed Armor, page 95).

Medium Armor

Most medium armor (except for the archaic chainmail shirt) is not terribly heavy, but nonetheless provides a significant amount of protection—at the expense of some speed.

Concealable Vest

Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing. While it may go unnoticed by a quick glance, it is usually visible to anyone looking closely for it. granting a +4 bonus on Spot checks to notice the armor (see Spotting Concealed Armor, page 95).

Chainmail Shirt

This medieval-era armor is a long shirt made of interlocking metal rings, with a layer of padding underneath. It's heavy, making it uncomfortable to wear for long periods of time.

Light-Duty Vest

A lightweight tactical vest designed for extended use by riot police and forces on alert for potential attack, this armor sacrifices a degree of protection for a modicum of comfort—at least compared to other tactical body armors.

Tactical Vest

The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

Heavy Armor

For the best protection money can buy, go with heavy armor . . . and hope the whopping armor penalty doesn't come back to haunt you at the wrong time.



Plate Mail

This medieval-era armor consists of metal plates that cover the entire body. It's heavy and cumbersome compared to most modern armor, but it does provide a great deal of protection.

Special Response Vest

Built like the tactical vest, but incorporating groin and neck protection as well as a ceramic plate over the chest, this armor provides additional protection in battles against heavily armed opponents.

Forced Entry Unit

The most powerful protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet. Heavy and cumbersome, this armor is generally only donned by tactical officers heading into a dangerous assault.

GENERAL EQUIPMENT

This section covers the wide variety of general gear available to adventurers of all sorts.

Many of the objects in this section are battery-operated. Any device that uses batteries comes with them. As a general rule, ignore battery life—assume that heroes (and their antagonists) are smart enough to recharge or replace their batteries between adventures, and that the batteries last as long as needed during adventures. If battery life is important in your game, roll 1d20 every time a battery-operated item is used. On a result of 1, the batteries are dead and the object is useless. New batteries have a purchase DC of 2 and can be changed as a move action.

Equipment Tables

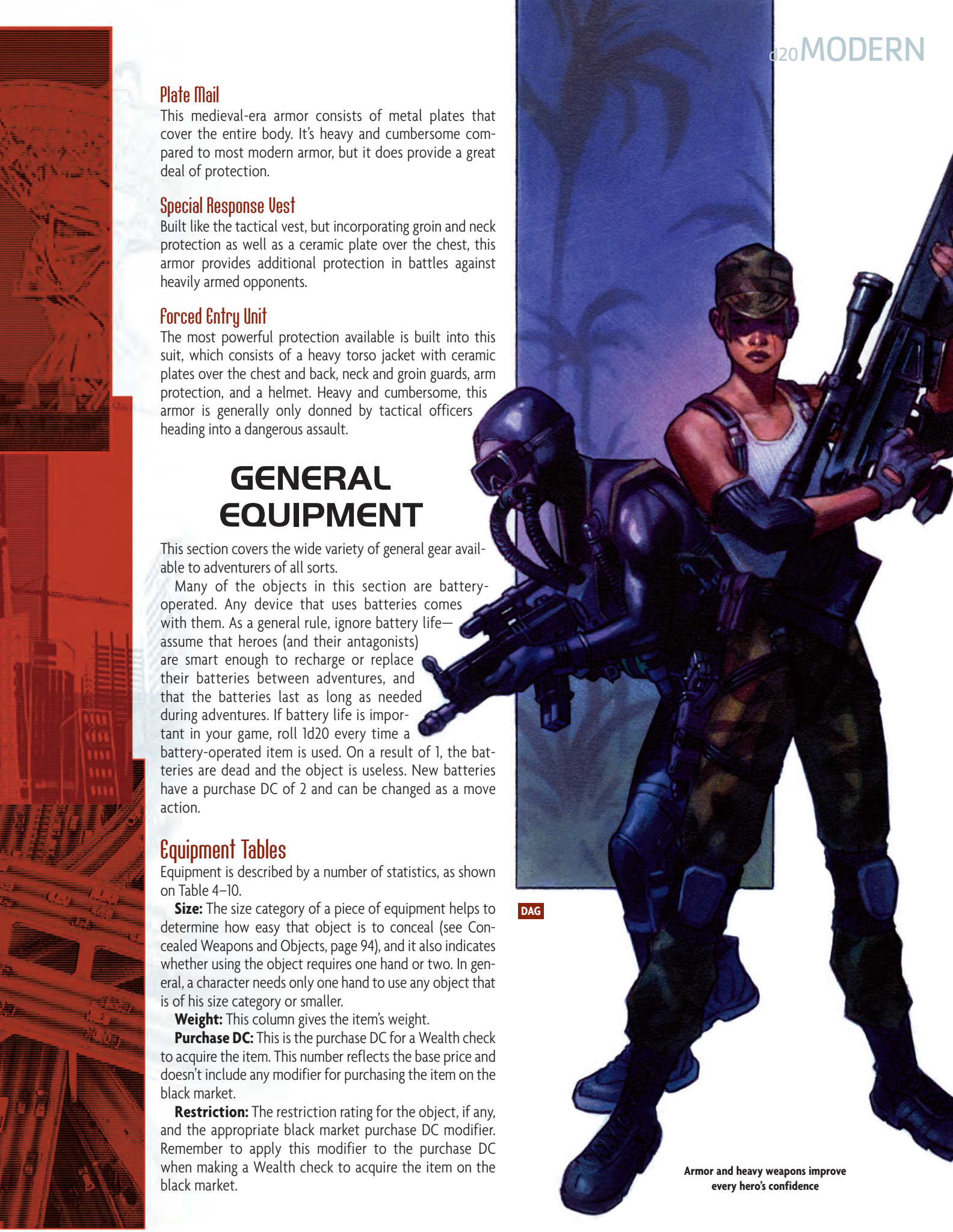
Equipment is described by a number of statistics, as shown on Table 4–10.

Size: The size category of a piece of equipment helps to determine how easy that object is to conceal (see Concealed Weapons and Objects, page 94), and it also indicates whether using the object requires one hand or two. In general, a character needs only one hand to use any object that is of his size category or smaller.

Weight: This column gives the item's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the item. This number reflects the base price and doesn't include any modifier for purchasing the item on the black market.

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



DAG

Armor and heavy weapons improve every hero's confidence

Buying Used Equipment

For some objects, a character can try to go the cheaper route and buy used. Used car lots, used book stores, secondhand and refurbished electronic equipment shops, pawn shops—all these establishments and more offer deals on previously owned goods. In general, only objects with a purchase DC of 16 or higher provide a break if you can find them used. Objects with a purchase DC of 15 or lower don't receive a price break if you find them in used condition. Whether you can find an object to purchase used instead of new is entirely up to the Gamemaster. Except for purchasing a used car, finding other objects through a used market takes time and a bit of luck.

Shopping for a used object takes twice as long as shopping for the same object new. In addition, after spending the time shopping, the GM can determine that the exact object you were searching for isn't available. You might find a similar object, or you might not find anything like it at any of the used outlets you've checked out.

Buying used doesn't negate the penalties and fees associated with buying restricted objects or objects that require a license.

If you do find a used object, and it had a purchase DC of 16 or higher when new, its purchase DC decreases by 1. For example, if you decide to buy a used Chevy Corvette, the purchase DC decreases from 30 to 29.

Used objects are harder to repair if something breaks or is damaged. Whenever a used object requires a Repair check, increase the Repair check DC by 5.

Remember that buying something used is different from buying something on the black market. While a hot object might be used, it is sold as though it was new, adding the appropriate purchase DC modifier and time (see Table 4–1) for purchasing the item through illegal venues.

Bags and Boxes

With the wide variety of equipment available to modern adventurers, it's often critical to have something to store the equipment in or carry it around in.

Aluminum Travel Case

When something has to arrive undamaged, this is how to ship it. A travel case is a reinforced metal box with foam inserts. Wing-style clamps keep it from opening accidentally.

Briefcase

Once the sure sign of a business professional, a briefcase still gives an impression of authority and responsibility, They can carry up to 5 pounds worth of gear. A briefcase can be locked, but its cheap lock is not very secure (Disable Device DC 20; break DC 10).

Contractor's Field Bag

A combination tool bag and notebook computer case, this has pockets for tools, pens, notepads, and cell phones. It even has a clear plastic flap for maps or plans. Made of durable fabric, it holds 10 pounds worth of equipment and comes with a shoulder strap.

Day Pack

This is a small backpack, the sort often used by students to carry their books around, or by outdoor enthusiasts on short hikes. It holds 8 pounds of gear and fits comfortably over one or both shoulders.

Handbag

In the United States, only women commonly carry handbags or purses. In some Latin countries, however, men also frequently carry small totes. Either way, handbags provide another way to carry 2 pounds of equipment. The purchase DC shown is for a basic bag; high-fashion purses can increase the DC by as much as 5.

Range Pack

This lightweight black bag has a spacious inner compartment capable of holding roughly 8 pounds of gear and can hold an additional 4 pounds in six zippered external compartments. The larger version holds 12 pounds of equipment in the internal compartment and another 6 pounds in the zippered external pouches. A range pack easily holds several pistols and a submachine gun, and the larger version can hold disassembled rifles.

Patrol Box

Originally developed for use by police officers, this portable file cabinet has found favor with traveling salespeople and other road warriors. This hard-sided briefcase takes up the passenger seat of an automobile and provides easy access to files, storage for a laptop computer, and a writing surface. It holds 5 pounds worth of equipment and has an average lock (Disable Device DC 25; break DC 15).

Living in Luxury

The purchase DCs given in this chapter are for average-quality items. It's possible to purchase similar items with luxury features, generally by increasing the purchase DC by 1. Although such items are more expensive, they offer no additional features or game benefits—except the satisfaction of knowing that you've bought the very best.

Clothing

Generally, you don't have to outfit your character in normal, everyday clothing. The items described here represent special clothing types, or unusual outfits that you might need to purchase (see the sidebar below).

Clothing Outfit

An outfit of clothing represents everything you need to dress a part: pants or skirt, shirt, undergarments, appropriate shoes or boots, socks or stockings, and any necessary belt or suspenders. The clothes a character wears does not count against the weight limit for encumbrance.

Business: A business outfit generally includes a jacket or blazer, and it tends to look sharp and well groomed without being overly formal.





TABLE 4–10: GENERAL EQUIPMENT

Object	Size	Weight	Purchase DC	Restriction
Bags and Boxes				
Aluminum travel case				
10 lb. capacity	Med	5 lb.	10	—
40 lb. capacity	Large	10 lb.	11	—
75 lb. capacity	Large	15 lb.	12	—
Briefcase	Med	2 lb.	7	—
Contractor's field bag	Med	2 lb.	6	—
Day pack	Small	2 lb.	5	—
Handbag	Small	1 lb.	4	—
Range pack				
Standard	Small	2 lb.	7	—
Oversized	Med	3 lb.	9	—
Patrol box	Med	4 lb.	9	—
Clothing				
Clothing outfit				
Business	Med	3 lb.	12	—
Casual	Med	2 lb.	8	—
Formal	Med	3 lb.	15	—
Fatigues	Med	3 lb.	9	—
Uniform	Med	2 lb.	9	—
Ghillie suit	Med	5 lb.	6	—
Outerwear				
Coat	Med	2 lb.	8	—
Fatigue jacket	Med	2 lb.	7	—
Overcoat	Med	3 lb.	9	—
Parka	Med	3 lb.	9	—
Photojournalist's vest	Med	1 lb.	9	—
Windbreaker	Med	1 lb.	6	—
Tool belt	Small	2 lb.	9	—
Computers and Consumer Electronics				
Camera				
35mm	Small	2 lb.	17	—
Digital	Tiny	0.5 lb.	14	—
Disposable	Tiny	0.5 lb.	4	—
Film	Dim	—	3	—
Film developing (roll)	—	—	3	—
Cell phone	Dim	—	9	—
Computer				
Desktop	Large	10 lb.	22	—
Notebook	Med	5 lb.	23	—
Upgrade	—	—	See text	—
Digital audio recorder	Tiny	1 lb.	10	—
Modem				
Broadband	Tiny	1 lb.	3	—
Cellular	Tiny	1 lb.	6	—
PDA	Tiny	0.5 lb.	16	—
Portable satellite phone	Small	2 lb.	17	—
Portable video camera	Small	2 lb.	16	—
Printer	Med	3 lb.	12	—
Scanner	Med	3 lb.	12	—
Walkie-talkie				
Basic	Tiny	1 lb.	7	—
Professional	Tiny	1 lb.	15	—
Surveillance Gear				
Black box	Tiny	0.5 lb.	4	Illegal (+4)
Caller ID defeater	Tiny	1 lb.	5	—
Cellular interceptor	Tiny	0.5 lb.	23	—
Lineman's buttset	Tiny	1 lb.	13	Lic (+1)
Metal detector	Small	2 lb.	11	—
Night vision goggles	Small	3 lb.	17	—
Tap detector	Tiny	1 lb.	7	—
Telephone tap				
Line tap	Tiny	0.5 lb.	13	Lic (+1)
Receiver tap	Tiny	0.5 lb.	3	Res (+2)
Telephone line tracer	Med	5 lb.	23	—
Professional Equipment				
Bolt cutter	Med	5 lb.	6	—
Caltrops (25)	Small	2 lb.	5	—
Car opening kit	Tiny	1 lb.	6	Lic (+1)
Chemical kit	Med	6 lb.	16	—
Demolitions kit	Med	5 lb.	13	Lic (+1)
Disguise kit	Med	5 lb.	12	—
Duct tape	Tiny	1 lb.	4	—

Object	Size	Weight	Purchase DC	Restriction
Electrical tool kit				
Basic	Large	12 lb.	14	—
Deluxe	Huge	33 lb.	21	—
Evidence kit				
Basic	Med	6 lb.	7	—
Deluxe	Med	8 lb.	15	—
Fake ID	Fine	—	See text	Illegal (+4)
First aid kit	Small	3 lb.	5	—
Forgery kit	Small	3 lb.	12	—
Handcuffs				
Steel	Tiny	1 lb.	7	—
Zip-tie (25)	Dim	0.5 lb.	6	—
Instrument, keyboard	Large	12 lb.	12	—
Instrument, percussion	Huge	50 lb.	14	—
Instrument, stringed	Large	7 lb.	13	—
Instrument, wind	Tiny	1 lb.	8	—
Lockpick set	Tiny	1 lb.	9	Lic (+1)
Lock release gun	Tiny	0.5 lb.	12	Res (+2)
Mechanical tool kit				
Basic	Large	22 lb.	13	—
Deluxe	Huge	45 lb.	20	—
Medical kit	Med	5 lb.	15	—
Multipurpose tool	Tiny	0.5 lb.	9	—
Pharmacist kit	Med	6 lb.	17	Res (+2)
Search-and-rescue kit	Med	7 lb.	12	—
Spike strip	Huge	22 lb.	13	—
Surgery kit	Med	5 lb.	16	Lic (+1)
Survival Gear				
Backpack	Med	3 lb.	10	—
Binoculars				
Standard	Small	2 lb.	7	—
Rangefinding	Small	3 lb.	15	—
Electro-optical	Small	4 lb.	16	—
Chemical light sticks (5)	Tiny	1 lb.	2	—
Climbing gear	Large	10 lb.	11	—
Compass	Dim	0.5 lb.	5	—
Fire extinguisher	Med	3 lb.	8	—
Flash goggles	Tiny	2 lb.	15	—
Flashlight				
Penlight	Dim	0.5 lb.	3	—
Standard	Tiny	1 lb.	4	—
Battery flood	Small	2 lb.	6	—
Gas mask	Small	5 lb.	13	—
GPS receiver	Tiny	1 lb.	15	—
Map				
Road atlas	Tiny	1 lb.	4	—
Tactical map	Tiny	0.5 lb.	3	—
Mesh vest	Med	7 lb.	8	—
Portable stove	Tiny	1 lb.	9	—
Rope (150 ft.)	Large	12 lb.	5	—
Sleeping bag	Med	4 lb.	9	—
Tent				
2-person dome	Med	4 lb.	11	—
4-person dome	Med	7 lb.	12	—
8-person dome	Large	10 lb.	13	—
Trail rations (12)	Tiny	1 lb.	5	—
Weapon Accessories				
Box magazine	Tiny	0.5 lb.	4	—
Detonator				
Blasting cap	Tiny	0.5 lb.	4	Lic (+1)
Radio controlled	Tiny	0.5 lb.	10	Lic (+1)
Timed	Tiny	0.5 lb.	7	Lic (+1)
Wired	Tiny	1 lb.	6	Lic (+1)
Holster				
Hip	Tiny	1 lb.	5	—
Concealed carry	Tiny	0.5 lb.	5	—
Illuminator	Tiny	0.5 lb.	7	—
Laser sight	Tiny	0.5 lb.	15	—
Scope				
Standard	Tiny	0.5 lb.	11	—
Electro-optical	Small	3 lb.	18	—
Speed loader	Tiny	0.5 lb.	3	—
Suppressor				
Pistol	Tiny	1 lb.	12	Mil (+3)
Rifle	Small	4 lb.	14	Mil (+3)

Casual: Casual clothes range from cut-off jeans and a T-shirt to neatly pressed khakis and a hand-knit sweater.

Formal: From a little black dress to a fully appointed tuxedo, formal clothes are appropriate for "black tie" occasions. Special designer creations can have purchase DCs much higher than shown on the table.

Fatigues: Called "battle dress uniforms" (or BDUs) in the United States Army, these are worn by hardened veterans and wannabes alike. They're rugged, comfortable, and provide lots of pockets. They are also printed in camouflage patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, fatigues grant a +2 bonus on Hide checks.

Uniform: From the cable guy to a senior Air Force officer, people on the job tend to wear uniforms—making such clothing an essential part of some disguises, since a uniform inclines people to trust the wearer.

Ghillie Suit

The ultimate in camouflage, a ghillie suit is a loose mesh overgarment covered in strips of burlap in woodland colors, to which other camouflaging elements can easily be added. A figure under a ghillie suit is nearly impossible to discern.

A character wearing a ghillie suit with appropriate coloration gains a +10 bonus on Hide checks. (The suit's coloration can be changed with a move action. However, the bulky suit imposes a penalty of –4 on all Dexterity checks, Dexterity-based skill checks (except Hide), and melee attack rolls.

Outerwear

In addition to keeping you warm and dry, coats and jackets provide additional concealment for things you're carrying (they often qualify as loose or bulky clothing; see Concealed Weapons and Objects, page 94.

Coat: An outer garment worn on the upper body. Its length and style vary according to fashion and use.

Fatigue Jacket: A lightweight outer garment fashioned after the fatigue uniforms worn by military personnel when performing their standard duties.

Overcoat: A warm coat worn over a suit jacket or indoor clothing.

Parka: This winter coat grants the wearer a +2 equipment bonus on Fortitude saves made to resist the effects of cold weather (see page 213).

Photojournalist's Vest: Made of cotton with mesh panels to keep the wearer cool, the photojournalist's vest has numerous obvious—and hidden—pockets. It counts as loose and bulky clothing when used to conceal Small or smaller weapons, and also grants the "specially modified to conceal object" bonus when used to conceal Tiny or smaller objects. See Concealed Weapons and Objects, page 94.

Windbreaker: This is a lightweight jacket made of wind-resistant material.

Tool Belt

This sturdy leather belt has numerous pockets and loops for tools, nails, pencils, and other necessities for repair and construction work, making it easy to keep about 10 pounds of items on hand. The pockets are open, however, and items can easily fall out if the belt is tipped.

Do Clothes Matter?

For the most part, your clothing choice is based on your character concept. Suave superspies dress in high fashion, combat soldiers wear camouflage fatigues, and auto mechanics wear greasy coveralls with an embroidered name patch. It's generally assumed that your hero owns a reasonable wardrobe of the sorts of clothes that fit her lifestyle. You don't need to worry about purchasing a bunch of everyday clothes for your character.

Sometimes, however, you might need something out of the ordinary. When that's the case, you'll have to purchase it like any other piece of gear. Clothes have two effects on game mechanics: one on Disguise checks, and one on Sleight of Hand checks.

First, clothing is part of a disguise. If you want to look like a plumber, you need work pants, a work shirt, steel-toed boots, a tool kit, and a tool belt. A van full of tools with the company logo on the side doesn't hurt either. See the Disguise skill description (page 59) for more on how appropriate dress affects Disguise checks.

Clothes also help to hide firearms, body armor, and small objects. Tightly tailored clothing imposes a penalty on an attempt to conceal an object; clothing purposely tailored to conceal objects provides a bonus. See Concealed Weapons and Objects, page 94.

Computers and Consumer Electronics

Rules for operating computers appear under the Computer Use skill. This section covers general equipment most likely to see use by characters—certainly not everything available in the ever-changing modern world.

Some of the items in this section have monthly subscription costs as well as initial purchase costs. The purchase DC on Table 4–10 accounts for both costs; once a character has obtained the item, he doesn't have to worry about ongoing subscription costs.

Camera

Still cameras let you capture a record of what you've seen.

35mm: The best choice for the professional photographer, this camera can accept different lenses and takes the highest-quality picture. You need a camera to use the photography aspect of the Craft (visual art) skill. The film used in a camera must be developed.

Digital: A digital camera uses no film; instead, its pictures are simply downloaded to a computer as image files. No film developing is necessary.

Disposable: A 35mm camera with film built in can be purchased from vending machines, tourist traps, drugstores, and hundreds of other places. Once the film is used, the entire camera is turned in to have the film developed.

Film: The medium upon which photographs are stored, film comes in a variety of sizes and speeds. The purchase DC represents the cost of a roll of 24 exposures of high-speed (ASA 400) film.





Film Developing: In most areas, drugstores and photo shops provide 1-hour service; in others, it takes 24 hours. In really remote areas, film may have to be sent away for developing, taking a week or longer. The purchase DC represents the cost of getting two prints of each shot on a roll of film, or one of each and any two also blown up to a larger size.

Cell Phone

A digital communications device that comes in a hand-held model or as a headset, a cell phone uses a battery that lasts for 24 hours before it must be recharged. It works in any area covered by cellular service.

Computer

Whether a desktop or notebook model, a computer includes a keyboard, a mouse, a monitor, speakers, a CD-ROM drive, a dial-up modem, and the latest processor. You need a computer to make Computer Use checks and to make Research checks involving the Internet.

Desktop: Bulky but powerful, these machines are common on desks everywhere.

Notebook: Slim, lightweight, and portable, notebook computers have most of the functions available on desktop computers.

Upgrade: You can upgrade a desktop or notebook computer's processor to provide a +1 equipment bonus on Computer Use checks. Increase the purchase DC of a desktop by +1 or a notebook by +2 to purchase an upgrade.

Digital Audio Recorder

For the idea person on the go, these tiny recorders (about the size of a deck of playing cards) can record up to eight hours of audio and can be connected to a computer to download the digital recording. Digital audio recorders don't have extremely sensitive microphones; they only pick up sounds within 10 feet.

Modem

A modem allows a character to connect a computer to the Internet. To use a modem, a character must have a computer and an appropriate data line (or a cell phone, in the case of a cellular modem).

All computers come with dial-up modems, which allow connection to the Internet but without the speed of broadband or the flexibility of cellular. A dial-up modem uses a standard telephone line; while it's connected, that telephone line can't be used for another purpose.

Broadband: Cable modems and DSL services bring high-speed Internet access into the homes of millions. A broadband modem gives a character on-demand, high-speed access to data, allowing Computer Use and Research checks involving the Internet to be made in half the normal time.

Cellular: A cellular modem allows a character to connect her notebook computer to the Internet anywhere she can use her cell phone. However, access speed is slow, and any Computer Use or Research check involving the Internet takes half again the normal time (multiply by 1.5).

PDA

Personal data assistants are handy tools for storing data. They can be linked to a notebook or desktop computer to move files back and forth, but can't be used for Computer Use or Research checks.

Portable Satellite Telephone

This object looks much like a bulky cell phone, and functions in much the same way as well. However, because it communicates directly via satellite, it can be used anywhere on earth, even in remote areas well beyond the extent of cell phone service.

Portable satellite phones are very expensive to use. When used in a place not served by regular cellular service, each call requires a Wealth check (DC 6).

Portable Video Camera

Portable video cameras use some format of videotape to record activity. The tape can be played back through a VCR or via the camera eyepiece.

Printer

The color inkjet printer described here is suited for creating hard copies of text and image files from computers.

Scanner

A color flatbed scanner allows the user to transfer images and documents from hard copy into a computer in digital form.

Walkie-Talkie

This hand-held radio transceiver communicates with any similar device operating on the same frequency and within range.

Basic: This dime-store variety has only a few channels. Anyone else using a similar walkie-talkie within range can listen in on your conversations. It has a range of 2 miles.

Professional: This high-end civilian model allows you to program in twenty different frequencies from thousands of choices—making it likely that you can find a frequency that's not being used by anyone else within range. The device can be used with or without a voice-activated headset (included). It has a range of 15 miles.

Surveillance Gear

Keeping an eye on suspects or tracking the moves of potential enemies is a crucial part of the modern adventurer's job.

Black Box

Early hackers called themselves phone phreaks, and they spent as much time defrauding the phone company as they did planting computer viruses and raiding private databases. They invented this device, easily concealed in the palm of one hand, that emits digital tones that convince the phone system to make a long-distance connection free of charge. They also let a user "bounce" a call through multiple switches, making the call harder to trace (the DC of any Computer Use check to trace the call is increased by 5).

Caller ID Defeater
When a phone line contains a caller ID defeater, phones attempting to connect with that line show up as "anonymous" or "unavailable" on a caller ID unit. Such a call can still be traced as normal, however.

Cellular Interceptor
About the size of a small briefcase, a cellular interceptor can detect and monitor a cell phone conversation within a 5-mile area by listening in on the cellular service's own transmitters. Intercepting the calls of a particular cell phone requires a Computer Use check (DC 35); if you know the phone number of the phone in question, the DC drops to 10. Obviously, the phone must be in use for you to intercept the call. A cellular interceptor cannot be used to intercept regular (ground line) phone connections.

Lineman's Buttset
This device resembles an oversized telephone handset with a numeric keypad on the back and wire leads hanging from the bottom. It functions as a portable, reusable telephone line tap. With a Repair check (DC 10), a user can connect to a phone wire and hear any conversation that crosses it. A lineman's buttset is a common tool for telephone repair personnel.

Metal Detector
This handheld device provides a +10 equipment bonus on all Search checks involving metal objects.

Night Vision Goggles
Night vision goggles use passive light gathering to improve vision in near-dark conditions. They grant the user the ability to see in darkness, also called darkvision (see page 226)—but because of the restricted field of view and lack of depth perception these goggles provide, they impose a –4 penalty on all Spot and Search checks made by someone wearing them.

Night vision goggles must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room doesn't. For situations of total darkness, the goggles come with an infrared illuminator that, when switched on, operates like a flashlight whose light is visible only to the wearer (or anyone else wearing night vision goggles).

Tap Detector
Plug this into your telephone line between the phone and the outlet, and it helps detect if your line is tapped. To detect a tap, make a Computer Use check (the DC varies according to the type of telephone tap used; see below). With a success, the tap detector indicates that a tap is present. It does not indicate the type or location of the tap however. Also, it can't be used to detect a lineman's buttset.

Telephone Tap
These devices allow you to listen to conversations over a particular phone line.

Line Tap: This tap can be attached to a phone line at any point between a phone and the nearest junction box (usually on the street nearby). Installing it requires a Repair check (DC 15). It broadcasts all conversations on the line over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a line tap by using a tap detector requires a Computer Use check (DC 25).

Receiver Tap: This item can be easily slipped into a telephone handset as a Repair check (DC 5). It broadcasts all conversations over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a receiver tap by using a tap detector requires a Computer Use check (DC 15).

Telephone Line Tracer
Essentially a highly specialized computer, a line tracer hooked to a phone line can trace phone calls made to that line, even if there's a caller ID defeater hooked up at the other end. All it takes is time, which is why clever criminals on television and in the movies hang up after a short time.

Operating a line tracer is a full-round action requiring a Computer Use check (DC 10). Success gains one digit of the target phone number, starting with the first number of the area code.

Professional Equipment
This category covers a wide variety of specialized equipment used by professionals in adventure-related fields.

Bolt Cutter
An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks or chain-link fences. Using a bolt cutter requires a Strength check (DC 10).

Caltrops
Caltrops are four-pronged iron spikes designed so that one prong is pointing up when the caltrop rests on a surface. You scatter caltrops on the ground to injure opponents, or at least slow them down. One bag of twenty-five caltrops covers a single 5-foot square. Each time a creature moves through a square containing caltrops at any rate greater than half speed, or each round a creature spends fighting in such an area, the caltrops make a touch attack roll (base attack bonus +0). A caltrop deals 1 point of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Treat Injury check, DC 15, or one day's rest removes this penalty). A charging or running creature must immediately stop if it steps on a caltrop. See the avoid hazard stunt (page 158) for the effect of caltrops on vehicles.

Car Opening Kit
This set of odd-shaped flat metal bars can be slipped into the window seam of a car door to trip the lock. The DC of a Disable Device check to accomplish this varies with the quality of the lock; see the skill description, page 57.

Chemical Kit
A portable laboratory for use with the Craft (chemical) skill, a chemical kit includes the tools and components necessary for mixing and analyzing acids, bases, explosives, toxic gases, and other chemical compounds.





Demolitions Kit
This kit contains everything needed to use the Demolitions skill to set detonators, wire explosive devices, and disarm explosive devices. Detonators (see page 120) must be purchased separately.

Disguise Kit
This kit contains everything needed to use the Disguise skill, including makeup, brushes, mirrors, wigs, and other accoutrements. It doesn't contain clothing or uniforms, however.

Duct Tape
The usefulness of duct tape is limited only by a character's imagination. Duct tape can support up to 200 pounds indefinitely, or up to 300 pounds for 1d6 rounds. Characters bound with duct tape must make a Strength or Escape Artist check (DC 20) to free themselves.

A roll provides 70 feet of tape, 2 inches wide.

Electrical Tool Kit
This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools, and leads and wires.

Basic: This small kit allows a character to make Repair checks to electrical or electronic devices without penalty.

Deluxe: This kit consists of a number of specialized diagnostic and repair tools as well as thousands of spare parts. It grants a +2 equipment bonus on Repair checks for electrical or electronic devices and allows a character to make Craft (electronic) checks without penalty.

Evidence Kits
Law enforcement agencies around the world use generally the same tools to gather evidence. Having an evidence kit does not grant access to a law enforcement agency's crime lab; it merely assists in the proper gathering and storing of evidence for use by such a lab. Without an evidence kit, you receive a –4 penalty to use the collect evidence option of the Investigate skill.

Basic: A basic evidence kit includes clean containers, labels, gloves, tweezers, swabs, and other items to gather bits of physical evidence and prevent them from becoming contaminated.

Deluxe: A deluxe kit includes all the materials in a basic kit, plus supplies for analyzing narcotic substances at the scene and for gathering more esoteric forms of physical evidence such as casts and molds of footprints or vehicle tracks, as well as chemical residues and organic fluids. It also contains the necessary dusts, sprays, brushes, adhesives, and cards to gather fingerprints. It grants a +2 equipment bonus on Investigate checks under appropriate circumstances (whenever the GM rules that the equipment in the kit can be of use in the current situation).

Using a deluxe kit to analyze a possible narcotic substance or basic chemical requires a Craft (chemical) check (DC 15). In this case, the +2 equipment bonus does not apply.

Fake ID
Purchasing a falsified driver's license from a black market source can produce mixed results, depending on the skill of the forger. Typically, a forger has 1 to 4 ranks in the Forgery skill, with a +1 ability modifier. When you purchase a fake ID, the GM secretly makes a Forgery check for the forger, which serves as the DC for the opposed check when someone inspects the fake ID. The purchase DC of a fake ID is 10 + the forger's ranks in the Forgery skill.

First Aid Kit
Available at most drugstores and camping supply stores, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit can be used to help a dazed, unconscious, or stunned character by making a Treat Injury check (DC 15). A first aid kit can be used only once. Skill checks made without a first aid kit incur a –4 penalty.

Forgery Kit
This kit contains everything needed to use the Forgery skill to prepare forged items. Depending on the item to be forged, you might need legal documents or other items not included in the kit.

Handcuffs
Handcuffs are restraints designed to lock two limbs—normally the wrists—of a prisoner together. They fit any Medium-size or Small human or other creature that has an appropriate body structure.

Steel: These heavy-duty cuffs have hardness 10, 10 hit points, a break DC of 30, and require a Disable Device check (DC 25) or Escape Artist check (DC 35) to remove without the key.

Zip-Tie: These are single-use disposable handcuffs, much like heavy-duty cable ties. They have hardness 0, 4 hit points, and a break DC of 25. They can only be removed by cutting them off (Disable Device and Escape Artist checks automatically fail).

Instrument, Keyboard
A portable keyboard, necessary in order to use the Perform (keyboard instrument) skill.

Instrument, Percussion
A set of drums, necessary in order to use the Perform (percussion instrument) skill.

Instrument, Stringed
An electric guitar, necessary in order to use the Perform (stringed instrument) skill.

Instrument, Wind
A flute, necessary in order to use the Perform (wind instrument) skill.

Lockpick Set
A lockpick set includes picks and tension bars for opening locks operated by standard keys. A lockpick set allows a character to make Disable Device checks to open mechanical locks (deadbolts, keyed entry locks, and so forth) without penalty.

Lock Release Gun
This small, pistollike device automatically disables cheap and average mechanical locks operated by standard keys (no Disable Device check necessary).

Mechanical Tool Kit
This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, and even power tools.

Basic: This kit, which fits in a portable toolbox, allows a character to make Repair checks for mechanical devices without penalty.

Deluxe: This kit fills a good-sized shop cabinet. It includes a broad variety of specialized hand tools and a selection of high-quality power tools. It grants a +2 equipment bonus on Repair checks for mechanical devices and allows a character to make Craft (mechanical) or Craft (structural) checks without penalty.

Medical Kit
About the size of a large tackle box, this is the sort of kit commonly carried by military medics and civilian EMTs. It contains a wide variety of medical supplies and equipment. A medical kit can be used to treat a dazed, unconscious, or stunned character, to provide long-term care, to restore hit points, to treat a diseased or poisoned character, or to stabilize a dying character (see the Treat Injury skill, page 74). Skill checks made without a medical kit incur a –4 penalty.

Multipurpose Tool
This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. A multipurpose tool can lessen the penalty for making Repair, Craft (mechanical), Craft (electronic), or Craft (structural) checks without appropriate tools to –2 instead of the normal –4. The tool is useful for certain tasks, as determined by the GM, but may not be useful in all situations.

Pharmacist Kit
A portable pharmacy for use with the Craft (pharmaceutical) skill, a pharmacist kit includes everything needed to prepare, preserve, compound, analyze, and dispense medicinal drugs.

Search-and-Rescue Kit
This waist pack contains a first aid kit, a compass, waterproof matches, a lightweight "space" blanket, a standard flashlight, 50 feet of durable nylon rope, two smoke grenades, and one signal flare.

Spike Strip
This device is designed to help the police end car chases. The strip comes rolled in a spool about the size of a small suitcase. Deploy it by rolling it across a roadway, where it lies like a flat, segmented belt. (The user can roll it out onto the road without entering the lane of traffic.) Until the strip is activated, the spikes do not protrude, and cars can pass safely over it. When the user activates it (via a control device attached to the end of the strip by a 10-foot-long cord), the spikes extend.

Each time a creature moves through a square containing an activated spike strip at any rate greater than half speed, or each round a creature spends fighting in such an area, the spike strip makes a touch attack roll (base attack bonus +0). The strip deals 2 points of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Treat Injury check, DC 15, or one day's rest removes this penalty). Wheeled vehicles passing over the strip are automatically hit—although vehicles equipped with puncture-resistant tires (see Taking out the Tires, page 163) are not affected.

Survival Gear
Survival gear helps characters keep themselves alive in the great outdoors.

The Right Tool for the Job
Some objects contain the tools necessary to use certain skills optimally. Without the use of these items, often referred to as kits, skill checks made with these skills are at a –4 penalty. Skills and the kits they are associated with are listed below. See the descriptions in this chapter for additional details. Note that kits should be restocked periodically (purchase DC 5 less than the original purchase DC.

Note that some skills, by their nature, require a piece of equipment to utilize. One good example is the Perform (keyboard instrument) skill, which you can't use without a keyboard.

Skill	Associated Item
Climb	Climbing gear
Craft (chemical)	Chemical kit
Craft (electronic)	Electrical tool kit
Craft (mechanical)	Mechanical tool kit
Craft (pharmaceutical)	Pharmacist kit
Craft (structural)	Mechanical tool kit
Demolitions	Demolitions kit
Disable Device	Car opening kit
	Electrical tool kit
	Lockpick set
	Lock release gun
Disguise	Disguise kit
Forgery	Forgery kit
Investigate	Evidence kit
Perform (keyboards)	Instrument, keyboard
Perform (percussion)	Instrument, percussion
Perform (stringed)	Instrument, stringed
Perform (wind)	Instrument, wind
Repair	Electrical tool kit
	Mechanical tool kit
	Multipurpose tool
Treat Injury	First aid kit
	Medical kit
	Surgery kit





Backpack
This is a good-sized backpack, made of tough water-resistant material. It has one or two central sections, as well as several exterior pockets and straps for attaching tents, bedrolls, or other gear. It can carry up to 60 pounds of gear.

A backpack gives you a +1 equipment bonus to Strength for the purpose of determining your carrying capacity (see page 121). For example, if you have a Strength of 12, when using a backpack you determine your carrying capacity as if your Strength is 13.

Binoculars
Binoculars are useful for watching opponents, wild game, and sporting events from a long distance.

Standard: Standard binoculars reduce the range penalty for Spot checks to –1 for every 50 feet (instead of –1 for every 10 feet). Using binoculars for Spot checks takes five times as long as making the check unaided.

Rangefinding: In addition to the benefit of standard binoculars, rangefinding binoculars include a digital readout that indicates the exact distance to the object on which they are focused.

Electro-Optical: Electro-optical binoculars function the same as standard binoculars in normal light. In darkness, however, users looking through them see as if they had the darkvision ability granted by night vision goggles.

Chemical Light Stick
This disposable plastic stick, when activated, uses a chemical reaction to create light for 6 hours. It illuminates an area only 5 feet in radius. Once activated, it can't be turned off or reused. The listed purchase DC is for a pack of 5 sticks.

Climbing Gear
All of the tools and equipment that climbing enthusiasts use to make climbing easier and, in some cases, possible, including ropes, pulleys, helmet and pads, gloves, spikes, chocks, ascenders, pitons, a handax, and a harness. It takes 10 minutes to remove the gear from its pack and outfit it for use. Use this gear with the Climb skill.

Compass
A compass relies on the Earth's magnetic field to determine the direction of magnetic north. A compass grants its user a +2 equipment bonus on Navigate checks.

Fire Extinguisher
This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area as a move action. It contains enough material for two such uses.

Flash Goggles
These eye coverings provide total protection against blinding light.

Flashlight
Flashlights come in a wide variety of sizes and quality levels. Those covered here are professional, heavy-duty models, rugged enough to withstand the rigors of modern adventuring. Flashlights negate penalties for darkness within their illuminated areas.

Penlight: This small flashlight can be carried on a key ring. It projects a beam of light 10 feet long and 5 feet wide at its end.

Standard: This heavy metal flashlight projects a beam 30 feet long and 15 feet across at its end.

Battery Flood: Practically a handheld spotlight, this item projects a bright beam 100 feet long and 50 feet across at its end.

Gas Mask
This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides total protection from eye and lung irritants. The filter canister lasts for 12 hours of use. Changing a filter is a move action. The purchase DC for one extra filter canister is 6.

GPS Receiver
Global positioning system receivers use signals from GPS satellites to determine the receiver's location to within a few dozen feet. A GPS receiver grants its user a +4 equipment bonus on Navigate checks, but because the receiver must be able to pick up satellite signals, it only works outdoors.

Map
While a compass or GPS receiver can help you find your way through the wilderness, a map can tell you where you're going and what to expect when you get there.

Road Atlas: Road atlases are available for the entire United States, showing all major roads in each state. They can also be purchased for most major metropolitan areas, detailing every street in the entire region.

Tactical Map: A tactical map covers a small area—usually a few miles on a side—in exacting detail. Generally, every building is represented, along with all roads, trails, and areas of vegetation. Tactical maps are not available for all areas, and, though inexpensive, they generally have to be ordered from federal mapping agencies (taking a week or longer to obtain).

Mesh Vest
This is a lightweight vest with a series of pockets for items such as a compass, spare ammunition magazines, pressure bandages, and a radio, along with loops for attaching grenades, knives, or tools. It can hold up to 40 pounds of equipment.

A mesh vest provides a +2 equipment bonus to Strength for the purpose of determining your carrying capacity (see page 121). For example, if you have a Strength of 12, when using a mesh vest you determine your carrying capacity as if your Strength was 14.

Portable Stove
This small stove works on kerosene or white gasoline, and can easily be broken down and carried for backpacking.

Rope
Climbing rope can support up to 1,000 pounds.

Sleeping Bag
This lightweight sleeping bag rolls up compactly. It can keep a character warm even in severe weather and can also double as a stretcher in an emergency.

Tent
A tent keeps you warm and dry in severe weather, providing a +2 equipment bonus on Fortitude saves against the effects of cold weather.

Trail Rations
Trail rations come in a number of commercial options. They all provide the necessary energy and nutrition for survival. The purchase DC given is for a case of 12 meals.

Weapon Accessories
As if modern weapons weren't dangerous enough, a number of accessories can increase their utility or efficiency.

Box Magazine
For weapons that use box magazines, you can purchase extras. Loading these extra magazines ahead of time and keeping them in a handy place makes it easy to reload your weapon in combat.

Detonator
A detonator activates an explosive, causing it to explode. The device consists of an electrically activated blasting cap and some sort of device that delivers the electrical charge to set off the blasting cap. Connecting a detonator to an explosive requires a Demolitions check (DC 15). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

Blasting Cap: This is a detonator without a built-in controller. It can be wired into any electrical device, such as a light switch or a car's ignition switch, with a Demolitions check (DC 10). When the electrical device is activated, the detonator goes off.

Radio Control: This device consists of two parts: the detonator itself and the activation device. The activation device is an electronic item about the size of a deck of cards, with an antenna, a safety, and an activation switch. When the switch is toggled, the activation device sends a signal to the detonator by radio, setting it off. It has a range of 500 feet.

Timed: This is an electronic timer connected to the detonator. Like an alarm clock, it can be set to go off at a particular time.

Wired: This is the simplest form of detonator. The blasting cap connects by a wire to an activation device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100 feet of wire, but longer lengths can be spliced in with a Demolitions check (DC 10).

Holster
Holsters are generally available for all Medium-size or smaller firearms.

Hip: This holster holds the weapon in an easily accessed—and easily seen—location.

Concealed Carry: A concealed carry holster is designed to help keep a weapon out of sight (see Concealed Weapons and Objects, page 94). In most cases, this is a shoulder holster (the weapon fits under the wearer's armpit, presumably beneath a jacket). Small or Tiny weapons can be carried in waistband holsters (often placed inside the wearer's waistband against his back). Tiny weapons can also be carried in ankle or boot holsters.

Illuminator
An illuminator is a small flashlight that mounts to a firearm, freeing up one of the user's hands. It functions as a standard flashlight.

Laser Sight
This small laser mounts on a firearm, and projects a tiny red dot on the weapon's target. A laser sight grants a +1 equipment bonus on all attack rolls made against targets no farther than 30 feet away. However, a laser sight can't be used outdoors during the daytime.

Scope
A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use.

Standard: A standard scope increases the range increment for a ranged weapon by one-half (multiply by 1.5). However, to use a scope you must spend an attack action acquiring your target. If you change targets or otherwise lose sight of the target, you must reacquire the target to gain the benefit of the scope.

Electro-Optical: An electro-optical scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if he had the darkvision ability granted by night vision goggles.

Speed Loader
A speed loader holds a number of bullets in a ring, in a position that mirrors the chambers in a revolver cylinder. Using a speed loader saves time in reloading a revolver, since you can insert all the bullets at once (see Reloading Firearms, page 97).

Suppressor
A suppressor fits on the end of a firearm, capturing the gases traveling at supersonic speed that propel a bullet as it is fired. This eliminates the noise from the bullet's firing, dramatically reducing the sound the weapon makes when it is used. For handguns, the only sound is the mechanical action of the weapon (Listen check, DC 15, to notice). For longarms, the supersonic speed of the bullet itself still makes noise. However, it's difficult to tell where the sound is coming from, requiring a Listen check (DC 15) to locate the source of the gunfire.

Modifying a weapon to accept a suppressor requires a Repair check (DC 15). Once a weapon has been modified in this manner, a suppressor can be attached or removed as a move action.

Suppressors cannot be used on revolvers or shotguns. A suppressor purchased for one weapon can be used for any other weapon that fires the same caliber of ammunition.





CARRYING CAPACITY

A character's carrying capacity—how much gear he can lug around at one time—depends directly on the character's Strength score, as shown on Table 4–11: Carrying Capacity.

If the weight of everything you're wearing or carrying amounts to no more than your light load figure, you can move and perform any actions normally (though your speed might already be slowed by the armor you're wearing).

If the weight of your gear falls in your medium load range, you are considered encumbered. An encumbered character's speed is reduced to the value given below, if the character is not already slowed to that speed for some other reason.

Previous Speed	Current Speed
20 ft.	15 ft.
30 ft.	20 ft.
40 ft.	30 ft.
50 ft.	40 ft.
60 ft.	50 ft.

An encumbered character performs as if his Dexterity modifier were no higher than +3—that is, a character with a Dexterity bonus of +4 or higher does not get to apply his full bonus to Dexterity-related actions (ranged attacks, ability checks, and skill checks). In addition, he takes a –3 encumbrance penalty on attack rolls and checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble. This encumbrance penalty stacks with any armor penalty that may also apply.

If the weight of your gear falls in your heavy load range, you are considered heavily encumbered. A heavily encumbered character's speed is reduced to the value given below, if the character is not already slowed to that speed for some other reason.

Previous Speed	Current Speed
20 ft.	10 ft.
30 ft.	15 ft.
40 ft.	20 ft.
50 ft.	25 ft.
60 ft.	30 ft.

A heavily encumbered character performs as if his Dexterity modifier were no higher than +1—that is, a character with a Dexterity bonus of +2 or higher does not get to apply his full bonus to Dexterity-related actions (ranged attacks, ability checks, and skill checks). In addition, he takes a –6 encumbrance penalty on attack rolls and checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble. This encumbrance penalty stacks with any armor penalty that may also apply. Finally, a heavily encumbered character's maximum running speed is his speed ×3 instead of speed ×4.

The figure at the upper end of your heavy load range is your maximum load. No character can move or perform any other actions while carrying more than his maximum load.

Lifting and Dragging: A character can lift up to his maximum load over his head.

TABLE 4–11: CARRYING CAPACITY

Strength	Light Load	Medium Load	Heavy Load
1	up to 3 lb.	4–6 lb.	7–10 lb.
2	up to 6 lb.	7–13 lb.	14–20 lb.
3	up to 10 lb.	11–20 lb.	21–30 lb.
4	up to 13 lb.	14–26 lb.	27–40 lb.
5	up to 16 lb.	17–33 lb.	34–50 lb.
6	up to 20 lb.	21–40 lb.	41–60 lb.
7	up to 23 lb.	24–46 lb.	47–70 lb.
8	up to 26 lb.	27–53 lb.	54–80 lb.
9	up to 30 lb.	31–60 lb.	61–90 lb.
10	up to 33 lb.	34–66 lb.	67–100 lb.
11	up to 38 lb.	39–76 lb.	77–115 lb.
12	up to 43 lb.	44–86 lb.	87–130 lb.
13	up to 50 lb.	51–100 lb.	101–150 lb.
14	up to 58 lb.	59–116 lb.	117–175 lb.
15	up to 66 lb.	67–133 lb.	134–200 lb.
16	up to 76 lb.	77–153 lb.	154–230 lb.
17	up to 86 lb.	87–173 lb.	174–260 lb.
18	up to 100 lb.	101–200 lb.	201–300 lb.
19	up to 116 lb.	117–233 lb.	234–350 lb.
20	up to 133 lb.	134–266 lb.	267–400 lb.
21	up to 153 lb.	154–306 lb.	307–460 lb.
22	up to 173 lb.	174–346 lb.	347–520 lb.
23	up to 200 lb.	201–400 lb.	401–600 lb.
24	up to 233 lb.	234–466 lb.	467–700 lb.
25	up to 266 lb.	267–533 lb.	534–800 lb.
26	up to 306 lb.	307–613 lb.	614–920 lb.
27	up to 346 lb.	347–693 lb.	694–1,040 lb.
28	up to 400 lb.	401–800 lb.	801–1,200 lb.
29	up to 466 lb.	467–933 lb.	934–1,400 lb.
+10	×4	×4	×4

A character can lift up to 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 Defense and can only move 5 feet per round (as a full-round action).

A character can generally push or drag along the ground up to five times his maximum load. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

Bigger and Smaller Creatures: The figures on Table 9–1: Carrying Capacity are for Medium-size bipedal creatures. Larger bipedal creatures can carry more weight depending on size category: Large × 2, Huge × 4, Gargantuan × 8, and Colossal × 16. Smaller creatures can carry less weight depending on size category: Small × ¾, Tiny × ½, Diminutive × ¼, and Fine × ⅛.

Quadrupeds, such as horses, can carry heavier loads than characters can. Use these multipliers instead of the ones given above: Fine × ¼, Diminutive × ½, Tiny × ¾, Small × 1, Medium-size ×1 ½, Large × 3, Huge × 6, Gargantuan × 12, and Colossal × 24.

Tremendous Strength: For Strength scores not listed, find the Strength score between 20 and 29 that has the same ones digit as the creature's Strength score. Multiply the figures by 4 if the creature's Strength is in the 30s, 16 if

it's in the 40s, 64 if it's in the 50s, and so on. For example, a Huge creature with a 35 Strength can carry four times what a creature with a 25 Strength can carry, or 3,200 pounds, multiplied by four because the creature is Huge, for a grand total of 12,800 pounds.

LIFESTYLE

Lifestyle items include travel expenses, entertainment and meals beyond the ordinary, and housing, for those characters interested in buying a home rather than renting. Lifestyle items are shown on Table 4–12.

Housing

A number of types of homes are mentioned on Table 4–12. The purchase DC covers the down payment, not the total cost of the home. (A character buying a home does not have to worry about mortgage payments; they simply replace the hero's rent, which is already accounted for in the Wealth system; see page 38.)

The small house and condo are one- or two-bedroom homes, probably with curbside parking. The large condo and medium house are three-bedroom homes with garage or carport parking for one or two cars. The large house is a four-bedroom home with a two-car garage, while the mansion is a five- or six-bedroom home with an extra den, spacious rooms throughout, and a three-car garage. All of these homes are of typical construction; luxury appointments or avant garde design is available with a +2 increase to the purchase DC.

Location dramatically affects a home's value. The given purchase DC assumes a typical suburban location. An undesirable location, such as a bad neighborhood or a remote rural site, reduces the purchase DC by 2. A particularly good location in an upscale neighborhood or city center increases the purchase DC by 2.

TABLE 4–12: LIFESTYLE ITEMS

Housing	Purchase DC
Small condo	28
Large condo	30
Small house	30
Medium house	32
Large house	34
Mansion	36

Entertainment	Purchase DC
Movie ticket	3
Theater ticket	7
Sporting event ticket	7

Meals	Purchase DC
Fast food	2
Family restaurant	4
Upscale restaurant	7
Fancy restaurant	9

Transportation	Purchase DC
Airfare	
Domestic, coach	14
Domestic, first class	17
International, coach	18
International, first class	22
Car rental	
Economy car	6
Mid-size or truck	8
Luxury	10

Lodging	Purchase DC
Budget motel	7
Average hotel	9
Upscale hotel	11

Entertainment

Purchase DCs are given for several entertainment options. They represent the purchase of a single ticket. A pair of tickets can be purchased together; doing so increases the purchase DC by 2.

Meals

Several typical meal costs are provided. The cost of picking up the tab for additional diners adds +2 per person to the purchase DC. So, for example, taking a date to an upscale restaurant has a purchase DC of 9; taking three business clients to a fancy restaurant has a purchase DC of 15.

Transportation

Airfare tickets are for a single passenger round trip. One-way tickets are available, but only reduce the purchase DC by 2. Car rentals and lodging rates are per day.

SERVICES

The broad spectrum of services available to characters is only represented in overview here. Services are identified on Table 4–13.

Auto Repair

Having a car repaired can be expensive; how expensive depends on the amount of damage the vehicle has suffered. The purchase DCs for damage repair assume the vehicle has not actually been disabled; if it has, increase the purchase DC by +3. Repair generally takes 1 day for every 10 hit points of damage dealt, and results in the vehicle being returned to full hit points. See page 163 for more about vehicle damage.

Bail Bonds

Characters jailed for crimes can seek bail. Bail is a monetary guarantee that the suspect will show up for his trial. The bail amount is set by a judge or magistrate, sometimes immediately following arrest (for minor crimes) and sometimes days later (for serious crimes). If bail is granted, a character can arrange for a bail bond—a loan that covers bail. The purchase DCs on Table 4–12 represent the fees associated with



the loan; the bond itself is paid back to the bond agency when the hero shows up for his trial. If he fails to show up, the agency loses the bail loan, and may send bounty hunters or other thugs after the character.

Bail amounts vary dramatically, depending on the seriousness of the crime, the suspect's criminal history, his role in society, his family life, and other factors the judge believes indicate that the character will or will not flee (or commit other crimes) before his trial. An upstanding citizen with a good job and a family who has never before been charged with a crime gets minimal bail; a career criminal with nothing to lose gets maximum bail or may not be granted bail at all. The purchase DCs shown assume the suspect is viewed positively by the court. If not, increase the purchase DC by as much as 5. Whatever the base purchase DC, a successful Diplomacy check (DC 15) by the suspect reduces the purchase DC by 2.

Property Crime: The crime involved only the destruction of property; no one was attacked or seriously hurt as part of the crime.

Assault Crime: The crime involved an attack intended to capture, kill, or seriously injure the victim.

Death Crime: Someone died as a result of the crime.

TABLE 4–13: SERVICES

Item	Purchase DC
Auto repair	
1 to 10 hp damage	15
11 to 20 hp damage	18
21 to 30 hp damage	21
30+ hp damage	24
Towing	8
Bail bonds	
Property crime	13
Assault crime	16
Death crime	22
Bribery	
Bouncer	6
Bureaucrat	10
Informant	7
Police officer	10
Legal services	10 + lawyer's Knowledge (civics) ranks
Medical services	
Long-term care	10 + doctor's Treat Injury ranks
Restore hit points	12 + doctor's Treat Injury ranks
Surgery	15 + doctor's Treat Injury ranks
Treat poison/disease	10 + doctor's Treat Injury ranks

Medical Services

A character's medical insurance is built into her Wealth bonus; the purchase DCs on Table 4–12 represent the ancillary expenses not covered, or only partly covered, by insurance. Medical services must be paid for in full regardless of whether they are successful. See the Treat Injury skill, page 74, for more information on the medical services described below.

Long-Term Care: The purchase DC represents treatment for regaining hit points or ability score points more quickly than normal on a given day.

Restore Hit Points: The purchase DC represents treatment for hit point damage from wounds or injuries on a given day.

Surgery: The purchase DC represents the cost of a single surgical procedure.

Poison/Disease: The purchase DC represents one application of treatment for a poison or disease.

VEHICLES

Vehicles are described by a number of statistics, as shown on Table 4–13. For more information on vehicle attributes and how to operate vehicles, see Vehicle Movement and Combat, page 155.

Crew: The standard number of crew. In most cases, only one person is needed to drive the vehicle; other crew members serve as gunners or copilots.

Passengers: The number of passengers (in addition to the crew) the vehicle is designed to carry. Vehicles that carry passengers can use that space to carry additional cargo when passengers aren't present. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo.

Cargo Capacity: The amount of cargo the vehicle is designed to carry. Many vehicles can, in a pinch, carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity.

Initiative: The modifier added to the driver's or pilot's initiative check when operating the vehicle.

Maneuver: The modifier added to any Drive or Pilot checks attempted with the vehicle.

Top Speed: The maximum number of squares the vehicle can cover in 1 round at character scale (with the number of squares at chase scale in parentheses). This is the fastest the vehicle can move. For more on character scale and chase scale, see page 155.

Defense: The vehicle's Defense.

Hardness: The vehicle's hardness. Subtract this number from any damage dealt to the vehicle.

Hit Points: The vehicle's full normal hit points.

Size: Vehicle size categories are defined differently from the size categories for weapons and other objects (a Medium-size vehicle, for example, is not the same size as a Medium-size weapon or other object).

Purchase DC: This is the purchase DC for a Wealth check to acquire the vehicle. This number reflects the base price and doesn't include any modifier for purchasing the vehicle on the black market.

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

Civilian Aircraft

All aircraft, from one-seaters to jumbo jets, are controlled by the use of the Pilot skill. A few examples are provided here from the variety of airgoing vehicles that might be available to characters.

Bell Jet Ranger
This is perhaps the most common civilian helicopter worldwide; it has also been adopted by many military forces as a light utility helicopter. The Jet Ranger is two squares wide and seven squares long. It provides three-quarters cover for crew and passengers.

Bell Model 212
This is the twin-engine, civilian version of the ubiquitous Huey helicopter. As a civilian aircraft, it is a sturdy, reliable helicopter used for passenger and cargo work all over the world. Military versions are still in use in many countries. The Bell 212 is three squares wide and seven squares long. It provides three-quarters cover for crew and passengers (one-quarter cover for passengers if the cargo doors are open).

Cessna 172 Skyhawk
This common single-engine propeller plane is relatively inexpensive. A Cessna 172 is seven squares wide (including wings; fuselage is one square wide) and six squares long. It provides three-quarters cover for crew and passengers.

Learjet Model 45
This is a sleek business jet introduced in the late 90s. Two turbofans, set on the fuselage above and behind the wings, provide the power. The interior includes luxury accommodations and a lavatory. A Learjet is ten squares wide (including wings; fuselage is two squares wide) and twelve squares long. It provides three-quarters cover for crew and nine-tenths cover for passengers.

Civilian Cars
Most new civilian cars include such standard features as air conditioning, air bags, antilock brakes, cruise control, keyless entry, and an AM/FM radio with CD player. Luxury vehicles often also include extras such as heated side mirrors, power seats, leather upholstery, and sunroofs. In general, these luxury amenities can be added to a nonluxury car with an increase of 1 to the vehicle's purchase DC.

Unless otherwise noted, civilian cars provide three-quarters cover for their occupants (although passengers who lean out of windows or sunroofs, perhaps to fire weapons, may be reduced to one-half or even one-quarter cover).

Acura 3.2 TL
The 3.2 TL is a four-door luxury sedan. It is two squares wide and four squares long.

Aston-Martin Vanquish
The Vanquish is a two-door luxury sports car powered by a 5.9-liter, 460-horsepower V12 engine. A six-speed manual transmission with overdrive is standard. The Vanquish is two squares wide and four squares long.

BMW M3
The M3 is a two-door luxury sports car equipped with a standard 3.2-liter, 333-horsepower engine. The M3 is two squares wide and three squares long.

Chevrolet Cavalier
A two-door family coupe, the Cavalier is two squares wide and four squares long.

Chevrolet Corvette
The Corvette is a two-door sports car equipped with a 5.7-liter, 350-horsepower V8 engine. The Corvette is two squares wide and three squares long.

Dodge Neon
The Neon is an inexpensive four-door family sedan. It is two squares wide and three squares long.

Ford Crown Victoria
The Crown Victoria is a large four-door family sedan equipped with a 4.6-liter, 220-horsepower V8 engine. Large and durable, it is a favorite of police forces (police cruisers are commonly Crown Victorias). The Crown Victoria is two squares wide and four squares long.

Jaguar XJ Sedan
The XJ is a four-door luxury sedan. It is two squares wide and four squares long.

Lamborghini Diablo
The Diablo is a top-of-the-line exotic sports car—a two-door coupe equipped with a standard 6.0-liter, 550-horsepower V12 engine. The Diablo is two squares wide and three squares long.

Mercedes E55 AMG
The E-Class is a four-door luxury sedan equipped with a powerful 5.5-liter, 349-horsepower V8 engine. It is two squares wide and four squares long.

Volkswagen Jetta
The Jetta is a four-door station wagon. It is two squares wide and three squares long.

Civilian Motorcycles
Unlike getting into a car, mounting a motorcycle is a free action. Motorcycles tend to perform better than automobiles, but they provide no cover to their occupants.

Ducati 998R
This is a top-of-the-line "crotch rocket" style street bike with a strong heritage of winning races. The 998R is one square wide and two squares long.

Harley-Davidson FLSTF Fat Boy
This huge motorcycle sports a 1,450cc engine. It's designed to look cool and compete for space on the roads with automobiles. It is one square wide and two squares long.

Yamaha YZ250F
A classic dirt bike, this is very similar to the motorcycle used by United States Army cavalry scouts. The YZ250F is one square wide and two squares long.



Civilian Trucks

Trucks include pickups, sport utility vehicles, vans, and minivans. They generally have the same features as civilian cars.

Like cars, trucks generally provide three-quarters cover to their occupants. The rear bed of a pickup truck, however, provides only one-half cover.

AM General Hummer

The four-door Hummer is a civilian version of the military's all-terrain "humvee" utility vehicle. It comes equipped with a powerful 6.5-liter, 195-horsepower V8 turbo diesel engine. The hummer is decked out like a luxury vehicle inside, but this vehicle is every bit as rugged as the military version.

The military version can be configured in a variety of ways, including a two-door pickup, a four-door pickup with a short bed, and a completely enclosed, SUVlike body with a hatchback and four doors. It lacks the luxury accessories of the civilian version, but it is equipped with puncture-resistant tires (see Taking out the Tires, page 163).

A Hummer is two squares wide and four squares long.

Chevrolet Suburban

One of the largest sport utility vans on the market, the Suburban is a four-door truck equipped with a standard 6.0-

TABLE 4–14: VEHICLES

Name	Crew	Pass	Cargo	Init	Maneuver	Top Speed	Defense	Hardness	Hit Points	Size	Purchase DC	Restriction
Civilian Aircraft												
Bell Jet Ranger (helicopter)	1	4	250 lb.	–4	–4	245 (25)	6	5	28	G	39	Lic (+1)
Bell Model 212 (helicopter)	2	13	5,000 lb.	–4	–4	200(20)	6	5	36	G	45	Res (+2)
Cessna 172 Skyhawk (prop plane)	1	3	120 lb.	–4	–4	210 (21)	6	5	30	G	36	Lic (+1)
Learjet Model 45 (corporate jet)	2	10	500 lb.	–4	–4	1,100 (110)	6	5	44	G	40	Lic (+1)
Civilian Cars												
Acura 3.2 TL (mid-size sedan)	1	4	300 lb.	–2	–1	265 (26)	8	5	34	H	29	Lic (+1)
Aston-Martin Vanquish (sports coupe)	1	1	175 lb.	–2	+0	335 (33)	8	5	34	H	36	Lic (+1)
BMW M3 (sports coupe)	1	4	200 lb.	–2	+1	275 (27)	8	5	32	H	30	Lic (+1)
Chevrolet Cavalier (economy coupe)	1	4	275 lb.	–1	–1	185 (18)	9	5	30	L	26	Lic (+1)
Chevrolet Corvette (sports coupe)	1	1	250 lb.	–2	+0	310 (31)	8	5	32	H	30	Lic (+1)
Dodge Neon (economy sedan)	1	4	275 lb.	–1	–1	220 (22)	9	5	30	L	26	Lic (+1)
Ford Crown Victoria (mid-size sedan)	1	5	425 lb.	–2	–1	185 (18)	8	5	34	H	28	Lic (+1)
Jaguar XJS (luxury sedan)	1	4	275 lb.	–2	–1	230 (23)	8	5	34	H	32	Lic (+1)
Lamborghini Diablo (sports coupe)	1	1	100 lb.	–2	+1	360 (36)	8	5	34	H	37	Lic (+1)
Mercedes E55 AMG (luxury sedan)	1	4	325 lb.	–2	+0	280 (28)	8	5	34	H	32	Lic (+1)
Volkswagen Jetta (mid-size wagon)	1	4	275 lb.	–2	+0	230 (23)	8	5	32	H	28	Lic (+1)
Civilian Motorcycles												
Ducati 998R (racing bike)	1	0	0 lb.	+0	+3	370 (37)	10	5	18	M	27	Lic (+1)
Harley Davidson FLSTF (street bike)	1	1	0 lb.	–1	+1	275 (27)	9	5	22	L	26	Lic (+1)
Yamaha YZ250F (dirt bike)	1	1	0 lb.	+0	+2	165 (16)	10	5	18	M	23	Lic (+1)
Civilian Trucks												
AM General Hummer (SUV)	1	3	1,000 lb.	–2	–2	140 (14)	8	5	38	H	34	Lic (+1)
Chevrolet Suburban (SUV)	1	8	500 lb.	–2	–2	175 (17)	8	5	38	H	30	Lic (+1)
Dodge Caravan (minivan)	1	4	325 lb.	–2	–2	195 (19)	8	5	34	H	28	Lic (+1)
Ford Escape XLT (SUV)	1	4	300 lb.	–2	–2	200 (20)	8	5	32	H	29	Lic (+1)
Ford F-150 XL (pickup)	1	2	1,700 lb.	–2	–2	175 (17)	8	5	36	H	28	Lic (+1)
Toyota Tacoma Xtracab (pickup)	1	3	1,600 lb.	–2	–2	185 (18)	8	5	34	H	27	Lic (+1)
Civilian Water Vehicles												
Bayliner 1802 Capri (runabout)	1	5	2,100 lb.	–2	–2	55 (5)	8	5	28	H	28	Lic (+1)
Fairline Targa 30 (cabin cruiser)	1	3	2,100 lb.	–4	–4	80 (8)	6	5	40	G	32	Lic (+1)
Sea-Doo XP (personal watercraft)	1	1	60 lb.	–1	+1	105 (10)	9	5	22	L	24	Lic (+1)
Other Civilian Vehicles												
Armored truck	2	0	3,600 lb.	–2	–2	175 (17)	8	10	36	H	34	Res (+2)
Honda TRX400FW (4-wheel ATV)	1	0	675 lb.	–1	+1	95 (9)	9	5	22	L	23	Lic (+1)
Limousine	1	7	425 lb.	–4	–4	195 (19)	6	5	38	G	36	Lic (+1)
Moving truck	1	2	33,000 lb.	–4	–4	165 (16)	6	5	44	G	34	Lic (+1)
NABI Model 40LFW (city bus)	1	39	0 lb.	–4	–4	120 (12)	6	5	48	G	38	Lic (+1)
Military Vehicles												
BMP-2 (tracked APC)	3	7	250 lb.	–2	–2	70 (7)	8	10	52	H	40	Mil (+3)
M1A2 Abrams (tracked tank)	4	0	425 lb.	–4	–4	80 (8)	6	20	64	G	47	Mil (+3)
M2A2 Bradley (tracked APC)	3	7	425 lb.	–4	–4	70 (7)	6	15	58	G	45	Mil (+3)
M113A1 Gavin (tracked APC)	2	11	200 lb.	–2	–2	62 (6)	8	10	48	H	39	Mil (+3)
UH-60 Black Hawk (helicopter)	2	14	9,000 lb.	–4	–4	325 (32)	6	5	46	G	47	Mil (+3)

TABLE 4–15: VEHICLE WEAPONS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Cannons (require the Exotic Firearms Proficiency [cannons] feat)										
BMP-2 30mm cannon	4d12	20	Ballistic	150 ft.	A	Linked	Huge	*	*	*
M1A2 Abrams tank cannon	10d12	20	Ballistic	150 ft.	Single	1	Huge	*	*	*
M2A2 Bradley 25mm cannon	4d12	20	Ballistic	150 ft.	A	Linked	Huge	*	*	*

* Weight, purchase DC, and restriction rating do not apply. These weapons are part of the vehicles on which they are mounted.

liter, 320-horsepower V8 engine. It is two squares wide and four squares long.

Dodge Caravan
The Caravan is a minivan with two conventional doors up front, sliding doors on the side, and a rear hatch-style door. It is two squares wide and four squares long.

Ford Escape XLT
The Escape is a four-door SUV with a 3.0-liter, 201-horsepower V6 engine. It is two squares wide and three squares long.

Ford F-150 XL
This two-door pickup truck has a 4.2-liter, 202-horsepower V6 engine. The F-150 is two squares wide and four squares long.

Toyota Tacoma Xtracab
The Tacoma is a two-door pickup with a back seat in its extended cab. It is two squares wide and four squares long.

Civilian Water Vehicles
Piloting a water vehicle is covered by the Drive skill.

Bayliner 1802 Capri
This is a large runabout—a powerboat with an outboard engine and an open cockpit with a tiny cabin (about the size of the interior of an economy car) forward. It comes with a trailer; loading or unloading it requires a paved boat ramp and 10 minutes of work. The Capri provides one-half cover to occupants in the cockpit or stern, full cover to occupants in the cabin, and no cover to those forward of the cockpit. The Capri is two squares wide and four squares long.

Fairline Targa 30
This cabin cruiser is a motor yacht with two internal diesel engines. It comes equipped with four berths and a fully equipped galley. It provides one-half cover to occupants in the cockpit or stern, full cover to occupants below deck, and no cover to those forward of the cockpit. The Targa is three squares wide and six squares long.

Sea-Doo XP
This is a two-seat jet ski that propels itself with a powerful jet of water. The Sea-Doo XP is one square wide and two squares long, and provides no cover for its riders.

Other Vehicles
A few types of vehicles don't fit neatly into the categories covered above. Many of these (such as the armored truck and the limousine) are usually custom built, so the model name isn't specified as it is with most other vehicles in this section. The description and stats reflect a typical model.

Armored Truck
Used to transport money between businesses and financial institutions, armored trucks are designed to deter would-be thieves. The truck has three doors and firing ports that allow the crew to use their firearms without leaving the vehicle. The armored truck is two squares wide and four squares long. It provides nine-tenths cover for its occupants. It is equipped with puncture-resistant tires (see Taking out the Tires, page 163).

Honda TRX400FW
This all-terrain vehicle is something like a four-wheeled motorcycle. It is one square wide and two squares long. It provides no cover for its riders.

Limousine
A limousine is a big, comfortable car. The statistics given are for a moderate-sized vehicle, rather than a stretch limo or a conventional car with a professional driver. Limousines feature virtually every available luxury feature, often including televisions and small refrigerators. A partition divides the front seat from the rest of the vehicle. A limousine is two squares wide and five squares long. It provides three-quarters cover for its occupants.

Moving Truck
This is a large cargo truck used to move furniture or deliver freight. Trucks of this sort this are often available as rentals. A moving truck is two squares wide and five squares long. It provides three-quarters cover for occupants in the cab and full cover for any in the back.

NABI Model 40LFW
This is a typical city bus. It has a door at the front and a second door about halfway down the right-hand side. This vehicle is two squares wide and eight squares long. It provides three-quarters cover for crew and passengers.

Military Vehicles
Several military vehicles are covered here. In addition, a number of the civilian vehicles covered above, such as the AM General Hummer and the Bell Model 212 helicopter, are commonly seen in military service.

BMP-2
A Soviet-era armored personnel carrier, the BMP is used by the Russian army and more than twenty ex-Soviet states or clients. It is crewed by a driver, a gunner, and a commander.

It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch and another full-round action to start it moving. The BMP-2 is three squares wide and four squares long. It provides full cover to its occupants.

This vehicle comes equipped with a 30mm cannon (see Table 4–14) mounted in a full turret.

M1A2 Abrams

This is the U.S. Army's main battle tank, probably the most advanced and powerful tank in the world. It is crewed by a driver, a gunner, a gun loader, and a commander. It has three top hatches, one for the driver and two on the turret. (The driver's position cannot be reached from the other positions, which are all in the turret.) It takes a full-round action to enter a tank and another full-round action to start it moving. The Abrams is three squares wide and six squares long. It provides full cover to its occupants.

This vehicle comes equipped with a tank cannon (see Table 4–14) and an M2HB heavy machine gun (see Table 4–4), both mounted in full turrets.

M2A2 Bradley

This is the U.S. Army's principal armored personnel carrier. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch, and another full-round action to start it moving. In addition to its own armament, the Bradley's passenger compartment has ports that allow passengers to fire their personal weapons from within the vehicle. The Bradley is three squares wide and four squares long. It provides full cover to its occupants.

This vehicle comes equipped with a 25mm cannon (see Table 4–14) mounted in a full turret.

M113A1 Gavin

Introduced in 1960s and for many years a mainstay of the U.S. Army, this tracked armored personnel carrier is now in use by more than fifty countries. It is crewed by a driver and a commander, and features a top hatch above each position as well as a rear door. It takes a full-round action to enter the vehicle through a top hatch and another full-round action to start it moving. The Gavin is three squares wide and four squares long. It provides full cover to its occupants.

UH-60 Black Hawk

Introduced in the 1980s to replace the aging UH-1, the Black Hawk is the U.S. Army's primary utility helicopter. The UH-60 is three squares wide and twelve squares long. It provides three-quarters cover to crew and passengers (one-quarter cover to passengers if the cargo doors are open).



Eavesdropping from inside a converted minivan

Chapter Five

COMBAT



Using melee and ranged attacks, Roxanne and Adam wade into the action

The modern world is a dangerous place, and opportunities for battle abound for those not hampered by fear or good sense. Whether it's combating terrorists before they launch a deadly plot, assaulting a drug lord's hidden den, or confronting a cabal of evil cultists preparing to sacrifice innocent abductees, combat is inevitable in modern action-adventure stories.

This chapter details the combat rules, starting with the basics before moving on to some of the more unusual situations heroes may face or combat strategies they can employ.

COMBAT SEQUENCE

Combat is played out in rounds, and in each round everybody acts in turn in a regular cycle. Generally, combat runs in the following way.

1. Each combatant starts the battle flat-footed; that is, a character starts out not yet in a combat stance. Once a combatant acts, she or he is no longer flat-footed.

2. The GM determines which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of the opponents can act in the surprise round, so they roll

for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one move or attack action. Combatants who were unaware don't get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.

3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round.

4. Combatants act in initiative order.

5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

COMBAT STATISTICS

Several fundamental statistics determine how well you do in combat. This section summarizes these statistics, and the following sections detail how to use them.

Attack Roll

An attack roll represents your attempts to strike your opponent on your turn in a round. When you make an attack roll, you roll 1d20 and add your attack bonus. If your result equals or beats the target's Defense, you hit and deal damage. Lots of modifiers affect the attack roll, such as a +1 bonus if you have the Weapon Focus feat with the weapon you're using or a bonus for having a high Strength or Dexterity score.

A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also always a threat—a possible critical hit (see Critical Hits, page 130).

If you are not proficient in the weapon you're attacking with (you don't have the appropriate Weapon Proficiency feat), you take a –4 penalty on the attack roll.

Attack Bonus

Your attack bonus with a melee weapon is:

Base attack bonus + Strength modifier + size modifier

With a ranged weapon, your attack bonus is:

Base attack bonus + Dexterity modifier + range penalty + size modifier

Strength Modifier

Strength helps you swing a weapon harder and faster, so your Strength modifier applies to melee attack rolls.

Size Modifier

Creature size categories are defined differently from the size categories for weapons and other objects. Since this size modifier applies to Defense against a melee weapon attack or a ranged weapon attack, two creatures of the same size strike each other normally, regardless of what size they actually are. Creature sizes are compatible with vehicle sizes.

TABLE 5–1: SIZE MODIFIERS

Size (Example)	Size Modifier
Colossal (blue whale [90 ft. long])	–8
Gargantuan (gray whale [40 ft. long])	–4
Huge (elephant)	–2
Large (lion)	–1
Medium-size (human)	+0
Small (German shepherd)	+1
Tiny (housecat)	+2
Diminutive (rat)	+4
Fine (horsefly)	+8

Dexterity Modifier

Dexterity measures coordination and steadiness, so your Dexterity modifier applies when you attack with a ranged weapon.

Range Penalty

The range penalty for a ranged weapon depends on what weapon you're using and how far away the target is. All ranged weapons and thrown weapons have a range increment, such as 30 feet for a Glock 17 pistol or 10 feet for a thrown knife (see Table 4–4 and Table 4–7). Any attack from a distance of less than one range increment is not penalized for range, so a bullet from a Barrett Light Fifty sniper rifle (range increment 120 feet) can strike at enemies up to 119 feet away with no penalty. However, each full range increment causes a cumulative –2 penalty on the attack roll. A sniper firing a Barrett at a target 500 feet away takes a –8 range penalty (because 500 feet is at least four range increments but not five increments). A thrown weapon, such as a javelin, has a maximum range of five range increments. Ranged weapons that fire projectiles, such as pistols and crossbows, can shoot up to ten increments.

Damage

When you hit with a weapon, you deal damage according to the type of weapon (see Table 4–4, Table 4–6, Table 4–7, and Table 4–13). Effects that modify weapon damage also apply to unarmed strikes and the natural physical attack forms of creatures.

Damage is deducted from the target's current hit points. If the opponent's hit points are reduced to 0 or less, he's in bad shape (see Injury and Death, page 139).

Minimum Weapon Damage

If penalties to damage bring the damage result below 1, a hit still deals 1 point of damage.

Strength Bonus

When you hit with a melee weapon or thrown weapon, add your Strength modifier to the damage.

Off-Hand Weapon: When you deal damage with a weapon in your off hand, add only half of your Strength bonus.

Wielding a Weapon Two-Handed: When you deal damage with a weapon that you are wielding two-handed, add 1½ times your Strength bonus. However, you don't get this higher Strength bonus when using a light weapon two-handed; in such a case, only your normal Strength bonus applies to the damage roll.

COMBAT BASICS

Here's a quick summary of combat and how it works. Refer to the rest of the chapter for more details.

Rounds

Combat is divided into rounds. In every round, each combatant gets to do something. A round represents 6 seconds in the game world.

Initiative

Before the first round, each player makes an initiative check for his or her character. The GM makes initiative checks for the opponents. An initiative check is a Dexterity check (1d20 + Dexterity modifier). Characters act in order from highest initiative result to lowest, with the check applying to all rounds of the combat).

A character is flat-footed until she takes her first action.

Actions

The four types of actions are attack actions, move actions, full-round actions, and free actions.

Every round, on your turn, you may take an attack action and a move action (in either order), two move actions, or one full-round action. You may also perform one or more free actions along with any of these combinations.

Attack Action: An attack action allows you to make one attack or do some similar action. Not all attack actions involve making attacks (some skill checks count as attack actions, for example).

Move Action: A move action allows you to move or perform some similar action (such as stand up, if you've been knocked prone). Not all move actions involve movement (drawing a weapon, for example, is a move action).

If none of your actions in a round involve literal movement from one location to another, you can take a free 5-foot step.

Full-Round Action: Some activities take more time than a single attack or move action. If you take a full-round action, it replaces both your move and your attack action for the round.

Free Action: Some activities, such as saying a few words, don't take up even a fraction of an action. You can take these actions in addition to your other actions. The GM may limit the number of free actions a character can undertake in a single round.

Attacks

You may attempt a melee, ranged, or unarmed attack as your attack action. Making a ranged attack provokes attacks of opportunity from enemies that threaten you (see below).

Attack Roll

To score a hit that deals damage on your attack roll, your result must equal or exceed the target's Defense.

Melee Attack Roll: 1d20 + base attack bonus + Strength modifier + size modifier

Ranged Attack Roll: 1d20 + base attack bonus + Dexterity modifier + range penalty + size modifier

Damage

If you score a hit, roll damage and deduct it from the target's current hit points. Add your Strength modifier to damage from melee and thrown weapons. If you're using a melee weapon in your off hand, add half your Strength modifier (if it's a bonus). If you're wielding a melee weapon with both hands, add 1 ½ times your Strength modifier to the damage (if it's a bonus).

Most weapons deal lethal damage. Lethal damage reduces hit points.

Some weapons and unarmed strikes deal nonlethal damage. Nonlethal damage doesn't affect hit points. Instead, if a single attack deals nonlethal damage that equals or exceeds the target's current Constitution score, the target must make a Fortitude save (DC 15). On a successful save, the target is dazed for 1 round. On a failed save, the target is knocked unconscious for 1d4+1 rounds.

Defense

A character's Defense is the result you need to get on your attack roll to hit that character in combat.

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

Hit Points

Hit points represent how much damage a character can take before falling unconscious or dying.

Attack Options

When attacking, you have several options.

Attack: You can make a single attack.

Charge: You can charge an opponent, but doing so is a full-round action (it replaces both your attack action and your move action). When making a charge, you move in a straight line for up to twice your speed and then make one attack with a +2 bonus on the attack roll. You take a –2 penalty to your Defense until your turn the following round.

Full Attack: Some characters can strike more than once each combat round, but doing so is a full-round action.

Saving Throws

When you are subject to an unusual attack, you generally get a saving throw to negate or reduce its effect. To succeed at a saving throw, you need a result equal to or higher than the given DC.

Fortitude Saving Throw: 1d20 + base Fort save bonus + Constitution modifier

Reflex Saving Throw: 1d20 + base Ref save bonus + Dexterity modifier

Will Saving Throw: 1d20 + base Will save bonus + Wisdom modifier

continued on next page



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Movement

Each character has a speed measured in feet (humans normally have a speed of 30 feet). You can move that distance as a move action. You can take a move action before or after taking an attack action.

You can use your attack action as an extra move action, allowing you to move your speed again. Or you can run all-out, which takes your entire turn but lets you move four times your speed.

Attacks of Opportunity

During combat, you threaten all squares adjacent to yours, even when it's not your action. (For more information on squares and moving on a grid, see page 142.) An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you. An attack of opportunity is a free melee attack that doesn't use up any of your actions. It is a single melee attack. You can make one attack of opportunity per round. Actions that provoke attacks of opportunity include moving (except as noted below) and attacking with a ranged weapon.

You provoke an attack of opportunity in two ways—when you move out of a square that an enemy threatens, and when you take an action that distracts you from defending yourself while you're in a threatened square (such as using the Treat Injury skill on an injured ally).

You provoke an attack of opportunity from an enemy when you move out of a threatened square, except:

- If your entire move for the round is 5 feet (a 5-foot step), enemies don't get attacks of opportunity when you move.
- If you withdraw (a full-round action), enemies don't get attacks of opportunity when you move from your initial square. If you move into another threatened square, however, enemies get attacks of opportunity when you leave that square.

Death, Dying, and Healing

Your hit points represent how much damage you can take before being disabled, knocked unconscious, or killed.

1 or More Hit Points

No matter how many hit points you have lost, so long as they have not dropped to 0 or lower, you remain fully functional.

0 Hit Points

If your hit points drop to 0, you are disabled. You can only take a single move action or attack action, and you take 1 point of damage after completing an action.

–1 to –9 Hit Points

If your hit points drop to from –1 to –9 hit points, you're unconscious and dying. Each round, make a Fortitude save (DC 20). If you fail, you lose 1 hit point, and you must make the Fortitude save again the next round. If you succeed, you become stable. While stable, you're still unconscious. Each hour thereafter you make a Fortitude save (DC 20) to regain consciousness; if the save fails, you remain unconscious.

You can stop a dying character's loss of hit points with a successful Treat Injury check (DC 15).

–10 Hit Points

If your hit points fall to –10 or lower, you're dead.

Healing

The Treat Injury skill and the proper tool (first aid kit, medical kit, or surgery kit) can help characters become stable and restore hit points.

Multiplying Damage

Sometimes you multiply damage by some factor, such as when you score a critical hit. Roll the damage (with all modifiers) multiple times and total the results.

For example, Russell Whitfield gets a +3 bonus on damage when using a longsword. The critical multiplier of a longsword is ×2, so if he scored a critical hit, he would roll 1d8+3 points of damage two times (the same as rolling 2d8+6).

Bonus damage represented as extra dice, such as from firing a double tap shot (see the Double Tap feat, page 82), is an exception. Do not multiply bonus damage dice when you score a critical hit.

For example, if Adam Swift scores a critical hit when making a double tap attack with his pistol, he rolls 2d6 points of damage two times (the same as rolling 4d6) and then adds the extra 1d6 for the double tap.

Critical Hits

When you make an attack roll and get a natural 20 (the d20 shows 20), you hit regardless of your target's Defense, and you have scored a threat of a critical hit. To find out if it is actually a critical hit, you immediately make another attack roll with all the same modifiers as the attack roll that scored the threat. If the second roll also results in a hit against the target's Defense, your attack is a critical hit. (The second roll just needs to hit to confirm a critical hit; you don't need to roll a second 20.) If the second roll is a miss, then your attack just deals the damage of a regular hit.

A critical hit multiplies your damage. Unless otherwise specified, the multiplier is ×2. (It is possible for some weapons to have higher multipliers, doing more damage on a critical hit.) Some weapons have expanded threat ranges, for instance the crossbow (19–20) and the rapier (18–20), making a critical hit more likely. However, even with these weapons, only a 20 is an automatic hit. The Critical column on Table 4–4 and Table 4–7 indicates the threat range for each weapon on the tables.

Bonus damage represented as extra dice, such as from firing a double tap shot (see the Double Tap feat, page 82), is not multiplied when you score a critical hit.

Defense

Your Defense represents how hard it is for opponents to land a solid, damaging blow on you. It's the attack roll result that an opponent needs to achieve to hit you. The average, unarmored civilian has a Defense of 10. Your Defense is equal to:

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

Dexterity Modifier

If your Dexterity is high, you are particularly adept at dodging blows or gunfire. If your Dexterity is low, you are particularly inept at it. That's why you apply your Dexterity modifier to your Defense.

Sometimes you can't use your Dexterity bonus. If you can't react to a blow, you can't use your Dexterity bonus to Defense. For example, you lose your Dexterity bonus if you're hanging onto the face of a crumbling cliff, or if you're caught flat-footed at the beginning of a combat.

Class Bonus

Your class and level grant you an innate bonus to Defense. This bonus measures your combat savvy and applies in all situations, even when you're flat-footed or when you would lose your Dexterity bonus for some other reason.

Equipment Bonus

If you wear armor, it provides a bonus to your Defense. This bonus represents the armor's ability to protect you from blows.

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

Sometimes you can't use your equipment bonus to Defense. If an attack will damage you just by touching you, you can't add your equipment bonus (see Touch Attacks, below).

Size Modifier

The bigger an opponent is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Since this same modifier applies to attack rolls, a rat, for example, doesn't have a hard time attacking another rat. Size modifiers are shown on Table 5–1.

Other Modifiers

Other factors can add to your Defense.

Feats: Some feats, such as Dodge (page 82), give you a bonus to your Defense.

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

Dodge Bonuses: Some other Defense bonuses represent actively avoiding blows, such as the Defense bonus for fighting defensively. These bonuses are called dodge bonuses. Any situation that denies you your Dexterity bonus also denies you dodge bonuses. Unlike most sorts of bonuses, dodge bonuses stack with each other.

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

Touch Attacks

Some attacks disregard armor. For example, armor doesn't affect your chance of success when splashing acid on someone or trying to trip him. In these cases, the attacker makes a touch attack roll (either a ranged touch attack roll or a melee touch attack roll). The attacker makes her attack roll as normal, but your Defense does not include any equipment bonus or armor bonus. All other modifiers, such as your class bonus, Dexterity modifier, and size modifier, apply normally.

Hit Points

Your hit points tell you how much punishment you can take before dropping. Your hit points are based on your class and level, and your Constitution modifier applies.

When your hit point total drops to 0, you're disabled. When it drops to –1, you're dying. When it drops to –10, you're dead (see Injury and Death, page 139).

Speed

Your speed tells you how far you can move in a move action. Humans normally move 30 feet, but some creatures move faster or slower. Rats, for example, have a speed of just 15, while wolves have a speed of 50. Wearing armor can slow you down.

You normally move as a move action, leaving an attack action to attack. You can, however, use your attack action as a second move action. This could let you move again, for a total movement of up to double your normal speed. Another option is to run all out (a full-round action). This lets you move up to four times your normal speed, but you can only run all out in a straight line, and doing so affects your Defense (see Run, page 138).

Saving Throws

As an adventurer, you have more to worry about than straightforward attacks. You may also face grenades and explosives, dangerous traps, and maybe the special attacks of creatures.

Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a 1d20 roll plus a bonus based on your class and level (your base save bonus) and an ability modifier.

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

Your saving throw bonus is:

Base save bonus + ability modifier

The Difficulty Class for a save is determined by the attack itself. The poison from a scorpion sting, for example, might allow a Fortitude save against DC 11. The Reflex save to reduce the damage from a hand grenade is DC 15.



Saving Throw Types

The three different kinds of saving throws are these:

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

Reflex: These saves test your ability to dodge massive attacks such as explosions or car wrecks. (Often, when damage is inevitable, you get to make a Reflex save to take only half damage.) Apply your Dexterity modifier to your Reflex saving throws.

Will: These saves reflect your resistance to mental influence and domination as well as to many magical effects. Apply your Wisdom modifier to your Will saving throws.

INITIATIVE

Every round, each combatant gets to do something. The combatants' initiative checks, from highest to lowest, determine the order in which they act, from first to last. As Moondog Greenberg says, "Hitting first is good. Hitting hard is better. But hitting last—that's all that really counts."

Initiative Checks

At the start of a battle, each combatant makes a single initiative check. An initiative check is a Dexterity check. Each character applies his Dexterity modifier to the roll, and anyone with the Improved Initiative feat gets an additional +4 bonus on the check. The GM finds out what order characters are acting in, counting down from highest result to lowest, and each character acts in turn. On all following rounds, the characters act in the same order (unless a character takes an action that results in her initiative changing; see Special Initiative Actions, page 147). Usually, the GM writes the names of the characters down in initiative order so that on subsequent rounds he can move quickly from one character to the next. If two or more combatants have the same initiative check result, the combatants who are tied go in order of total initiative modifier (including Dexterity modifier and Improved Initiative bonus, if applicable). If there is still a tie, roll a die.

Flat-Footed: At the start of a battle, before you have had a chance to act (specifically, before your first turn in the initiative order), you are flat-footed. You can't use your Dexterity bonus to Defense while flat-footed.

Opponent Initiative

Typically, the GM makes a single initiative check for the opponents. That way, each player gets a turn in each round and the GM also gets one turn. At the GM's option, however, he can make separate initiative checks for different groups of opponents or even for individual villains. For instance, the GM may make one initiative check for a crime lord and another check for all seven of her henchmen.

Joining a Battle

If characters enter a battle after it has begun, they roll initiative at that time and act whenever their turn comes up in the existing order.

Surprise

When a combat starts, if you were not aware of your enemies and they were aware of you, you're surprised. Likewise, you can surprise your enemies if you know about them before they're aware of you.

Determining Awareness

Sometimes all the combatants on a side are aware of the enemies, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

The GM determines who is aware of whom at the start of a battle. She may call for Listen checks, Spot checks, or other checks to see how aware the heroes are of the enemy. Some example situations:

- The heroes come to a door at the back of an old warehouse. The GM knows that the thugs on the other side of the door have been using security cameras to watch the party approach. Elliot listens at the door, hears muttered discussion, and tells the rest of the party about it. Moondog breaks the door open. Both sides are aware; neither is surprised. The heroes and thugs make initiative checks, and the battle begins.



Using surprise to get the drop on the enemy

- The characters are exploring a storm sewer, looking for evidence behind a string of mysterious disappearances. Feral dogs lurk in hiding places, waiting for the right time to strike. Yoriko spots one of the dogs, and with a growl the dogs charge. The dogs and Yoriko each get an attack action or move action during the surprise round. The dogs move to try to put themselves in advantageous positions for the next round. Yoriko can draw a weapon, attack, move, or take some other action. After the surprise round, the first regular round of combat begins.
- The heroes are advancing down a dark corridor, their flashlights barely lighting the way. At the end of the corridor is the terrorist leader they've been searching for. The terrorist, who easily sees the heroes through his night-vision goggles, opens up on them with a machine gun. That's the surprise round. After the machine gun attack, the first regular round begins, and the heroes are in a tough spot, since they still can't see who attacked them.

The Surprise Round

If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take an attack action or move action during the surprise round (see Action Types, below). If no one or everyone is surprised, a surprise round does not occur.

Unaware Combatants

Combatants who are unaware at the start of battle do not get to act in the surprise round. Unaware combatants are still flat-footed because they have not acted yet. Because of this, they lose any Dexterity bonus to Defense.

ACTIONS IN COMBAT

The fundamental actions of moving and attacking cover most of what you want to do in a battle. They're described here. Other, more specialized options are touched on in Table 5–2: Actions in Combat, and covered later in Special Initiative Actions, page 147, and Special Attacks, page 148.

The Combat Round

Each round represents about 6 seconds in the game world. A round is an opportunity for each character involved in a combat to take an action. Anything a person could reasonably do in 6 seconds, your character can do in 1 round.

Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions. (For exceptions, see Attacks of Opportunity, page 138, and Special Initiative Actions, page 147.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. The term "round" works like the word "month." A month can mean either a calendar month or a span of time from a day in one month to the same day the next month. In the same way, a round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from a certain round to the same initiative number in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

For example, a stun gun paralyzes a victim for 1d6 rounds. If Yoriko fires a stun gun at a terrorist on her initiative count of 14, and rolls a 2 for how many rounds the terrorist is paralyzed, he would become unparalyzed on initiative count 14 two rounds later.

Action Types

The four types of actions are attack actions, move actions, full-round actions, and free actions. In a normal round, you can perform an attack action and a move action (or two move actions; you can always take a move action in place of an attack action), or you can perform a full-round action. You can also perform as many free actions as your GM allows.

In some situations (such as in the surprise round) you may be limited to taking only a single attack or move action.

Attack Action

An attack action allows you to do something. You can make an attack, use a skill or a feat (unless the skill or feat requires a full-round action to perform; see below), or perform other similar actions. During a combat round, you can take an attack action and a move action. You can take a move action before or after performing an attack action.

Move Action

A move action allows you to move your speed or perform an action that takes a similar amount of time. You can move your speed, climb one-quarter of your speed, draw or stow a weapon or other object, stand up, pick up an object, or perform some equivalent action (see Table 5–2).

You can take a move action in the place of an attack action. For instance, rather than moving your speed and attacking, you could stand up and then move your speed (two move actions), put away a weapon and then climb one-quarter of your speed (two move actions), or pick up a dropped object and then stow it in your backpack (two move actions).

If you move no actual distance in a round (commonly because you have swapped your move action for an equivalent action, such as standing up), you can take one 5-foot step before, during, or after the action. For example, if your hero is on the ground, he can stand up (a move action), move 5 feet (his 5-foot step), and attack.

Full-Round Action

A full-round action consumes all your effort during a round. The only movement you can take during a full-round action is a 5-foot step before, during, or after the action. Some full-round actions do not allow you to take a 5-foot step. You can also perform free actions (see below) as your GM allows.



TABLE 5–2: ACTIONS IN COMBAT

Attack Actions	Attack of Opportunity [1]
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Attack (aid another)	No
Bull rush (attack)	No
Escape a grapple (see page 154)	No
Feint (see Bluff, page 49)	No
Ready (triggers an attack action)	No
Make a dying character stable (see page 75)	Yes
Attack a weapon	Yes
Attack an object	Maybe [2]
Total defense	No
Use a skill that takes an attack action	Usually

Move Actions	Attack of Opportunity [1]
Move your speed	Yes
Use a piece of equipment	No
Climb (one-quarter your speed)	No
Climb, accelerated (one-half your speed)	No
Crawl	No
Draw a weapon [3]	No
Holster a weapon	Yes
Move a heavy object	Yes
Open a door	No
Pick up an object	Yes
Reload a firearm with a box magazine or speed loader	Yes
Retrieve a stored object	Yes
Stand up from prone, sitting, or kneeling	No
Start/complete full-round action	Varies

Move Actions (cont)	Attack of Opportunity [1]
Swim	No
Use a skill that takes a move action	Usually

Full-Round Actions	Attack of Opportunity [1]
Bull rush (charge)	No
Charge	No
Coup de grace (see page 146)	Yes
Full attack	No
Overrun (charge)	No
Run	Yes
Withdraw	No
Extinguish flames	No
Use a skill that takes a full round	Usually
Reload a firearm with an internal magazine	Yes

Free Actions	Attack of Opportunity [1]
Drop an object	No
Drop to prone, sitting, or kneeling	No
Speak	No

Action Type Varies	Attack of Opportunity [1]
Disarm [4]	Yes
Grapple [4]	Yes
Load a weapon	Yes
Trip an opponent [4]	No
Use a feat [5]	Varies

No Action	Attack of Opportunity [1]
Delay	No
5-foot step	No

1 Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.
2 If the object is being held, carried, or worn by a creature, yes. If not, no.
3 If you have a base attack bonus of +1 or higher, you can combine this action with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.
4 These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.
5 The description of a feat defines its effect.

Free Action

Free actions consume a very small amount of time and effort, and over the span of the round, their impact is so minor that they are considered free. You can perform one or more free actions while taking another action normally. However, the GM puts reasonable limits on what you can really do for free. For instance, dropping an object, dropping to a prone position, speaking a sentence or two, and ceasing to concentrate on a magic spell (if magic is available in your campaign) are all free actions.

Attack Actions

Most common attack actions are described below. More specialized attack actions are mentioned in Table 5–2: Actions in Combat, and covered in Special Attacks, page 148.

Melee Attacks

With a normal melee weapon, you can strike any enemy within 5 feet. (Enemies within 5 feet are considered adjacent to you.)

A character capable of making more than one melee attack per round must use the full attack action (see Full-Round Actions, below) in order to make more than one attack.

Fighting Defensively: You can choose to fight defensively while making a melee attack. If you do so, you take a –4 penalty on your attack in a round to gain a +2 dodge bonus to Defense in the same round.

Unarmed Attacks

Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon, except that an unarmed attack deals nonlethal damage. Unarmed strikes count as light melee weapons (for purposes of two-weapon attack penalties and so on). The following exceptions to normal melee rules apply to unarmed attacks.

Attacks of Opportunity: Making an unarmed attack against an armed opponent provokes an attack of opportunity from the character you attack (see page 138). The attack of opportunity comes before your attack. An unarmed attack does not provoke attacks of opportunity from other foes, nor does it provoke an attack of opportunity from an unarmed foe.

"Armed" Unarmed Attacks: Sometimes a character or

Speeding up Combat

You can use a couple of tricks to make combat run faster.

Attack and Damage: Roll your attack die and damage die (or dice) at the same time. If you miss, you can ignore the damage, but if you hit, your friends don't have to wait for you to make a second roll for damage.

Multiple Attacks: Use dice of different colors so you can make your attack rolls all at once instead of one at a time. Designate which attack is which color before you roll.

Roll Ahead of Time: Once you know whom you are attacking and how, make your attack rolls before it is your turn so you have the results ready when your turn comes around. (Get your GM's okay before you roll ahead of time. Some GMs like to watch the players' attack rolls.)

Dice as Counters: Use dice to keep track of how many rounds a short-duration effect has been active. Each round, turn the die to the next number until the effect ends.

Prep Initiative: Have your GM roll the characters' and creatures' initiative checks ahead of time and prepare the order of battle. That way when a battle starts, you can skip the initiative checks and get right to the action.

Miniatures: Use miniatures to show the relative positions of the combatants. It's a lot faster to place a miniature where you want your character to be than to explain (and remember) where your character is relative to everyone else.

creature attacks unarmed but the attack still counts as armed. A creature with claws, fangs, and similar natural physical weapons, for example, counts as armed. Being armed counts for both offense and defense—not only does a creature not provoke an attack of opportunity when attacking an armed foe, but you provoke an attack of opportunity from that creature if you make an unarmed attack against it. The Combat Martial Arts feat makes a character's unarmed attacks count as armed.

Unarmed Strike Damage: An unarmed strike from a Medium-size character deals 1d3 points (plus your Strength modifier, as normal) of nonlethal damage (see page 141).

You can specify that your unarmed strike will deal lethal damage before you make your attack roll, but you take a –4 penalty on your attack roll because you have to strike a particularly vulnerable spot to deal lethal damage.

Ranged Attacks

With a ranged weapon, you can shoot or throw at any target that is within the ranged weapon's maximum range and in line of sight. A target is in line of sight if there are no solid obstructions between you and the target. The maximum range for a thrown weapon is five range increments. For weapons that fire projectiles, it is ten range increments.

A character capable of making more than one ranged attack per round must use the full attack action (see Full-Round Actions, below) in order to make more than one attack.

Shooting or Throwing into a Melee: If you shoot or throw a ranged weapon at a target that is engaged in melee with an ally, you take a –4 penalty on your attack roll because you have to aim carefully to avoid hitting your ally. Two characters are engaged in melee if they are enemies and they are adjacent to one another. (An unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked.)

If your target is so big that part of it is 10 feet or farther from the nearest ally, you can avoid the –4 penalty, even if it's engaged in melee with an ally.

Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a –4 penalty on attacks against adjacent opponents. (It's not easy to bring a rifle to bear on someone who is only 5 feet away from you.)



Brandon draws fire so that Stephanie can get away



Fighting Defensively: You can choose to fight defensively while making a ranged attack. If you do so, you take a –4 penalty on your attack in a round to gain a +2 dodge bonus to Defense in the same round.

Total Defense

Instead of attacking, you can use your attack action simply to defend yourself. This is called a total defense action. You don't get to attack or perform any other activity, but you get a +4 dodge bonus to your Defense for 1 round. Your Defense improves at the start of this action, so it helps you against any attacks of opportunity you are subject to while performing your move action.

Move Actions

With the exception of specific movement-related skills, most move actions don't require a check. In some cases (such as shouldering open a stuck door), ability checks might be required.

Movement

The simplest move action is moving your character's speed. If you take this kind of move action during your turn, you cannot also take a 5-foot step.

Many nonstandard modes of movement are also covered under this category, including climbing and swimming (up to one-quarter your speed), crawling (up to 5 feet), and entering a vehicle.

Manipulating Objects

In most cases, moving or manipulating an object is a move action. This includes drawing or holstering a weapon, retrieving or putting away a stored object, picking up an object, moving a heavy object, and opening a door.

If you have a base attack bonus of +1 or higher, you can draw a weapon as part of your normal movement.

Standing Up

Standing up from a prone position requires a move action. It provokes an attack of opportunity from opponents who threaten you.

Start/Complete Full-Round Action

The "start/complete full-round action" move action lets you start undertaking a full-round action (such as those listed on Table 5–2: Actions in Combat) at the end of your turn, or complete a full-round action by using a move action at the beginning of your turn in the round following the round when you started the full-round action.

If you start a full-round action at the end of your turn, the next action you take must be to complete the full-round action—you can't take another type of action before finishing what you started.

Full-Round Actions

A full-round action requires an entire round to complete. If it doesn't involve moving any distance, you can combine it with a 5-foot step.

Charge

Charging is a special full-round action that allows you to move more than your speed and attack during the action. However, there are tight restrictions on how and when you can charge.

Movement during a Charge: You must move before your attack, not after. You must move at least 10 feet and may move up to twice your speed. All movement must be in a straight line, with no backing up allowed. You must stop as soon as you are within striking range of your target (you can't run past him and attack from another direction). You can't take a 5-foot step during the same round as a full charge.

During the surprise round (or any other time you are limited to taking no more than a single attack action on your turn) you can still use the charge action, but you are only allowed to move up to your speed (instead of up to twice your speed).

Attacking after a Charge: After moving, you may make a single melee attack. Since you can use the momentum of the charge in your favor, you get a +2 bonus on the attack roll. Since a charge is impossible without a bit of recklessness, you also take a –2 penalty to your Defense for 1 round (until the beginning of your turn in the following round).

Even if you have extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, you only get to make one attack after a charge.

Instead of attacking your target, you can attempt to push him back (to push him away from a door, for example, or knock him off the edge of a bridge). See Bull Rush, page 151.

Full Attack

If you get more than one attack per action because your base attack bonus is high enough, because you fight with two weapons, because you're using a double weapon, or for some special reason (such as the Heroic Surge feat), you must use the full attack action to get your additional attacks. You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones.

Full attack is a full-round action. Because of this, the only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between your attacks.

If you get multiple attacks based on your base attack bonus, you must make the attacks in order from highest bonus to lowest. If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.

Committing to a Full Attack Action: You don't have to commit to a full attack until after your first attack. You can then decide whether to make your remaining attacks or to take a move action. Of course, if you've already taken a 5-foot step, you can't use your move action to move any distance, but you could still draw or put away a weapon, for instance (see Move Actions, above).

Fighting Defensively: You can choose to fight defensively when taking a full attack action. If you do so, you take a –4 penalty on all attacks in a round to gain a +2 dodge bonus to Defense in the same round.

Attacking with Two Weapons: If you wield a second weapon in your off hand, you can get one extra attack per

round with that weapon. Fighting in this way is very difficult, however—you take a –6 penalty on your regular attack or attacks with your primary hand and a –10 penalty on the attack with your off hand. You can reduce these stiff penalties in two ways.

1. If your off-hand weapon is light, such as a machete, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

2. The Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6.

Table 5–3: Two-Weapon Fighting Penalties summarizes the interaction of all these factors.

Double Weapons: You can use a double weapon to make an extra attack as if you were fighting with two weapons. The penalties apply as if the off-hand weapon were light.

TABLE 5–3: TWO-WEAPON FIGHTING PENALTIES

Circumstances	Primary Hand	Off Hand
Normal penalties	–6	–10
Off-hand weapon is light	–4	–8
Two-Weapon Fighting feat	–4	–4
Off-hand weapon is light and Two-Weapon Fighting feat	–2	–2

Run

You can run all out as a full-round action. When you run, you can move up to four times your speed in a straight line. (You do not get a 5-foot step.) You lose any Dexterity bonus to Defense since you can't avoid attacks. However, you get a +2 bonus to your Defense against ranged attacks while running.

You can run for a number of rounds equal to your Constitution score, but after that you must succeed at a Constitution check (DC 10) to continue running. You must check again each round in which you continue to run, and the DC of this check increases by 1 for each check you make. When you fail this check, you must stop running. A character who has run to his limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move normally, but can't run.

A run represents a speed of about 14 miles per hour for an unencumbered human.

Withdraw

Withdrawing from melee combat is a full-round action. When you withdraw, you can move up to twice your speed. (You don't also get a 5-foot step.) The square you start from is not considered threatened for purposes of withdrawing, and therefore enemies do not get attacks of opportunity against you when you move from that square.

If while withdrawing, you move through another threatened square (other than the one you started in) without stopping, enemies get attacks of opportunity as normal.

Some forms of movement (such as climbing and swimming) require skill checks from most creatures. You may not withdraw using a form of movement for which you must make a skill check. For example, if you must make a Climb check in order to climb (unlike some creatures, which have standard climb speeds), you can't use climbing to withdraw from combat. Similarly, a creature can't withdraw via swimming unless it has a listed swim speed.

Miscellaneous Actions

Some actions don't fit neatly into the above categories. Some of the options described below are actions that take the place of or are variations on the actions described earlier. For actions not covered in any of this material, the GM lets you know how long such an action takes to perform and whether doing so provokes attacks of opportunity from threatening enemies.

Use Feat, Skill, or Talent

Certain feats, such as Whirlwind Attack, let you take special actions in combat. Other feats are not actions in themselves, but they give you a bonus when attempting something you can already do, such as Improved Disarm. Some feats aren't meant to be used within the framework of combat. The individual feat descriptions tell you what you need to know about them.

Most uses of skills or talents in a combat situation are attack actions, but some might be move actions or full-round actions. When appropriate, the description of a talent or a skill provides the time required to use it (see Chapter One: Classes and Chapter Two: Skills).

Attacks of Opportunity

The melee combat rules assume that combatants are actively avoiding attacks. A player doesn't have to declare anything special for her character to be on the defensive. Even if a character's figure is just standing there on the tabletop like a piece of lead, you can be sure that if some thug with a switchblade attacks the character, she is weaving, dodging, and even threatening the attacker with a weapon to keep him a little worried for his own hide.

Sometimes, however, a combatant in a melee lets her guard down, and she doesn't maintain a defensive posture as usual. In this case, combatants near her can take advantage of her lapse in defense to attack her for free. These attacks are called attacks of opportunity.

Weapon Type

You can use a melee weapon to make attacks of opportunity whenever the conditions for such an attack are met (see Provoking an Attack of Opportunity, below). In addition, you can make attacks of opportunity with unarmed attacks if your unarmed attacks count as armed (see "Armed" Unarmed Attacks, page 136).

Threatened Squares

You threaten the squares into which you can make a melee attack, even when it is not your action. Generally, that's all squares adjacent to your position. An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you. You can only make attacks of opportunity with melee weapons, never with ranged weapons.

Provoking an Attack of Opportunity

Two actions can provoke attacks of opportunity: moving out of a threatened square, and performing an action within a threatened square that distracts you from defending yourself and lets your guard down.



Moving out of a Threatened Square: When you move out of a threatened square, you generally provoke an attack of opportunity. There are two important exceptions, however. You don't provoke an attack of opportunity if all you move is a 5-foot step, or if you withdraw (see page 138).

Thus, if the square you're in at the beginning of your turn is in a threatened square, any movement you make provokes an attack of opportunity (unless you withdraw, or limit your move to a single 5-foot step). If you don't start in a threatened square, but move into one, you have to stop there, or else you provoke an attack of opportunity as you leave that square.

Performing an Action that Distracts You: Some actions, when performed in a threatened square, provoke attacks of opportunity because they make you divert your attention from the fight at hand. Using a ranged weapon, in particular, provokes attacks of opportunity. Table 5–2: Actions in Combat notes many additional actions that provoke attacks of opportunity.

Making an Attack of Opportunity

An attack of opportunity is a single melee attack, and you can only make one per round. You do not have to make an attack of opportunity if you don't want to.

An experienced character gets additional regular melee attacks (by using the full attack action), but at a lower attack bonus. You make your attack of opportunity, however, at your normal attack bonus—even if you've already attacked in this round.

INJURY AND DEATH

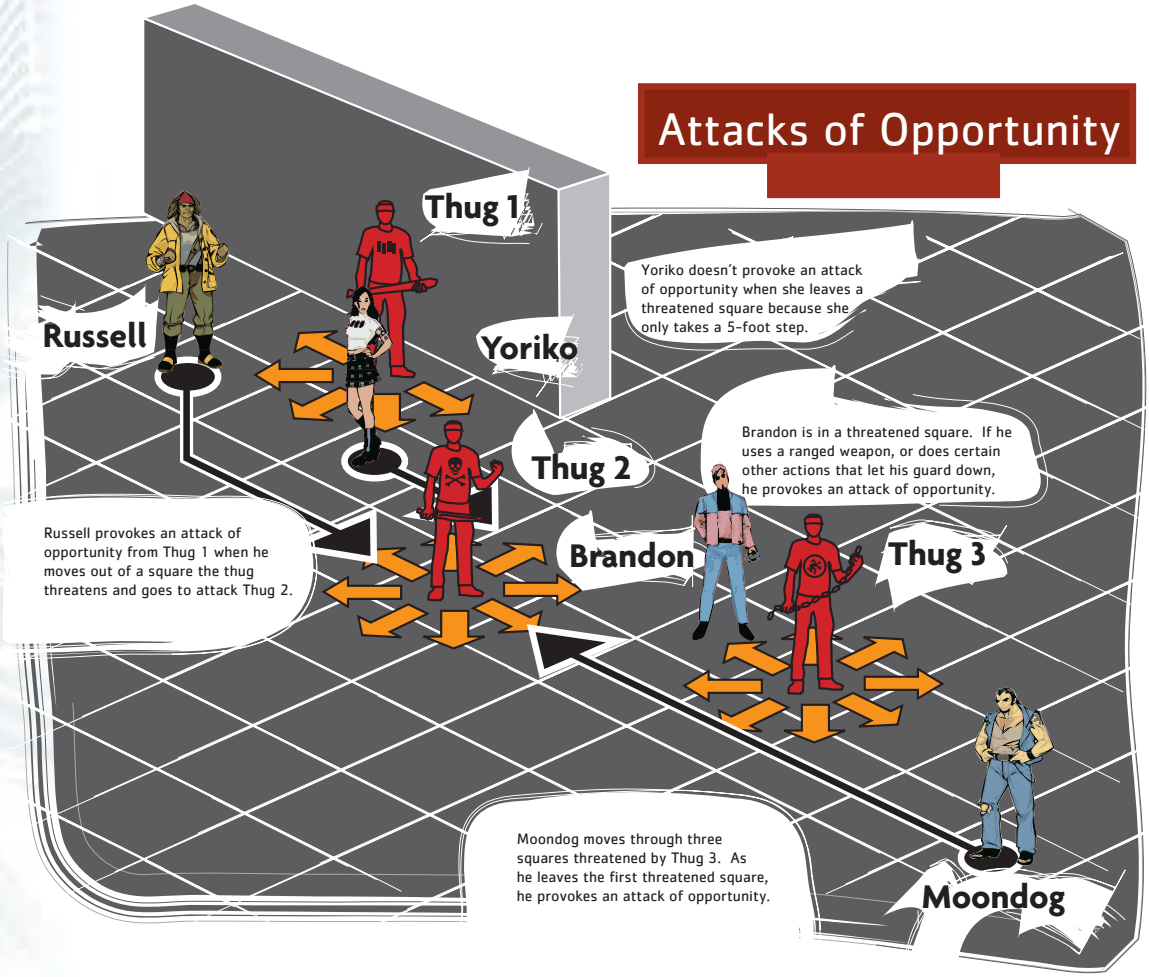
Your hit points measure how hard you are to kill. The damage from each successful attack and each fight accumulates, dropping your hit point total lower and lower until it eventually falls to 0 or lower. Then you're in trouble. Luckily, you have a number of ways to regain hit points.

Loss of Hit Points

The most common way your character gets hurt is taking damage and losing hit points, whether from a terrorist's submachine gun, the bite of a guard dog, or a fall into molten lava. You record your character's hit point total on your character sheet. As your character takes damage, you subtract that damage from your hit points, leaving you with your current hit points. Current hit points go down when you take damage and go back up when you recover.

What Hit Points Represent

Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one. A 10th-level Tough hero who has taken 50 points of damage is not as badly hurt as a 10th-level Smart hero who has taken that much damage. Indeed, unless the Smart hero has a high Constitution score, he's probably dead or dying, while the Tough hero is battered but otherwise doing fine. Why the



Character Condition Summary

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

Ability Damaged: The character has lost 1 or more ability score points. The loss is temporary, and these points return at a rate of 1 per evening of rest. This differs from "effective" ability loss, which is an effect that goes away when the condition causing it (fatigue, entanglement, or whatever) goes away.

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

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

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

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

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

Deafened: The hero can't hear and takes a –4 penalty on initiative checks. He can't make Listen checks. Heroes who are deafened long-term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (at the GM's discretion).

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Unconscious: An unconscious character is unable to defend himself. He is helpless and typically falls prone.

difference? Partly because the Tough hero is better at rolling with the punches, protecting vital areas, and dodging just enough that a blow that would be fatal only wounds him. Partly because he's tough as nails. He can take damage that would drop a horse and still battle on with deadly effect.

A 10th-level Tough hero who has taken 50 points of damage may be about as physically hurt as a 10th-level Smart hero who has taken 30 points of damage, a 1st-level Tough hero who has taken 5 points of damage, or a 1st-level Smart hero who has taken 3 points of damage. Any given amount of damage means different things to different people.



Damaging Helpless Defenders

Even if you have lots of hit points, a gunshot to the head is a gunshot to the head. When a character can't avoid damage or deflect blows somehow—when he's really helpless—he's in trouble (see Helpless Defenders, page 146).

Effects of Hit Point Damage

Damage gives you scars and gets blood on your jeans, but it doesn't slow you down until your current hit points reach 0 or lower.

At 0 hit points, you're disabled.

At from –1 to –9 hit points, you're dying.

At –10 or lower, you're dead.

Massive Damage

Any time you take damage from a single hit that exceeds your massive damage threshold, that damage is considered massive damage. Your massive damage threshold is equal to your current Constitution score; it can be increased by taking the Improved Damage Threshold feat (page 84).

When you take massive damage that doesn't reduce your hit points to 0 or lower, you must make a Fortitude save (DC 15). If you fail the save, your hit point total is immediately reduced to –1. If the save succeeds, you suffer no ill effect beyond the loss of hit points.

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

For example, Alexandra Gordon has 19 hit points and a Constitution score of 12. She takes a critical hit from a rifle shot, which deals 16 points of damage. Her hit point total is reduced to 3, so she would normally remain on her feet. But the damage she took in a single hit is greater than her Constitution score, so she has to make a Fortitude save (DC 15). She rolls an 11. Her hit points immediately drop to –1.

Nonlethal Damage

Two unarmed combatants with no combat-related feats can often battle indefinitely with no real ill effects. They may suffer bruises and black eyes, but without picking up weapons or trying to deal lethal damage, they probably can't cause real harm—but one of them may get knocked out.

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

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

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

Disabled (0 Hit Points)

When your current hit points drop to exactly 0, you're disabled. You're not unconscious, but you're close to it. You can only take a single move or attack action each turn (but not both, nor can you take full-round actions). You can take nonstrenuous move actions without further injuring yourself, but if you attack or perform any other action the GM deems as strenuous, you take 1 point of damage after the completing the act. Unless your activity increased your hit points, you are now at –1 hit points, and you're dying.

Healing that raises you above 0 hit points makes you fully functional again, just as if you'd never been reduced to 0 or lower.

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

Dying (–1 to –9 Hit Points)

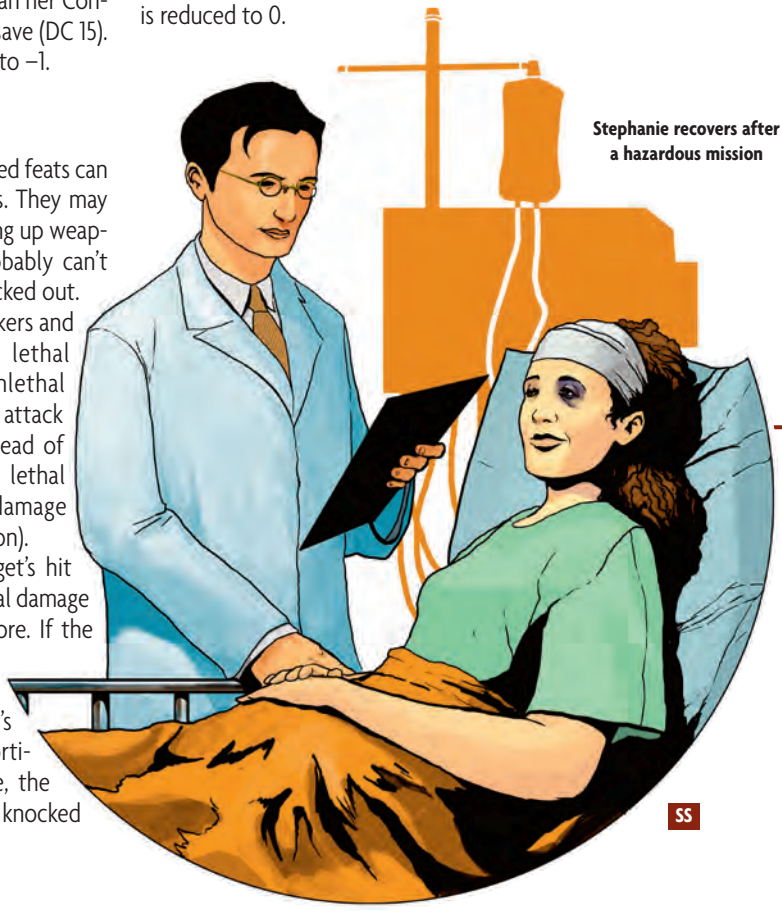
When your current hit points drop below 0, you're dying. A dying character has a current hit point total between –1 and –9 inclusive.

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

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

Dead (–10 hit points or lower)

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



Stephanie recovers after a hazardous mission

SS

Stable Characters and Recovery

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

Recovering without Help

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

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

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

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

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

Recovering with Help

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

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

Healing

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

Natural Healing

You recover 1 hit point per character level per evening of rest (8 hours of sleep). For example, a 5th-level hero recovers 5 hit points per evening of rest. If you undergo complete bed rest (doing nothing for an entire day), you recover two times your character level in hit points. A 5th-level hero recovers 7 hit points per day of bed rest.

Higher-level characters recover lost hit points faster than lower-level characters because they're tougher, and also because a given number of lost hit points represents a lighter wound for a higher-level character. A 5th-level Strong hero who has lost 6 hit points isn't seriously wounded, but a 1st-level Strong hero who has taken 6 points of damage is.

Healing Ability Damage

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

Temporary Hit Points

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

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

Increases in Constitution Score and Current Hit Points

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

MOVEMENT AND POSITION

Few characters in a fight are likely to stand still for long. Enemies appear and charge the party. The heroes reply, advancing to take on new foes after they down their first opponents. Combatants jockey for advantageous terrain and position. If the fight goes poorly, most characters find it to their advantage to remove themselves from the vicinity. Movement is important in gaining the upper hand on the battlefield.

Movement and position are most easily handled by using miniature figures to represent the characters and their opponents. Using a grid map divided into 1-inch squares also helps. The standard scale equates 1 inch on the tabletop (or one 1-inch square) to 5 feet in the game world. Even if you don't use miniatures and a grid, whenever possible, use units of 5 feet for movement and position. Calculating distance more precisely than that is more trouble than it's worth.

Standard Scale
One inch (or one square) = 5 feet
"Next to" or "adjacent" = 1 inch (5 feet) away (or in adjacent square)
30mm figure = A human-size creature
A human-size creature occupies an area 1 inch (5 feet) across (or one square)
One round = 6 seconds

Tactical Movement

Where you can move, how long it takes you to get there, and whether you're vulnerable to attacks of opportunity while you're moving are key questions in combat.

How Far Can Your Character Move?

Humans normally move 30 feet, although armor can slow you down. Some creatures move faster or slower. Your speed when unarmored is sometimes called your base speed.

Encumbrance: A character encumbered by carrying a large amount of gear or a fallen comrade may move slower than normal (see Carrying Capacity, page 121).

Movement in Combat: Generally, you can move your speed as a move action. If you use your attack action as a move action, you can move again (for a total movement of up to twice your normal speed). If you spend the entire round to run all out, you can move up to four times your normal speed. If you do something that requires a full round, you can only take a 5-foot step.

Movement in Darkness: If you move when you can't see, such as in total darkness, your speed is limited to one-half normal. The Blind-Fight feat, page 80, reduces this penalty.

Passing Through

Sometimes you can pass through an area occupied by another character or creature.

Friendly Character: You can move through a square occupied by a friendly character.

Unfriendly Character: There are two ways to move through a square occupied by a resisting enemy. You can attempt an overrun (see page 151). Or you can attempt to tumble through a square occupied by an enemy (if you have ranks in the Tumble skill; see page 75).

You can move through a square occupied by an unfriendly character who doesn't resist—such as one who is dead, unconscious, bound, stunned, or cowering—as if the character was friendly.

Using a Grid

Throughout this chapter, we talk about your character moving in 5-foot squares on a grid. This is a perfect arrangement for miniatures, or even for keeping track of your battles without miniatures—Xs and Os on a sheet of graph paper work just as well.

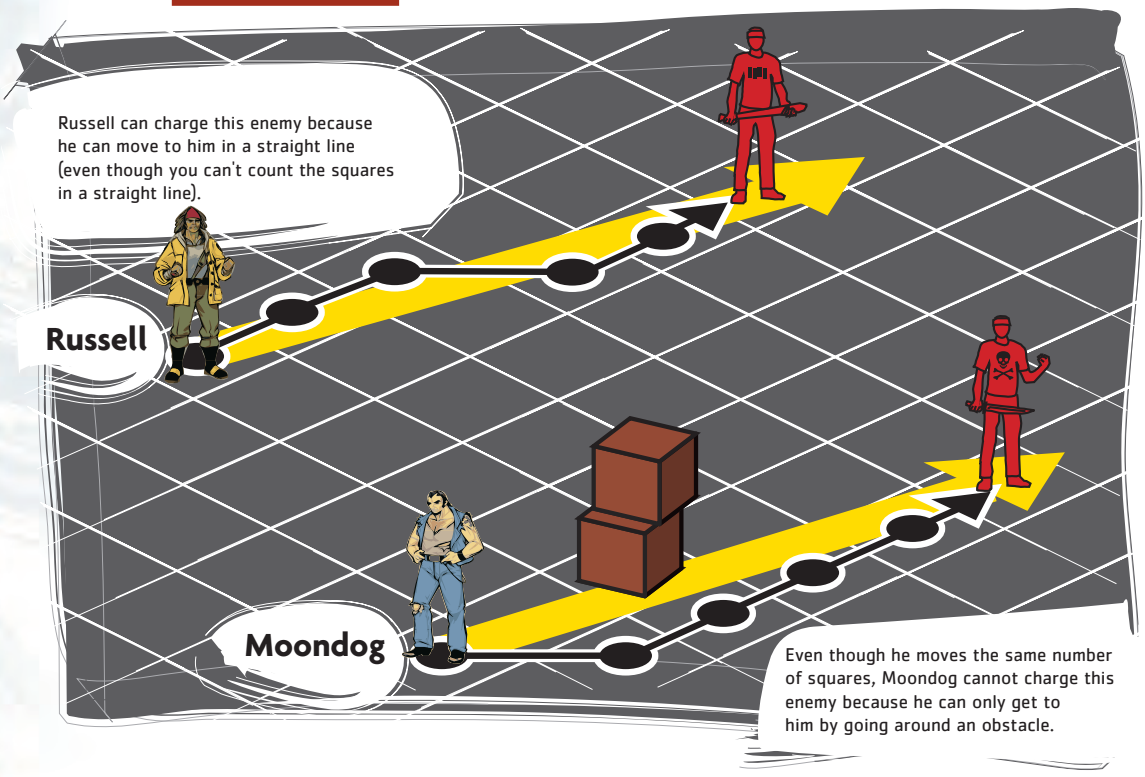
A character on a grid can move orthagonally (into a square next to her current square) or diagonally (into a square touching the corner of her current square). So from any given square, you have eight directions you can move. That doesn't mean you're restricted to eight paths, however—by combining orthagonal and diagonal moves, you can maneuver your character in any direction.

Some game maneuvers, such as charging, require that you move "in a straight line." That doesn't mean you can only charge if the grid happens to line up perfectly with your intended movement. It simply means that the most direct path of your movement must be unobstructed. The diagram on this page shows two examples of movement at an angle to the grid. In the first example, the hero can move in a straight line toward the target. In the second, he can't (even though he can get to the target in the same number of moves), because his direct path is obstructed.

When moving across a grid diagonally, count every second square of diagonal movement as two squares. That's because moving diagonally through a square covers more ground than a side-to-side move. For example, if you move two squares in a straight line diagonally across the grid, you've actually moved about 15 feet—a distance equivalent to three squares.

The same rule applies to measuring diagonal distances for other reasons, such as determining the range of a weapon.

Moving on the Grid



Square Occupied by Creature Three Sizes Larger or Smaller: Any creature can move through a square occupied by a creature three size categories larger or three categories smaller than it is.

Flanking

If you are making a melee attack against an opponent and an ally directly opposite you is threatening the opponent, you and your ally flank the opponent. You gain a +2 bonus on your attack roll. The ally must be on the other side of the opponent so that the opponent is directly between you and your ally.

You don't gain a bonus for flanking when making a ranged attack.

Big and Little Creatures in Combat

Creatures smaller than Small or bigger than Medium-size have special rules relating to position. These rules concern the creatures' fighting space and their natural reach. See page 225 for details.

COMBAT MODIFIERS

Sometimes you just have to go toe-to-toe in a fight, but you can usually gain some advantage by seeking a better position, either offensively or defensively. This section covers the rules for when you can line up a particularly good attack or are forced to make a disadvantageous one.

Favorable and Unfavorable Conditions

Depending on the situation, you may gain bonuses or take penalties on your attack roll. Generally speaking, any situational modifier created by the attacker's position or tactics applies to the attack roll, while any situational modifier created by the defender's position, state, or tactics applies to the defender's Defense. Your GM judges what bonuses and penalties apply, using Table 5–4: Defense Modifiers and Table 5–5: Attack Roll Modifiers as guides.

Cover

One of the best defenses available is cover. By taking cover behind a tree, a car, or the corner of a building, you can protect yourself from attacks—especially ranged attacks—and also from being spotted.

Cover provides a bonus to your Defense. The more cover you have, the bigger the bonus. In a melee, if you have cover against an opponent, that opponent probably has cover against you, too. With ranged weapons, however, it's easy to have better cover than your opponent. Indeed, that's why snipers like to shoot out of small windows instead of from out in the open.

The GM may impose other penalties or restrictions on attacks depending on the details of the cover.

Degree of Cover

Cover is assessed in subjective measurements of how much protection it offers you. Your GM determines the value of cover. This measure is not a strict mathematical calculation, because you gain more value from covering the parts of your body that are more likely to be struck. If the bottom half of your body is covered (as when a human stands behind a 3-foot wall), that only gives you one-quarter cover, because most vital areas are still fully exposed. If one side or the other of your body is covered, as when you're partly behind a corner, you get one-half cover.

Table 5–6: Cover gives examples of various situations that usually produce certain degrees of cover. These examples might not hold true in exceptional circumstances. For example, a 3-foot wall might provide one-quarter cover in melee, but the same wall might grant no cover against a sniper shooting down from a tall building nearby.

TABLE 5–4: DEFENSE MODIFIERS

Circumstance	Melee	Ranged
Defender sitting or kneeling	–2	+2 [1]
Defender prone	–4	+4 [1]
Defender stunned or cowering	–2 [2]	–2 [2]
Defender climbing	–2 [2]	–2 [2]
Defender flat-footed	+0 [2]	+0 [2]
Defender running	+0 [2]	+2 [2]
Defender grappling (attacker not)	+0 [2]	+0 [3]
Defender pinned	–4 [4]	+0 [4]
Defender helpless	+0 [2]	+0 [2]
Defender has cover	—— See Cover ——	
Defender concealed or invisible (such as paralyzed, sleeping, or bound)	— See Concealment —	

1 May instead improve bonus to Defense granted by cover. See Cover, below.
2 The defender loses any Dexterity bonus to Defense.
3 Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to Defense.
4 Treat the defender's Dexterity as 0 (–5 modifier).

TABLE 5–5: ATTACK ROLL MODIFIERS

Circumstance	Melee	Ranged
Attacker flanking defender [1]	+2	—
Attacker on higher ground	+1	+0
Attacker prone	–4	— [2]
Attacker invisible	+2 [3]	+2 [3]

1 You flank a defender when you have an ally on the opposite side of the defender threatening him.
2 Some ranged weapons can't be used while the attacker is prone.
3 The defender loses any Dexterity bonus to Defense.

Cover Defense Bonus

Table 5–6: Cover gives the Defense bonuses for different degrees of cover. Add the relevant number to your Defense. This cover bonus overlaps (does not stack) with certain other bonuses. For example, kneeling gives you a +2 bonus to your Defense against ranged weapons. Kneeling behind a low wall could change your cover from one-quarter (+2) to three-quarters (+7). You would not get the +2 bonus for kneeling on top of the bonus for cover.

Cover Reflex Save Bonus

Table 5–6: Cover gives the Reflex save bonuses for different degrees of cover. Add this bonus to Reflex saves against attacks that affect an area, such as a hand grenade. This bonus only applies to attacks that originate or burst out from a point on the other side of the cover.



Striking the Cover Instead of a Missed Target

If it ever becomes important to know whether the cover was actually struck by an incoming attack that misses the intended target, the GM should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck. This can be particularly important to know in cases when a character uses another character as cover. In such a case, if the cover is struck and the attack roll exceeds the Defense of the covering character, the covering character takes the damage intended for the target.

If the covering character has a Dexterity bonus to Defense or a dodge bonus, and this bonus keeps the covering character from being hit, then the original target is hit instead. The covering character has dodged out of the way and didn't provide cover after all. A covering character can choose not to apply his Dexterity bonus to Defense and/or his dodge bonus, if his intent is to try to take the damage in order to keep the covered character from being hit.

TABLE 5–6: COVER

Degree of Cover (Example)	Cover Bonus to Defense	Reflex Saves
One-quarter (standing behind a 3-ft. high wall)	+2	+1
One-half (fighting from around a corner or a tree; standing at an open window; behind a creature of same size)	+4	+2
Three-quarters (peering around a corner or a big tree)	+7	+3
Nine-tenths (standing at an arrow slit; behind a door that's slightly ajar)	+10	+4 [1]
Total (on the other side of a solid wall)	—	—

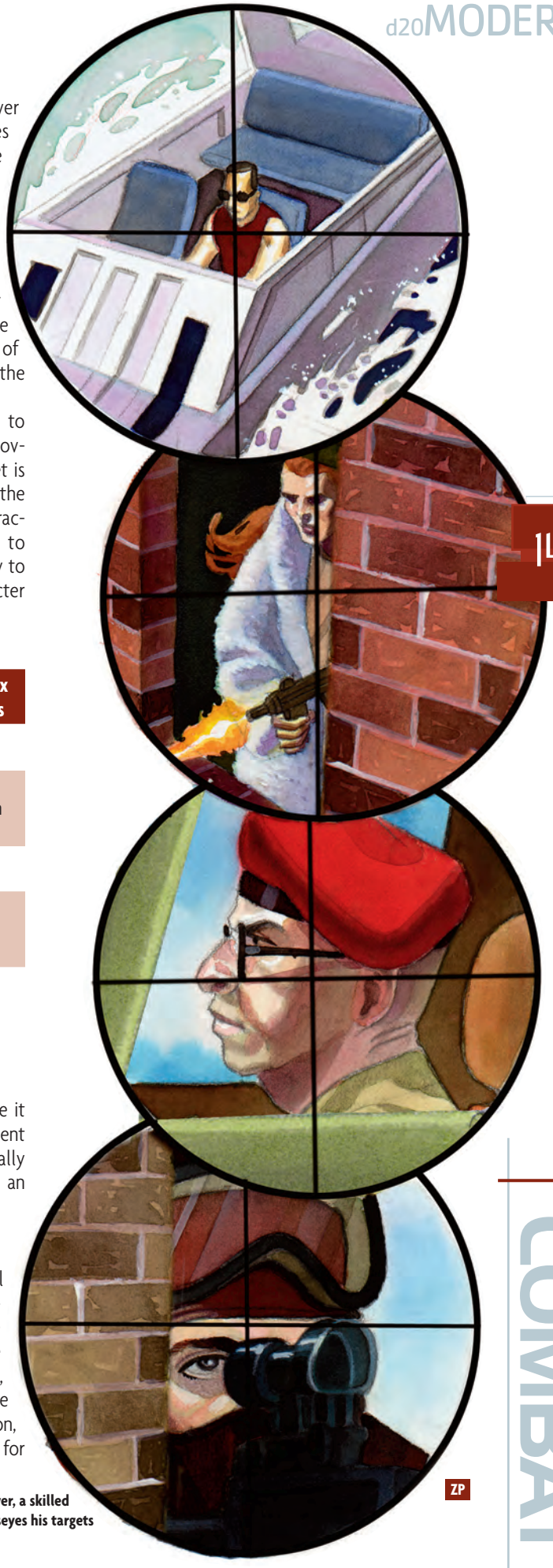
1 Half damage if save is failed; no damage if successful.

Concealment

Besides cover, another way to avoid attacks is to make it hard for opponents to know where you are. Concealment includes all circumstances in which nothing physically blocks a blow or shot, but something interferes with an attacker's accuracy.

Degree of Concealment

Concealment is subjectively measured as to how well concealed the defender is. Examples of what might qualify as concealment of various degrees are given in Table 5–7: Concealment. Concealment always depends on the point of view of the attacker. Total darkness, for example, is meaningless to a creature with darkvision. Moderate darkness doesn't hamper a creature with low-light vision, and near total darkness is only one-half concealment for such a creature.



Despite cover, a skilled gunslinger bullseyes his targets

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Concealment Miss Chance

Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. (Actually, it doesn't matter who makes the roll or whether it's rolled before or after the attack roll. To save time, you can first make the roll that's most likely to result in a miss, so that you're less likely to have to make two rolls, or you can just make both rolls at the same time.) When multiple concealment conditions apply to a defender (behind dense foliage or in near total darkness, for example), use the one that would produce the highest miss chance. Do not add the miss chances together.

TABLE 5–7: CONCEALMENT

Concealment (Example)	Miss Chance
One-quarter (light fog; light foliage)	10%
One-half (shadows; dense fog at 5 ft.)	20%
Three-quarters (dense foliage)	30%
Nine-tenths (near total darkness)	40%
Total (attacker blind; total darkness; smoke grenade; dense fog at 10 ft.)	50% and must guess target's location

Helpless Defenders

A helpless foe—one who is bound, sleeping, unconscious, or otherwise at your mercy—is an easy target. You can sometimes approach a target who is unaware of your presence, get adjacent to him, and treat him as helpless. If the target is in combat or some other tense situation, and therefore in a state of acute awareness and readiness, or if the target can use his Dexterity bonus to Defense, then that target can't be considered unaware. Further, any reasonable precaution taken by a target, including stationing bodyguards, placing his back to a wall, or being able to make Spot checks, also precludes catching that target unaware and helpless.

Regular Attack

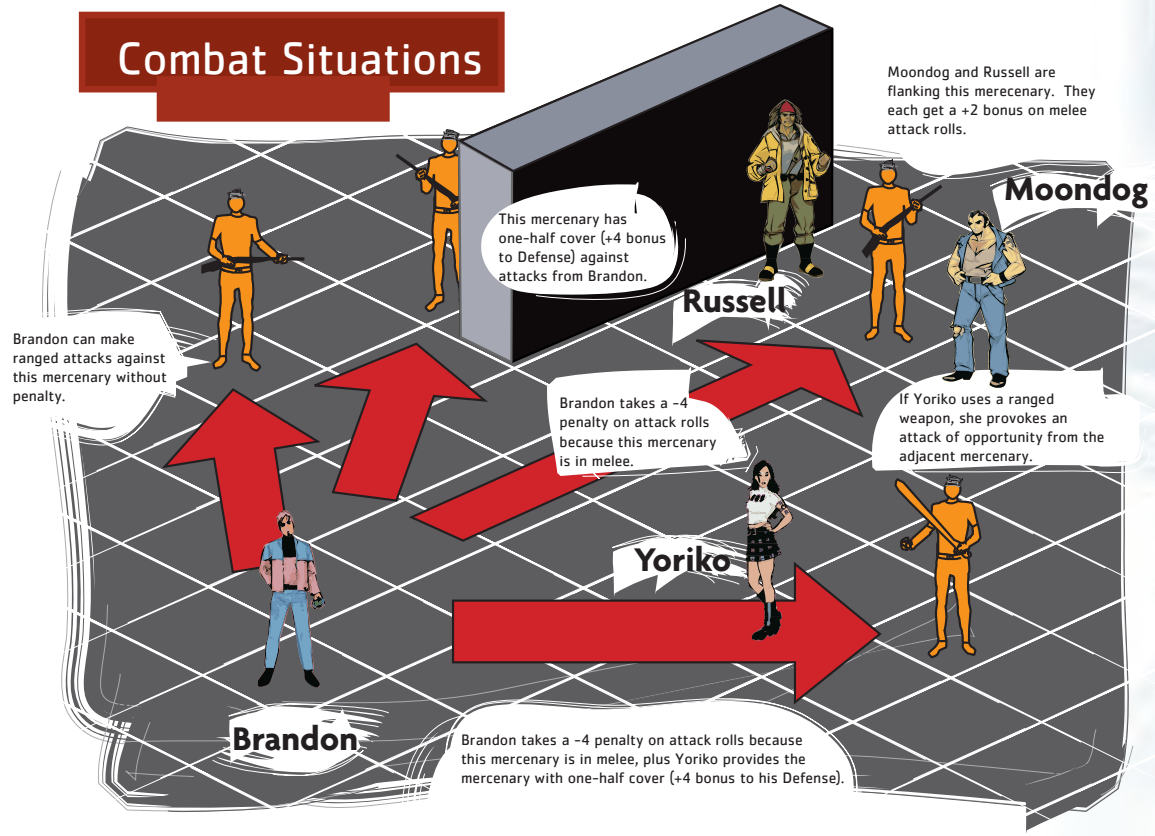
A helpless defender has an effective Defense of 5 + his size modifier. If you're attacking with a ranged weapon and are not adjacent to the target, you can use a full-round action to make the attack, and gain a +5 bonus on the attack roll. If you're attacking with a melee weapon, or with a ranged weapon from an adjacent square, you can use a full-round action to deliver a coup de grace.

Coup de Grace

As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless foe. You can also use a ranged weapon, provided you are adjacent to the target. You automatically hit and score a critical hit. If the defender survives the damage, he still must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action.

You can't deliver a coup de grace against a creature that is immune to critical hits, such as a zombie.





Knockout Blow

As a full-round action, you can make an unarmed attack or use a melee weapon that deals nonlethal damage to deliver a knockout blow to a helpless foe. You can also use a melee weapon that deals lethal damage, but you take a –4 penalty on any attempt to deal nonlethal damage with the weapon. The target has an effective Defense of 5 + his size modifier. If you hit, you automatically score a critical hit (see Nonlethal Damage, page 140).

Delivering a knockout blow provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action.

You can't deliver a knockout blow against a creature that is immune to critical hits.

SPECIAL INITIATIVE ACTIONS

Usually you act as soon as you can in combat, but sometimes you want to act later, at a better time, or in response to the actions of someone else.

Delay

By choosing to delay, you take no action and then act normally at whatever point in the initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point.

Delaying is useful if you need to see what your friends or enemies are going to do before deciding what to do yourself. You cannot, however, interrupt anyone's action with a delayed action (as you can with a readied action; see below).

For example, Yoriko and Moondog both want to get past a thug who is guarding a cultist leader. Yoriko's initiative count is 22, but she delays. She knows that if she passed the thug, she would open herself up to attack. On count 14, the cultist casts a spell to protect himself. On count 8, Moondog rushes past the thug. The thug gets an attack of opportunity because Moondog moved into a square he threatens. Moondog shrugs it off, reaches the cultist, and makes a single attack. Now, on count 7, Yoriko acts. She too rushes past the thug, who can't get an attack of opportunity against her because he has already taken an attack of opportunity in this round. For the rest of the battle, Yoriko acts on initiative count 7.

Delaying Limits

The longest a character can delay before taking an action is until after everyone else has acted in the round. At that point, the delaying character must act or else forfeit any action in that round.

If multiple characters are delaying, the one with the highest initiative modifier (or highest Dexterity, in case of a tie) has the advantage. If two or more delaying characters both want to act on the same initiative count, the one with the highest initiative modifier gets to go first. If two or more delaying characters are trying to go after one another, the one with the highest initiative modifier gets to go last; the others must go first or lose their action for the round.

For instance, Yoriko and a dark stranger run across each other in a back alley. Yoriko's initiative count is 17, higher than the stranger's. She doesn't want to commit to attacking, fleeing, or even speaking, so she delays, intending to act after the stranger acts. The stranger's initiative count is 12. He delays, too. The initiative count drops down, and neither character acts. (If there were other characters in the encounter, they would act on their initiative counts.) Finally, the count reaches 0. Yoriko's +7 initiative modifier is higher than the stranger's, so she makes him act first. The stranger backs away down the alley.

Ready

The ready action lets you prepare to take an action later, to interrupt another character. Essentially, you split your action, taking your move action on your initiative count and your attack action at a later point. On your turn, you prepare to take an action later (such as shooting someone if he tries to attack you). Then, later in the round, if your readied action is triggered, you take it (so if the opponent moves to attack, you shoot at him first).

Readying does not provoke an attack of opportunity. (Of course, your move action, and the attack action you ready, may both provoke attacks of opportunity normally.)

Readying an Action

You can ready an attack action or a move action. To do so, specify the action you will take and the conditions under which you will take it. (For example, you might specify that you'll throw a grenade into the courtyard if any enemies come out of the door.) Then, any time before your next action, you may take the readied attack action in response to those conditions. Your readied action occurs just before the event that triggers it. If the trigger is part of another character's actions, you interrupt the other character. He continues his actions once you complete your readied action.

Your initiative count changes. For the rest of the encounter, it is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action.

You can take a 5-foot step as part of your readied action, but only if you didn't otherwise move any distance during the round. For instance, if you move up to an open door and then ready an action to shoot at whatever comes out, you can't take a 5-foot step along with the readied action (since you've already moved this round).

If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

SPECIAL ATTACKS

This section covers firearms, grappling, explosives, attacking objects, and an assortment of other special attacks.

Aid Another

In combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you're in position to attack an opponent with which a friend of yours is engaged in melee combat, you can attempt to aid your friend as an attack action. You make an attack roll against Defense 10. If you succeed, you don't actually damage your opponent—but your friend gains either a +2 circumstance bonus against that opponent or a +2 circumstance bonus to Defense against that opponent (your choice) on his next turn.

Firearms

The most basic form of attack with a firearm is a single shot. One attack is one pull of the trigger and fires one bullet at one target.

The Personal Firearms Proficiency feat allows you to make this sort of attack without penalty. If you aren't proficient in personal firearms, you take a –4 penalty on attacks with that type of weapon.

A number of other feats (such as Double Tap and Burst Fire) allow you to deal extra damage when you fire more than one bullet as part of a single attack at a single target. (If you don't have those feats, you can still fire more than one bullet—but the extra bullets don't have any effect, and are just wasted ammunition.)

As with all forms of ranged weapons, attacking with a firearm while within a threatened square provokes an attack of opportunity.

Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a –4 penalty on attacks against adjacent opponents.

Autofire

If a ranged weapon has an automatic rate of fire, you may set it on autofire. Autofire affects an area and everyone in it, not a specific creature. You target a 10-foot-by-10-foot area and make an attack roll; the targeted area has an effective Defense of 10. (If do not have the Advanced Firearms Proficiency feat, you take a –4 penalty on the attack roll.) If your attack succeeds, every creature within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

Autofire is not the same thing as burst fire, which involves firing a short burst at a specific target. Firing a burst requires the Burst Fire feat. If you fire a blast of automatic fire at a specific target without the Burst Fire feat, it's treated as a standard attack. You may hit, but if you do, you only deal normal weapon damage—all the extra ammunition you fired is wasted.

Some firearms—particularly machine guns—only have autofire settings and can't normally fire single shots.

Grenades and Explosives

An explosive is a weapon that, when detonated, affects all creatures and objects within its burst radius by means of shrapnel, heat, or massive concussion. Its effect is broad enough that it can hurt characters just by going off close to them.

Some explosives, such as grenades, can be thrown, and they explode when they land. Others are planted, with fuses or timers, and go off after a preset amount of time elapses.

Thrown Explosives

An attack with a thrown explosive is a ranged attack made against a specific 5-foot square. (You can target a square occupied by a creature.) Throwing the explosive is an attack action. If the square is within one range increment, you do not need to make an attack roll. Simply roll 1d4 and consult the left-hand portion of the accompanying diagram to see which corner of the square the explosive bounces to.

If the target square is more than one range increment away, make an attack roll. The square has an effective Defense of 10. Thrown weapons require no weapon proficiency, so you don't take the –4 nonproficient penalty. If the attack succeeds, the grenade or explosive lands in the tar-



Russell helps Yoriko deliver a flying kick

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geted square. Roll 1d4 and consult the left-hand portion of the accompanying diagram to see which corner of the square the explosive bounces to.

If you miss the target, the explosive lands at a corner of a square nearby in a random direction. Consult the diagram to determine where the explosive lands. If you threw the weapon two to three range increments (typically 11 to 30 feet), roll 1d8 and use the center portion of the diagram. For ranges of up to five range increments (typically 31 to 50 feet), roll 1d12 and use the right-hand portion of the diagram.

Once you know where the explosive landed, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

Planted Explosives

A planted explosive is set in place, with a timer or fuse determining when it goes off. No attack roll is necessary to plant an explosive; the explosive sits where it is placed until it is moved or goes off.

When a planted explosive detonates, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

Splash Weapons

A splash weapon is a ranged weapon that breaks apart on impact, splashing or scattering its contents over its target and nearby creatures or objects. Most splash weapons consist of liquids in breakable containers.

To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so you don't take the –4 nonproficient penalty. A hit deals direct hit damage to the target and splash damage to all other creatures within 5 feet of the target.

You can instead target a specific 5-foot square, including a square occupied by a creature. Use the rules for thrown explosives. However, if you target a square, creatures within 5 feet are dealt the splash damage, and the direct hit damage is not dealt to any creature.

Burst Radius

When determining whether a given target is within the burst radius of an explosive, count out the distance in squares just as you do when moving a character or when determining the range for a ranged weapon attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from corner to corner. You can count diagonally across a square, but remember that every second diagonal counts as two squares of distance.

If the far edge of the square is within the explosive's burst radius, a character or object in the square is affected by the explosive. If the explosive's burst radius only touches the near edge of the square, however, creatures or objects within the square are unaffected. See the diagram on page 105.

If you miss the target (whether aiming at a creature or a square), check to see where the weapon lands, using the rules for thrown explosives, above. (Use the diagram on page 105 if you threw the splash weapon from within one range increment.) Once you determine where the object landed, it deals splash damage to all creatures within 5 feet.

Attack an Object

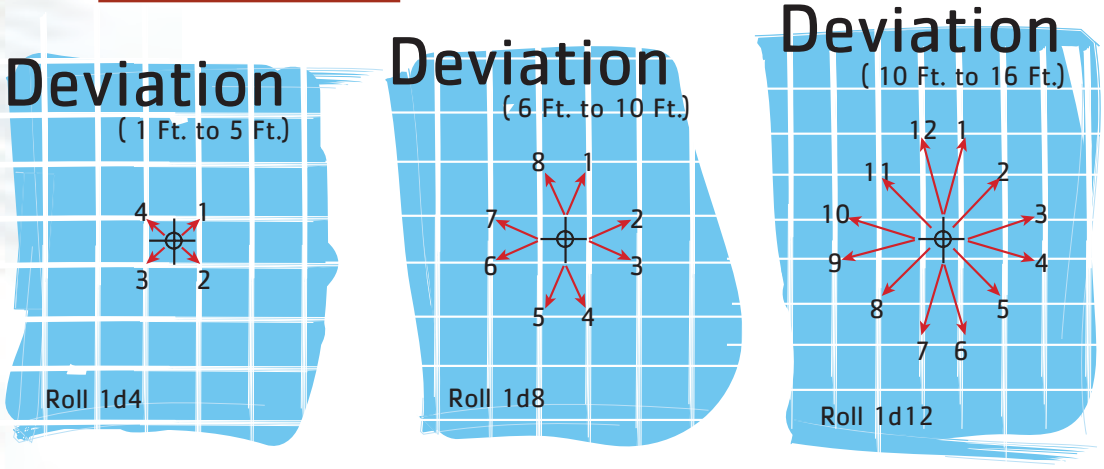
Sometimes you need to attack or break an object, such as when you want to shoulder open a door or break apart a pair of handcuffs.

Strike an Object

Objects are easier to hit than characters because they usually don't move, but many are tough enough to shrug off some damage from each blow.

Object Defense and Bonuses to Attack: Objects are harder or easier to hit depending on their size and whether they are immobile or being held, carried, or worn by opponents. The base Defense of objects is shown on Table 5–8: Size and Defense of Objects.

Thrown Explosives



If you use a full-round action to make an attack against an inanimate, immobile object, you get an automatic hit with a melee weapon, or a +5 bonus on your attack roll with a ranged weapon.

An object being held, carried, or worn has a Defense equal to the above figure + 5 + the opponent's Dexterity modifier + the opponent's class bonus to Defense. Striking a held, carried, or worn object provokes an attack of opportunity from the character who holds it.

Hardness: Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see Table 5–9: Substance Hardness and Hit Points and Table 5–10: Object Hardness and Hit Points).

Hit Points: An object's hit point total depends on what it is made of or how big it is (see Table 5–9 and Table 5–10). (If you have the Sunder feat, you don't incur an attack of opportunity for making the attempt.)

Energy Attacks: Acid and sonic attacks deal normal damage to most objects. Electricity and fire attacks deal half damage to most objects; divide the damage by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage by 4 before applying the hardness.

Ineffective Weapons: The GM may determine that certain weapons just can't deal damage effectively to certain objects. For example, you may have a hard time chopping down a door by throwing shuriken at it or cutting a rope with a club.

Immunities: Objects are immune to nonlethal damage and to critical hits.

Saving Throws: Unattended objects never make saving throws. They are considered to have failed their saving throws, so they always are affected by (for instance) the blast of a C4 charge exploding. An object attended by a character (being grasped, touched, or worn) receives a saving throw just as if the character herself were making the saving throw.

Breaking Objects

When you try to break something with sudden force rather than by dealing damage, use a Strength check to see whether you succeed. The DC depends more on the construction of the object than on the material. For instance, a steel door with a weak lock can be forced open much more easily than it can be hacked down.

If an object has lost half or more of its hit points, the DC to break it decreases by 2.

Repairing Objects

Repairing damage to an object takes a full hour of work and appropriate tools. (Without the tools, you take a –4 penalty on your Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, you may continue to make repairs for as many hours as it takes to restore all the object's hit points.

TABLE 5–8: SIZE AND DEFENSE OF OBJECTS

Size (Example)	Defense
Colossal (jetliner)	–3
Gargantuan (army tank)	1
Huge (typical car)	3
Large (big door)	4
Medium-size (dirt bike)	5
Small (chair)	6
Tiny (laptop computer)	7
Diminutive (paperback book)	9
Fine (pencil)	13

TABLE 5–9: SUBSTANCE HARDNESS AND HIT POINTS

Substance	Hardness	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Plastic, soft	0	3/inch of thickness
Glass	1	1/inch of thickness
Ceramic	1	2/inch of thickness
Ice	0	3/inch of thickness
Plastic, hard	2	5/inch of thickness
Wood	5	10/inch of thickness
Aluminum	6	10/inch of thickness
Concrete	8	15/inch of thickness
Steel	10	30/inch of thickness

TABLE 5–10: OBJECT HARDNESS AND HIT POINTS

Object	Hardness	Hit Points	Break DC
Lock			
Cheap	0	1	10
Average	3	5	15
High quality	5	10	20
High security	10	120	35
Ultrahigh security	20	150	40
Manufactured objects [1]			
Fine	0	1	10
Diminutive	0	1	10
Tiny	1	2	10
Small	3	3	12
Medium-size	5	5	15
Large	5	10	15
Huge	8	10	20
Gargantuan	8	20	30
Colossal	10	30	50
Firearm, Medium-size	5	7	17
Rope	0	2	23
Simple wooden door	5	10	13
Strong wooden door	5	20	23
Steel door	10	120	35
Cinderblock wall	8	90	35
Chain	10	5	26
Handcuffs	10	10	30
Metal bars	10	15	30

1 Figures for manufactured objects are minimum values. The GM may adjust these upward to account for objects with more strength and durability.

Bull Rush

You can attempt a bull rush as an attack action made during your move action, or as part of a charge. (In general, you can't make an attack action during a move action; this is an exception.) In either case, you don't get a 5-foot step before, during, or after the bull rush attempt. When you bull rush, you attempt to push an opponent straight back instead of attacking him (just as an angry bull might behave against an object or an adversary). You can only bull rush an opponent who is one size category larger than you, the same size, or smaller.

Initiating a Bull Rush

First, you move into the target's square. Moving in this way provokes an attack of opportunity from each foe that threatens you, probably including the target.

Second, you and the target make opposed Strength checks. If you and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. You get a +2 bonus if you were charging. The target gets a +4 stability bonus if he has more than two legs or is otherwise exceptionally stable.

Bull Rush Results

If you beat the target's Strength check, you push him back 5 feet. You can push the target back an additional 5 feet for every 5 points by which you exceed the target's check result, provided you move with him. You can't, however, exceed your normal movement for that action. (The target provokes attacks of opportunity if he is moved. So do you, if you move with him. The two of you do not provoke attacks of opportunity from each other as a result of this movement.)

If you fail to beat the target's Strength check, you move 5 feet straight back to where you were before you moved into his square. If that square is occupied, you fall prone in the square.

Overrun

You can attempt an overrun as an attack action made during your move action, or as part of a charge. (In general, you cannot make an attack action during a move action; this is an exception.) In either case, you don't get a 5-foot step before, during, or after the overrun attempt. With an overrun, you attempt to plow past or over your opponent (and move through his area) as you move. You can only overrun an opponent who is one size category larger than you, the same size, or smaller. You can make only one overrun attempt per action.

First, you must move at least 10 feet in a straight line into the target's square (provoking attacks of opportunity normally).

Then the target chooses either to avoid you or to block you. If he avoids you, you keep moving. (You can always move through a square occupied by someone who lets you by.) If he blocks you, make a trip attack against him (see Trip, below). If you succeed in tripping your opponent, you can continue your movement as normal.



Russell slices up some supernatural foes

If you fail and are tripped in turn, you fall prone in the target's square. If you fail but are not tripped, you have to move 5 feet back the way you came, ending your movement there. If that square is occupied, you fall prone in the square.

Trip

You can try to trip an opponent, or otherwise knock him down, as an unarmed melee attack. You can only trip an opponent who is one size category larger than you, the same size, or smaller.

Making a Trip Attack

Make an unarmed melee touch attack against your target. Doing this incurs an attack of opportunity from your target as normal for unarmed attacks.

If your attack succeeds, make a Strength check opposed by the target's Dexterity check or Strength check (using whichever ability score has the higher modifier). If you and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The target gets a +4 stability bonus on his check if he has more than two legs or is otherwise exceptionally stable. If you win, you trip the target. If you lose, the target may immediately react and make a Strength check opposed by your Dexterity check or Strength check to try to trip you.

Being Tripped (Prone)

A tripped character is prone (see Table 5–4: Defense Modifiers). Standing up from a prone position is a move action.

Tripping with a Weapon

Some weapons, such as the chain and the whip, can be used to make trip attacks. You don't incur an attack of opportunity when doing so. If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

Disarm

As a melee attack, you may attempt to disarm your opponent. If you do so with a weapon, you knock the opponent's weapon out of his hands and to the ground. If you attempt the disarm while unarmed (a more dangerous proposition), you end up with the weapon in your hand.

If you're attempting to disarm the wielder of a melee weapon, follow the steps outlined here. Disarming the wielder of a ranged weapon is slightly different; see below.

Step One: You provoke an attack of opportunity from the target you are trying to disarm.

Step Two: You and the target make opposed attack rolls with your respective weapons. If the weapons are different sizes, the combatant with the larger weapon gets a bonus on the attack roll of +4 per difference in size category. If the target is using a weapon in two hands, he gets an additional +4 bonus. Also, if the combatants are different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

Step Three: If you beat the target's attack roll, the target is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the target's weapon is on the ground at the target's feet.

If you fail the disarm attempt, the target may immediately react and attempt to disarm you with the same sort of opposed melee attack roll. His attempt does not provoke an attack of opportunity from you. If he fails his disarm, you do not get a free disarm attempt against him.

Ranged Weapons

To disarm an opponent wielding a ranged weapon, you make a melee attack or unarmed attack to strike the weapon in your opponent's hand (see Attack an Object, page 149). If the weapon is held in two hands, it gets a +2 bonus to its Defense. If your attack succeeds, the ranged weapon falls to the ground or winds up in your hands (if you made the attack unarmed). This kind of disarm attempt provokes an attack of opportunity, but if you fail, the target does not get to make a disarm attempt against you.

Grabbing Objects

You can also use disarm to snatch away an object worn by a target (such as a necklace or a pair of goggles). Doing this works the same as a disarm attempt (see above), except for the following.

Attack of Opportunity: If the target's attack of opportunity inflicts any damage, your attempt to grab the object automatically fails.

Modifiers: If the object is well secured or otherwise difficult to grab from the target (such as a ring worn on a finger), the target gets a +4 bonus. On the other hand, if the object is poorly secured or otherwise easy to snatch or cut away (such as a purse casually slung over a shoulder), the attacker gets a +4 bonus.

Failed Attempts: Failing an attempt to grab an object doesn't allow the target to attempt to disarm you.

Grapple

Grappling means wrestling and struggling hand-to-hand. It's tricky to perform, but sometimes you want to pin foes instead of killing them, and sometimes you have no choice in the matter. For a creature, grappling can mean trapping you in a toothy maw or holding you down so it can chew you up.

There are three stages to grappling: grabbing, holding, and pinning.

Grabbing

Normally, a grab is just the first step to starting a grapple. If you grab another character but fail to go on to hold him, you don't actually start a grapple. However, sometimes all you want to do is grab the target (you might want to grab a horse as it starts to flee, to swing yourself upon its back, for example).

Holding

Once you've established a hold, you're involved in a grapple. From a hold, you can attempt a number of actions, including damaging your opponent or pinning him. You can't get a hold on any creature more than two size categories larger than yourself. (However, such a creature can get a hold on you—so while you can't initiate a grapple with a creature more than two size categories larger than you, you can still end up in one.)



Pinning

Getting your opponent in a pin is often the ultimate goal of a grapple. A pinned character is held immobile.

Grapple Checks

When you're involved in a grapple, you'll need to make opposed grapple checks against an opponent—often repeatedly. A grapple check is something like a melee attack roll. Your attack bonus on a grapple check is:

Base attack bonus + Strength modifier + grapple modifier

Grapple Modifier

A creature's size works in its favor when grappling, if that creature is Large or larger in size. Conversely, a creature of Small or smaller size is at a disadvantage because of its size when grappling. Instead of using a creature's size modifier on a grapple check (as you would do for a melee or ranged attack roll), use the appropriate grapple modifier from Table 5–11.

Starting a Grapple

To start a grapple, you first need to grab and hold your target. Attempting to start a grapple is the equivalent of making a melee attack. If you get multiple attacks in a round, you can attempt to start a grapple multiple times (at successively lower base attack bonuses). Follow these steps.

1. Attack of Opportunity: You provoke an attack of opportunity from the target you are trying to grapple. If the attack of opportunity deals you damage, you fail to start the grapple. If the attack of opportunity misses or otherwise fails to deal damage, proceed to step 2.

2. Grab: You make a melee touch attack to grab the target. If you fail to hit the target, you fail to start the grapple. If you succeed, proceed to step 3.

3. Hold: Make an opposed grapple check. (This is a free action.) If you succeed, you have started the grapple, and you deal damage to the target as if with an unarmed strike.

If you lose, you fail to start the grapple. You automatically lose an attempt to hold if the target is two or more size categories larger than you are (but you can still make an attempt to grab such a target, if that's all you want to do).

4. Maintain the Grapple: To maintain the grapple for later rounds, you must move into the target's square.

TABLE 5–11: GRAPPLE MODIFIERS

Size (Example)	Grapple Modifier
Colossal (blue whale [90 ft. long])	+16
Gargantuan (gray whale [40 ft. long])	+12
Huge (elephant)	+8
Large (lion)	+4
Medium-size (human)	+0
Small (German shepherd)	–4
Tiny (housecat)	–8
Diminutive (rat)	–12
Fine (horsefly)	–16



LB

Locked in a grapple

(This movement is free and doesn't count as part of your round's movement.) Moving, as normal, provokes attacks of opportunity from threatening enemies, but not from your target. You and your target are now grappling.

If you can't move into your target's square (because of intervening obstacles or for any other reason), you can't maintain the grapple and must immediately let go of the target. To grapple again, you must begin at step 1.

Grappling Consequences

While you're grappling, your ability to attack others and defend yourself is limited.

No Threatened Squares: You don't threaten any squares while grappling.

No Dexterity Bonus: You lose your Dexterity bonus to Defense (if you have one) against opponents you aren't grappling. (You can still use it against opponents you are grappling.)

No Movement: You cannot move while held in a grapple.

If You're Grappling

When you are grappling (regardless of who started the grapple), you can attempt any of several actions on your turn. Unless otherwise noted, each of these options is equivalent to an attack. (If you normally get more than one attack per attack action, you can attempt as many of these options as you have attacks available, using your successively lower attack bonus for each roll.) You are limited to these options only; you cannot take any other actions.



A rifle butt makes a good club

Damage Your Opponent: Make an opposed grapple check; if you succeed, you deal damage as with an unarmed strike.

Pin: Make an opposed grapple check; if you succeed, you hold your opponent immobile for 1 round. Your opponent takes a –4 penalty to his Defense against all attacks from other people (but not from you); however, he's not considered helpless.

You can't use a weapon on a pinned character or attempt to damage or pin a second opponent while holding a pin on the first.

A pinned character can't take any action except to attempt to escape from the pin.

Escape from Grapple: Make an opposed grapple check. If you succeed, you can escape the grapple. If more than one opponent is grappling you, your grapple check result has to beat all their check results to escape. (Opponents don't have to try to hold you if they don't want to.)

Alternatively, you can make an Escape Artist check opposed by your opponent's grapple check to escape from the grapple. This is an attack action that you may only attempt once per round, even if you get multiple attacks.

If you have not used your move action for the round, you may do so after escaping the grapple.

Escape from Pin: Make an opposed grapple check. If you succeed, you can escape from being pinned. (Opponents don't have to try to keep you pinned if they don't want to.) You are still being grappled, however.

Alternatively, you can make an Escape Artist check opposed by your opponent's grapple check to escape from the pin. This is an attack action that you may only attempt once per round, even if you get multiple attacks.

Break Another's Pin: Make an opposed grapple check; if you succeed, you can break the hold that an opponent has over an ally.

Draw a Light Weapon: You can draw a light weapon as a move action.

Attack with a Light Weapon: You can attack with a light weapon while grappling (but not while pinned or pinning). You can't attack with two weapons while grappling.

If You're Pinned

When an opponent has pinned you, you are held immobile (but not helpless) for 1 round. (You can't attempt any other action.) On your turn, you can attempt to escape from the pin. If you succeed, you're still grappling.

Joining a Grapple

If your target is already grappling someone else, you can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against you, and your grab automatically succeeds. You still have to make a successful opposed grapple check and move in to be part of the grapple.

If multiple enemies are already involved in the grapple, you pick one against whom to make the opposed grapple check.



Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one size category smaller than you count as one-half creature each; creatures that are one size category larger than you count as two creatures; and creatures two or more size categories larger than you count as four creatures.

When involved in a grapple with multiple opponents, you choose one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to escape, your grapple check must beat the check results of all opponents.

VEHICLE MOVEMENT AND COMBAT

If all you want from a vehicle is to get from point A to point B, then the vehicle you choose is largely a matter of personal style and finances. Skill checks are only required in extraordinary circumstances—driving long distances off-road, for example, or piloting a boat through a hurricane. However, if you're the sort who hears screaming tires in your sleep and dreams about extended car chases, this section is for you.

These rules are primarily focused on ground vehicles—cars, trucks, and light military vehicles. The rules can be modified for boats, heavier armored vehicles, and aircraft. For the most part, however, they cover heroes and their antagonists in the most common sorts of vehicles they encounter.

Characters in Vehicles

A character in a vehicle fills one of several possible roles, which determines what the character can do.

Driver: The driver of the vehicle controls its movement. Most vehicles have only one position from where the vehicle can be driven, so the person seated there is the driver. Driving a vehicle is, at a minimum, a move action, which means that the driver may be able to do something else with his attack action. There can be only one driver in a vehicle at one time.

Copilot: A copilot can help the driver by taking an aid another action (see page 148). The copilot must be seated in a location where he can see the road and advise the driver (in a car, this generally means the front passenger seat). Aiding the driver is a move action, leaving the copilot with an attack action each round to do something else. A vehicle can have only one copilot at a time.

Gunner: Some vehicles, such as tanks, have built-in weapons. If such a weapon is controlled from a location other than the driver's position, a character can man that position and become the gunner. A vehicle can have as many gunners as it has gunner positions.

Passenger: All other personnel aboard the vehicle are considered passengers. Passengers have no specific role in the vehicle's operation, but may be able to fire weapons from the vehicle or take other actions.

Scale

Before beginning a scene in which you use these rules, you'll need to determine the appropriate scale for the encounter. If the encounter involves both vehicles and characters on foot (the heroes are attempting to foil a getaway at a bank robbery, for example), use character scale. However, if the scene involves only vehicles, and they're likely to move at much higher speeds than characters or creatures on foot, use chase scale.

Character Scale: Character scale is identical to the standard movement scale: It's carried out on a grid in which each square equals 5 feet.

In character scale, most vehicles are large enough to occupy multiple squares on the map grid. How many squares a vehicle occupies is specified in the vehicle's description.

When moving a vehicle, count the squares from the vehicle's rear. When turning, pivot the vehicle on the rear square toward which it is turning (so a car making a left turn pivots on the left rear square). When firing weapons, count squares from the location of the weapon.

In character scale, more than one ground vehicle cannot occupy the same square.

Chase Scale: A fast-moving vehicle can cross your entire gaming table in a single round at character scale. For that reason, when only vehicles (or perhaps vehicles and very fast-moving creatures) are involved, use chase scale. In chase scale, each square of the grid represents 50 feet.

In chase scale, most commonly encountered vehicles occupy only one square. (Some especially large vehicles, such as ships or jumbo jets, might occupy more than one square.) More than one vehicle can occupy the same square. Vehicles in the same square are considered to be 20 feet apart for the purposes of determining range for attacks.

Vehicle Sizes

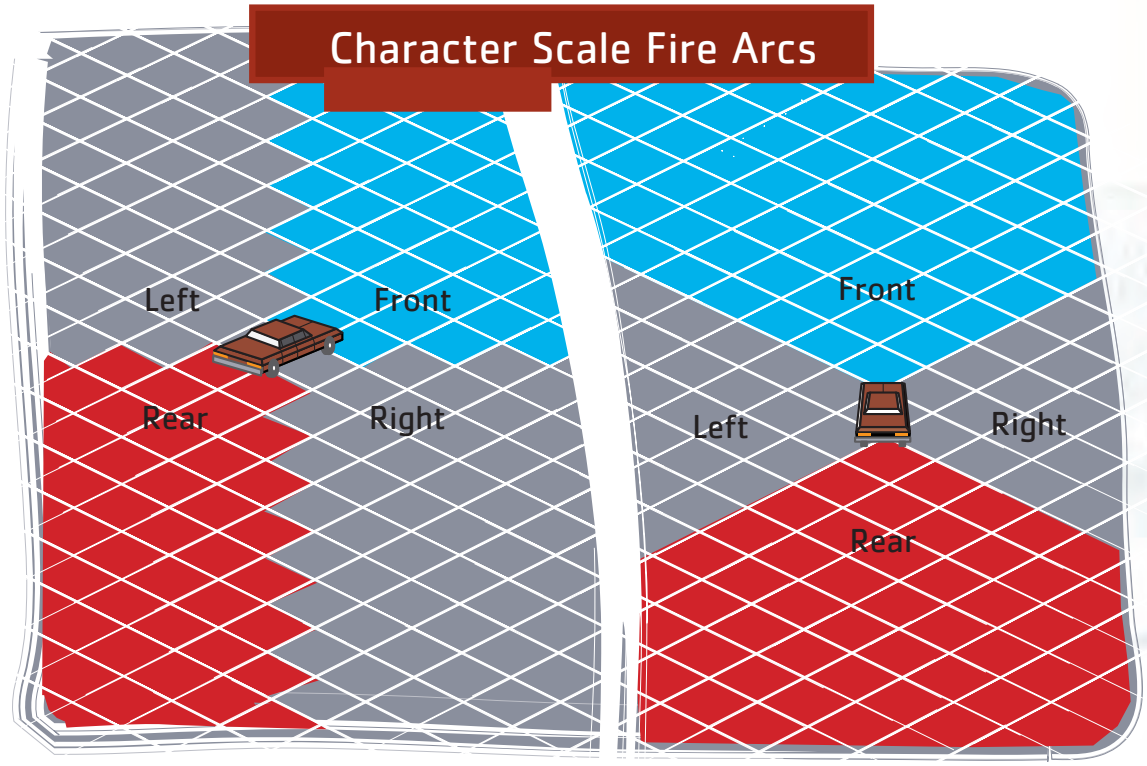
Vehicles use the same size categories as characters and creatures, as shown on Table 5–12: Vehicle Sizes. The vehicle's size modifier applies to its initiative modifier, maneuver modifier, and Defense. (The size modifier is already included in the vehicle statistics on Table 4–14: Vehicles, page 125.)

TABLE 5-12: VEHICLE SIZES

Vehicle Size	Size Modifier	Examples
Colossal	–8	Yacht, semi with trailer
Gargantuan	–4	Tank, limousine
Huge	–2	Luxury car, SUV, armored car
Large	–1	Economy car, Harley
Medium-size	+0	Racing bike, dirt bike

Facing and Firing Arcs

Unlike with characters, when dealing with vehicles, the vehicle's facing (the direction it's pointing) is important. Facing indicates the direction in which the vehicle is traveling (assuming it's not moving in reverse). It can also determine which weapons aboard the vehicle can be brought to bear on a target.



A weapon built into a vehicle can by mounted to fire in one of four directions—forward, aft (rear), right, or left—or be built into a partial or full turret. A partial turret lets a weapon fire into three adjacent fire arcs (such as forward, left, and right), while a full turret lets it fire in any direction. For vehicles with weapons, a weapon's arc of fire is given in the vehicle's description.

Getting Started

Most vehicles can be entered with a a move action and started with a second move action. From that moment they are ready to roll. An exception is noted in a vehicle's description when it applies (for example, see the BMP-2, page 126).

Initiative

There are two options for determining initiative in vehicle combat. First, you can use individual initiative just as in normal combat, where each character rolls separately. This is probably the best method if most or all characters are aboard the same vehicle, but it can result in a lot of delayed or readied actions as passengers wait for drivers to perform maneuvers. An alternative is to roll initiative for each vehicle, using the vehicle's initiative modifier. This is particularly appropriate when characters are in separate vehicles, since it allows everyone aboard the same vehicle to act more or less simultaneously.

Vehicle Speed

Vehicle speed is expressed in five categories: stationary, alley speed, street speed, highway speed, and all-out. Each of these speed categories represents a range of possible movement (see Table 5–13: Vehicle Speeds and Modifiers). Each round, a vehicle moves according to its current speed category.

Declaring Speed

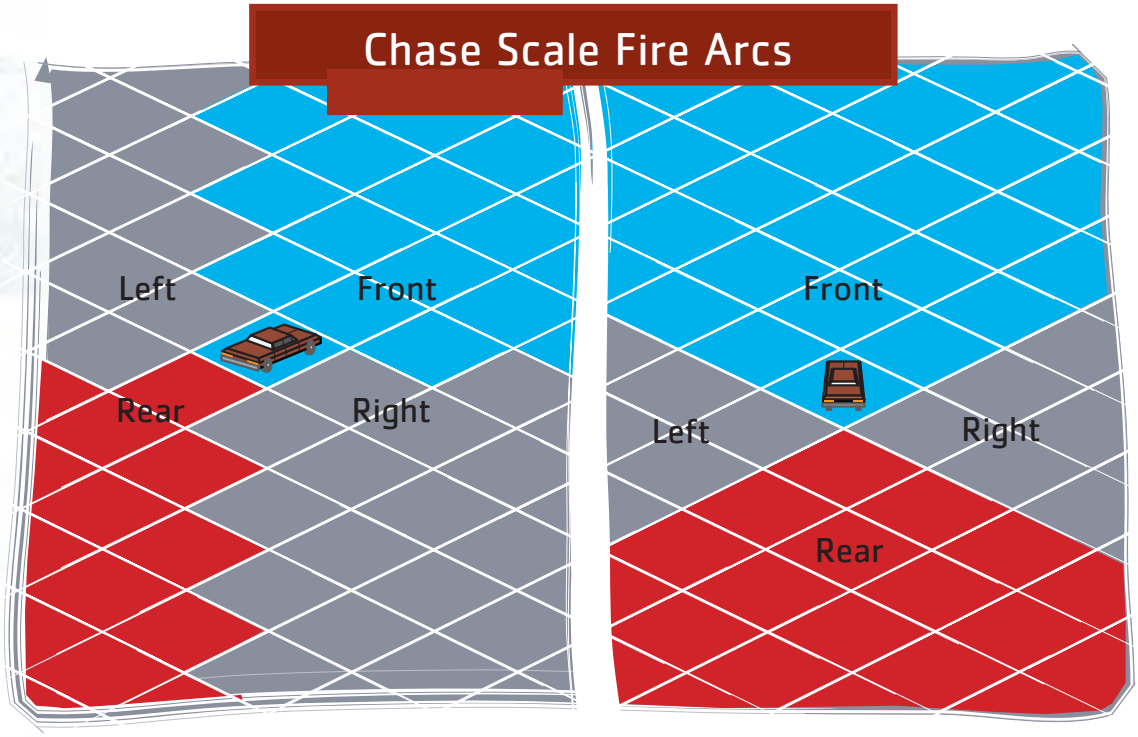
At the beginning of his action, a driver must declare his speed category for the round. The driver can choose to go one category faster or slower than the vehicle's speed in the previous round. For example, if the vehicle moved at street speed in the previous round, the driver can slow to alley speed or accelerate to highway speed. A stationary vehicle can change to alley speed in either forward or reverse. Most vehicles cannot go faster than alley speed in reverse.

Stationary: The vehicle is motionless.

TABLE 5-13: VEHICLE SPEEDS AND MODIFIERS

Speed Category	Character Scale Movement [1]	Character Scale Turn Number [2]	Chase Scale Movement [1]	Chase Scale Turn Number [2]	Defense Modifier	Check/Roll Modifier
Stationary [3]	0	—	0	—	+0	—
Alley speed	1–20	1	1–2	1	+0	+0
Street speed	21–50	2	3–5	1	+1	–1
Highway speed	51–150	4	6–15	2	+2	–2
All-out	151+	8	16+	2	+4	–4

1 The number of squares a vehicle can move at this speed.
2 The number of squares a vehicle must move at this speed before making a turn.
3 A stationary vehicle cannot move or maneuver.



Alley Speed: This speed is used for safely maneuvering a vehicle in tight spaces, such as alleys and parking garages. It tops out at about the speed a typical person can run.

Street Speed: The vehicle is traveling at a moderate speed, up to about 35 miles per hour.

Highway Speed: The vehicle is moving at a typical highway speed, from about 35 to 80 miles per hour.

All-Out: The vehicle is traveling extremely fast, more than 80 miles per hour.

Moving

On his action, the driver moves the vehicle a number of squares that falls within the vehicle's speed category. For example, if the vehicle is moving at street speed, the driver can move it as few as 21 squares or as many as 50 (at character scale), or as few as 3 or as many as 5 (at chase scale).

Unlike characters, a vehicle cannot double move, run, or otherwise extend its movement (except by changing to a higher speed category).

Every vehicle has a top speed, included in its statistics on Table 4–14. A vehicle cannot move more squares than its top speed. This means that some vehicles cannot move at all-out speed, or even highway speed.

Count squares for vehicles just as you do for characters. Vehicles can move diagonally; remember that when moving diagonally, every second square costs two squares' worth of movement. Unlike with moving characters, a vehicle's facing is important; unless it changes direction, a vehicle always moves in the direction of its facing (or in the opposite direction, if it's moving in reverse).

The Effects of Speed

A fast-moving vehicle is harder to hit than a stationary one—but it's also harder to control, and to attack from.

As shown on Table 5–13: Vehicle Speeds and Modifiers, when a vehicle travels at street speed or faster, it gains a bonus to Defense. However, that speed brings along with it a penalty on all skill checks and attack rolls made by characters aboard the vehicle—including Drive checks to control the vehicle and attacks made from it.

Driving a Vehicle

Driving a vehicle is a move action, taken by the vehicle's driver. During his move action, the driver moves the vehicle a number of squares that falls within its speed category. The driver can attempt maneuvers to change the vehicle's course or speed. These maneuvers can be attempted at any point along the vehicle's route. The driver can choose to use his attack action to attempt additional maneuvers.

The two kinds of vehicle movement are simple maneuvers and stunts.

Simple Maneuvers: A simple maneuver, such as a 45-degree turn, is easy to perform. Each is a free action and can be taken as many times as the driver likes while he moves the vehicle. However, simple maneuvers do cost movement—so a vehicle that makes a lot of simple maneuvers will not get as far as one going in a straight line. Simple maneuvers do not require the driver to make skill checks.

Stunts: Stunts are difficult and sometimes daring maneuvers that enable a driver to change his vehicle's speed or heading more radically than a simple maneuver allows. A stunt is a move action. It can be taken as part of a move action to control the vehicle, and a second stunt can be attempted in lieu of the driver's attack action. Stunts always require Drive checks.

Simple Maneuvers

During a vehicle's movement, the driver can perform any one of the following maneuvers. They are illustrated in the diagram below.

45-Degree Turn: Any vehicle can make a simple 45-degree turn as part of its movement. The vehicle must move forward at least a number of squares equal to its turn number (shown on Table 5–13: Vehicle Speeds and Modifiers) before it can turn. Making a 45-degree turn costs 1 square of movement.

Ram: At character scale, a driver does not have to perform a maneuver to ram another vehicle—he only needs to drive his vehicle into the other vehicle's square, and a collision occurs (see Collisions and Ramming, page 160).

At chase scale, however, more than one vehicle can occupy the same square and not collide—so ramming another vehicle requires a simple maneuver. The driver moves his vehicle into the other vehicle's square and states that he is attempting to ram. Resolve the ram as a collision, except that the driver of the target vehicle can make a Reflex save (DC 15) to reduce the damage to both vehicles by half.

Sideslip: A driver might wish to move to the side without changing the vehicle's facing, for instance to change lanes. This simple maneuver, called a sideslip, allows a vehicle to avoid obstacles or weave in and out of traffic without changing facing. A sideslip moves a vehicle 1 square forward and 1 square to the right or left, and costs 3 squares of movement.

Stunts

Stunts are maneuvers that require a Drive check to perform successfully. Unsuccessful stunts often result in the vehicle ending up someplace other than where the driver intended. When this happens, the vehicle collides with any objects in its path. Remember that the check/roll modifier from Table 5–13: Vehicle Speeds and Modifiers affects all Drive checks made by the driver and attack rolls made by all occupants of the vehicle.

Avoid Hazard: Vehicle combat rarely occurs on a perfectly flat, featureless plain. Rocks, trees, buildings, people, vehicles, wreckage, and other obstacles can get in the way. When a vehicle tries to move through a square occupied by a hazard, the driver must succeed on a Drive check to avoid the hazard and continue moving.

Structures (such as buildings, embankments, or other objects that fill an entire square) simply cannot be avoided. Also, if a driver cannot make a check (if he has used all his actions for the round in performing other stunts), he automatically fails to avoid the hazard. In such cases, a collision occurs.

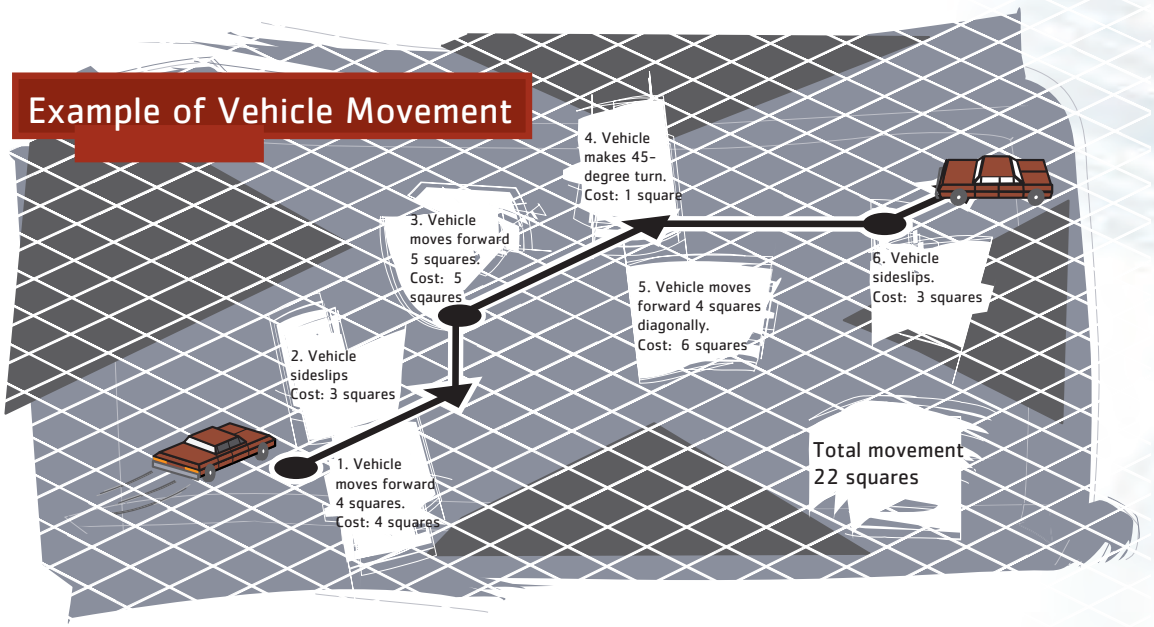
The DC to avoid a hazard varies with the nature of the hazard.

On a failed check, the vehicle hits the obstacle. For caltrops, this means the caltrops make an attack against the vehicle (see Caltrops, page 116). An oil slick forces the drive to make a Drive check (DC 15) to retain control of the vehicle (see Losing Control, page 160). Failing to avoid an object results in a collision with the object (see Collisions and Ramming, page 160).

Hazard	DC
Caltrops	15
Oil slick	15
Object	
Small (tire, light debris)	5
Medium-size (crate)	10
Large (pile of wreckage)	15
Structure	Cannot be avoided

Bootleg Turn: By making a bootleg turn, a driver can radically change direction without turning in a loop. However, in so doing, the vehicle comes to a stop.

Before a vehicle can make a bootleg turn, it must move in a straight line at least a number of squares equal to its turn number (see Table 5–13). To make a bootleg turn, simply change the vehicle's facing to the desired direction. The vehicle ends its movement in that location, at stationary speed.





The DC for a bootleg turn depends on the change in facing.

On a failed check, instead of facing the desired direction, the vehicle only changes facing by 45 degrees. Make a Drive check to retain control against a DC equal to the DC for the bootleg turn attempted (see Losing Control, page 160).

Facing Change	DC
45 degrees	5
90 degrees	10
135 degrees	15
180 degrees	20

Dash: With a dash stunt, a driver can increase the vehicle's speed by one category. (This increase is in addition to any speed change made at the beginning of his action; if he increased speed at that time, he can accelerate a total of two categories in the same round.) The vehicle's total movement for the round cannot exceed the maximum number of squares for its new speed category. (The squares it has already moved before attempting the dash count against this total.)

The DC for a dash is 15.

On a failed check, the vehicle does not change speed categories.

Hard Brake: With a hard brake stunt, a driver can reduce the vehicle's speed by up to two categories. (This is in addition to any speed change made at the beginning of his action; if he reduced speed at that time, he can drop a total of three categories in the same round.) The vehicle's movement for the round ends as soon as it has moved the minimum number of squares for its new speed category. (If it has already moved that far before attempting the hard brake, it ends its movement immediately.)

The DC for a hard brake is 15.

On a failed check, the vehicle does not change speed categories. Make a Drive check (DC 15) to retain control (see Losing Control, page 160).

Hard Turn: A hard turn allows a vehicle to make a turn in a short distance without losing speed.

A hard turn functions like a 45-degree turn simple maneuver, except that the vehicle only needs to move forward a number of squares equal to half its turn number (rounded down).

The DC for a hard turn is 15.

On a failed check, the vehicle continues to move forward a number of squares equal to its turn number before turning, just as with a simple 45-degree turn. Make a Drive check (DC 15) to retain control (see Losing Control, page 160).

Jump: A driver can attempt to jump her vehicle across a gap in her path, such as a ditch or a culvert.

To make a jump, the vehicle must move in a straight line a number of squares equal to its turn number (see Table 5–13). If the vehicle doesn't have enough movement left to clear the gap, it must complete the jump at the start of its next turn.

The DC for a jump depends on the width of the gap, modified by the vehicle's speed category.

On a failed check, the vehicle fails to clear the gap, and instead falls into it (or collides with the far side). Determine damage as for a collision (see Collisions and Ramming, page 160).

Gap Width	DC
1–3 ft. (ditch)	15
4–8 ft. (culvert)	20
8–15 ft. (creek, small ravine)	25
16–25 ft. (narrow road, small pond)	35
26–40 ft. (wide road, small river)	45

Vehicle Speed Category	DC Modifier
Alley speed	+10
Street speed	+5
Highway speed	+0
All-out	–5

A shallow gap (1 to 3 feet deep) is equivalent to a Medium-size object; the vehicle may be able to avoid taking collision damage from the failed jump by treating the far side as a hazard and then continue moving (see Avoid Hazard, above).

A moderately deep gap (4 to 10 feet deep) is equivalent to a Huge object. The vehicle can only drive out of the gap if the walls are not too steep.

A deeper gap (11 feet or deeper) is equivalent to a Colossal object. The vehicle can only drive out of the gap if the walls are not too steep.

If the gap is filled with water (such as in a creek or pond), the vehicle takes only half damage from the collision with the ground. However, if the water is too deep or the bottom is too soft (GM's discretion), the vehicle might not be able to move.

Sideswipe: During a vehicle's movement, a driver can attempt to sideswipe a vehicle or other target, either to deal damage without fully ramming it or to cause another driver to lose control of his vehicle.

At character scale, a vehicle must be side by side with its target (that is, occupying the square or squares directly to its side) and moving in the same direction. Attempting a sideswipe costs 1 square of movement.

At chase scale, the vehicle must be in the same square as its target and moving in the same direction. There is no movement cost.

If the stunt is successful, both vehicles take damage as if they had collided (see Collisions and Ramming, page 160), except that the collision multiplier is ¼, and the driver of the target vehicle can make a Reflex save (DC 15) to reduce the damage to both vehicles by half of that result. The driver of the sideswiped vehicle must succeed at a Drive check (DC 15) at the beginning of his next action or lose control of the vehicle.

The DC for a sideswipe is 15. It's modified by the relative size and speed of the target.

Target Condition	DC Modifier
Each size category larger	–5
Each size category smaller	+5
Each speed category of difference	–2

For example, say you are driving a Huge truck at highway speed, and you wish to sideswipe a Large car that's going alley speed. The target is one size category smaller, and your speed is two speed categories different. You have a total modifier of +1 (+5 for size, –4 for speed).

On a failed check, both vehicles take damage as though the sideswipe attempt was a success. However, the other driver does not need to make a check to retain control.

Driver Options

In simple language, here's what you, as a vehicle driver, can do in a single round:

Choose Your Speed: You may increase or decrease your vehicle's speed category by one (or keep it the same).

Optional Attack Action: If you want, you can use your attack action before you move the vehicle. If you do so, however, you will be limited to a single stunt during movement.

Movement: Move the vehicle any number of squares within the vehicle's speed category. Along the way, perform any number of simple maneuvers (limited only by their movement cost). You may also attempt a single stunt as part of the movement (or two, if you didn't take your attack action before moving).

Optional Attack Action: If you did not take an attack action before moving, *and* you performed one or fewer stunts, you have an attack action left.

Collisions and Ramming

A collision occurs when a vehicle strikes another vehicle or a solid object. Generally, when a vehicle collides with a creature or other moving vehicle, the target can attempt a Reflex save (DC 15) to reduce the damage by half.

Resolving Collisions

The base damage dealt by a vehicle collision depends on the speed and size of the objects involved. Use the highest speed and the smallest size of the two colliding objects and refer to Table 5–14: Collision Damage.

TABLE 5–14: COLLISION DAMAGE

Highest Speed	Damage Die Type
Alley speed	d2
Street speed	d4
Highway speed	d8
All-out	d12

Smallest Object or Creature Size	Number of Dice
Colossal	20
Gargantuan	16
Huge	12
Large	8
Medium-size	4
Small	2
Tiny	1
Smaller than Tiny	0

For example, a Large car going highway speed runs into a Huge truck going alley speed. The highest speed is the car's highway speed; the smallest size is the Large car. Therefore, the damage is 8d8.

Once you have the base damage, determine the collision's damage multiplier based on how the colliding vehicle struck the other vehicle or object. (For vehicles moving in reverse, consider the back end to be the vehicle's "front" for determining the collision multiplier.) Consult Table 5–15: Collision Direction for a multiplier.

Once the damage has been determined, apply it to both vehicles (or objects, or, for that matter, creatures) involved in the collision. Both vehicles reduce their speed by two speed categories. If the colliding vehicle moved the minimum number of squares for its new speed category before the collision, it ends its movement immediately. If not, it pushes the other vehicle or object aside, if possible, and continues until it has moved the minimum number of squares for its new speed category.

TABLE 5–15: COLLISION DIRECTION

Colliding Vehicle's Target	Multiplier
A stationary object	× 1
A moving vehicle, striking head-on or 45 degrees from head-on	× 2
A moving vehicle, striking perpendicular	× 1
A moving vehicle, striking from the rear or 45 degrees from the rear	× ½
A vehicle being sideswiped (see page 159)	× ¼

The driver of the vehicle that caused the collision must immediately make a Drive check (DC 15) or lose control of the vehicle (see Losing Control, below). The driver of the other vehicle must succeed on a Drive check (DC 15) at the beginning of her next action or lose control of her vehicle.

Damage to Vehicle Occupants

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle.

Cover	Damage
None	Same as damage taken by vehicle
One-quarter	One-half damage taken by vehicle
One-half	One-quarter damage taken by vehicle
Three-quarters or more	None

Each of the occupants may make a Reflex save (DC 15) to take half damage.

Losing Control

A collision or a failed stunt can cause a driver to lose control of his vehicle. In these cases, the driver must make a Drive check to retain control of the vehicle. If this check is successful, the driver maintains control of the vehicle. If it fails, the vehicle goes into a spin. If it fails by 10 or more, the vehicle rolls. Remember that the check/roll modifier from Table 5–13: Vehicle Speeds and Modifiers applies to all Drive checks.



An out-of-control vehicle may strike an object or other vehicle. When that happens, a collision occurs (see Collisions and Ramming, above).

Spin: The vehicle skids, spinning wildly.

At character scale, the vehicle moves in its current direction a number of squares equal to the turn number for its speed, then ends its movement. Once it stops, roll 1d8 to determine its new facing: 1, no change; 2, right 45 degrees; 3, right 90 degrees; 4, right 135 degrees; 5, 180 degrees; 6, left 135 degrees; 7, left 90 degrees; 8, left 45 degrees. Reorient the vehicle accordingly.

At chase scale, the vehicle moves 1 square and ends its movement. Roll to determine its new facing as indicated above.

Roll: The vehicle tumbles, taking damage.

At character scale, the vehicle rolls in a straight line in its current direction for a number of squares equal to the turn number for its speed, then ends its movement. At the end of the vehicle's roll, reorient the vehicle perpendicular to its original direction of travel (determine left or right randomly).

At chase scale, the vehicle rolls one square before stopping and reorienting.

At either scale, a vehicle takes damage equal to 2d6 × the turn number for its speed. The vehicle's occupants take damage equal to 2d4 × the turn number for its speed (Reflex save, DC 15, for half damage).

Hide and Seek

When being pursued, you can attempt a Hide check to lose the pursuer in heavy traffic, or a Bluff check to misdirect him before turning onto an off-ramp or a side street.

To make a Hide check, use the normal rules for hiding (see the Hide skill description, page 63). The normal size modifiers apply, but because you're hiding among other vehicles, most of which are size Large or Huge, you gain a +8 bonus on the check. This use of the Hide skill can only be attempted in fairly heavy traffic; in lighter traffic, your GM might not allow it or might apply a penalty to the check.

You can use Bluff to make a pursuer think you're going a different direction from what you intend. Just before making a turn onto an off-ramp or side street, make a Bluff check opposed by the pursuer's Sense Motive check. If you are successful, the pursuer takes a –5 penalty on any Drive check needed to make the turn to follow you. If the other driver can make the turn using only simple maneuvers and does not have to make a Drive check, your Bluff attempt has no effect.

Fighting from Vehicles

The following rules provide a further framework for combat involving vehicles.

Vehicle Combat Actions

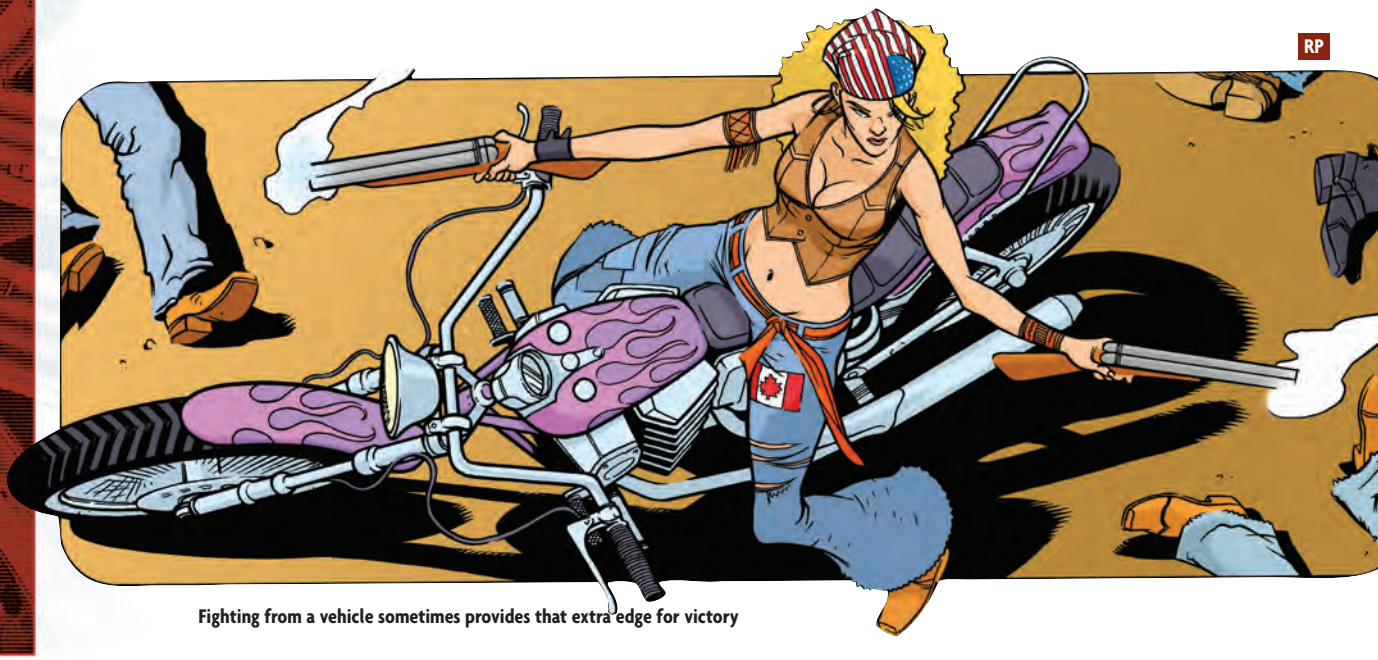
Actions during vehicle combat are handled the same way as actions during personal combat. In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed normally, in conjunction with another action.

Free Actions: Communicating orders and ducking down behind a door are examples of free actions. Characters can perform as many free actions as the GM permits in a single round.

Move Actions: Changing position within a vehicle is usually a move action, especially if you have to trade places with another character. If your movement is short and unobstructed (for example, sliding from the left-hand side to the right-hand side of the back seat of a car, when no one else is in the back with you), you can do it as the equivalent of a 5-foot step. Otherwise, it requires a move action.

Attack Actions: Anyone aboard a vehicle can make an attack with a personal weapon, and drivers and gunners can make attacks with any vehicle-mounted weapons controlled from their positions.

Full-Round Actions: Since the driver must use a move action to control the vehicle, he can't take a full-round action unless he starts it in one round and completes it



Fighting from a vehicle sometimes provides that extra edge for victory

on his next turn (see Start/Complete Full-Round Action, page 137).

Crew Quality

Rather than force you to create, or remember, statistics for everyone aboard a vehicle, vehicle statistics include a general "crew quality" descriptor. This indicates a typical crew's aptitude with the vehicle's systems.

Table 5–16: Vehicle Crew Quality shows the five levels of crew quality for GM-controlled vehicle crews, along with the appropriate check modifier. Use the check modifier for all skill checks related to the operation of the vehicle (including Drive and Repair checks). Use the attack bonus for all attack rolls performed by the crew. For quick reference, Table 5–17: Crewed Vehicles shows the typical crew quality, and the crew's total initiative and maneuver modifiers, for the vehicles covered in this book.

This by no means restricts you from creating unique vehicles where the crew's statistics are included, or from using GM characters' abilities when they drive or attack from vehicles. It's merely a shortcut allowing you to save time if you don't have particular GM characters behind the wheel.

Attack Options

Firing a vehicle's weapon requires an attack action and uses the driver's or gunner's ranged attack modifier.

A driver with 5 or more ranks in the Drive skill gains a +2 synergy bonus when firing vehicle-mounted weapons while driving.

Some military vehicles are equipped with fire-control computers. These systems grant equipment bonuses on attack rolls with the vehicle-mounted weapons to which they apply.

Driving Defensively: Just as in melee combat, one can fight defensively while driving a vehicle, which grants a +2 dodge bonus to the vehicle's Defense and applies a –4 penalty on attack rolls made by occupants of the vehicle.

Total Defense: A driver can choose the total defense, action which grants a +4 dodge bonus to Defense but does not allow the driver to attack (gunners or passengers take a –8 penalty on attack rolls). These modifiers last until the driver's next round of actions.

Full Attack Action: A driver cannot normally make a full attack, since controlling the vehicle requires a move action.

Gunners or passengers, however, can take full attack actions, since they don't have to use a move action (except, perhaps, to change positions in the vehicle). In general, taking a full attack action is useful only if a character has a base attack bonus high enough to get multiple attacks. A passenger can make multiple attacks with his own weapon (shooting a pistol out the window, for example). A gunner can make multiple attacks with one or more weapons controlled from his position.

Targeting Occupants

An attack made against a vehicle uses the vehicle's Defense, modified by its speed category. Attackers can choose instead to target specific vehicle occupants, such as the driver or a passenger.

TABLE 5–16: VEHICLE CREW QUALITY

Crew Quality	Check Modifier	Attack Bonus
Untrained	–4	–2
Normal	+2	+0
Skilled	+4	+2
Expert	+8	+4
Ace	+12	+8/+3

TABLE 5–17: CREWED VEHICLES

Name	Crew	Initiative	Maneuver
Civilian Aircraft			
Bell Jet Ranger	2 (Skilled +4)	+0	+0
Bell Model 212	2 (Skilled +4)	+0	+0
Cessna 172 Skyhawk	1 (Normal +2)	–2	–2
Learjet Model 45	2 (Skilled +4)	+0	+0
Civilian Cars			
Acura 3.2 TL	1 (Normal +2)	+0	+1
Aston-Martin Vanquish	1 (Normal +2)	+0	+2
BMW M3	1 (Normal +2)	+0	+3
Chevrolet Cavalier	1 (Normal +2)	+1	+1
Chevrolet Corvette	1 (Normal +2)	+0	+2
Dodge Neon	1 (Normal +2)	+1	+1
Ford Crown Victoria	1 (Normal +2)	+0	+1
Jaguar XJS	1 (Normal +2)	+0	+1
Lamborghini Diablo	1 (Normal +2)	+0	+3
Mercedes E55 AMG	1 (Normal +2)	+0	+2
Volkswagen Jetta	1 (Normal +2)	+0	+2
Civilian Motorcycles			
Ducati 998R	1 (Normal +2)	+2	+5
Harley Davidson FLSTF	1 (Normal +2)	+1	+3
Yamaha YZ250F	1 (Normal +2)	+2	+4
Civilian Trucks			
AM General Hummer	1 (Normal +2)	+0	+0
Chevrolet Suburban	1 (Normal +2)	+0	+0
Dodge Caravan	1 (Normal +2)	+0	+0
Ford Escape XLT	1 (Normal +2)	+0	+0
Ford F-150 XL	1 (Normal +2)	+0	+0
Toyota Tacoma Xtracab	1 (Normal +2)	+0	+0
Civilian Water Vehicles			
Bayliner 1802 Capri	1 (Normal +2)	+0	+0
Fairline Targa 30	1 (Normal +2)	–2	–2
Sea-Doo XP	1 (Normal +2)	+1	+3
Other Vehicles			
Armored truck	2 (Skilled +4)	+2	+2
Honda TRX400FW	1 (Normal +2)	+1	+3
Limousine	1 (Skilled +4)	+0	+0
Moving truck	1 (Normal +2)	–2	–2
NABI Model 40LFW	1 (Skilled +4)	+0	+0
Military Vehicles			
BMP-2	3 (Skilled +4)	+2	+2
M1A2 Abrams	4 (Skilled +4)	+0	+0
M2A2 Bradley	3 (Skilled +4)	+0	+0
M113A1 Gavin	2 (Skilled +4)	+2	+2
UH-60 Black Hawk	2 (Skilled +4)	+0	+0





An attack against a vehicle occupant is made like any other attack. Remember, however, that a character in a vehicle gains bonuses to Defense from both the vehicle's speed and any cover it provides.

Cover

When you fire from a vehicle, objects or other vehicles in the way can provide cover for your target (see Cover, page 144).

Damaging Vehicles

All vehicles have hit points, which are roughly equivalent to a character's hit points. Like most inanimate objects, vehicles also have hardness. Whenever a vehicle takes damage, subtract the vehicle's hardness from the damage dealt.

When a vehicle is reduced to 0 hit points, it is disabled. Although it might be repairable, it ceases functioning. A vehicle that is disabled while moving drops one speed category each round until it comes to a stop. The driver cannot attempt any maneuvers except a 45-degree turn.

Unlike characters, vehicles don't "die" when they reach –10 hit points. Instead, a vehicle is destroyed when it loses hit points equal to twice its full normal total. (For example, a Dodge Neon with 30 hit points is destroyed when its current hit points reach –30.) A destroyed vehicle cannot be repaired.

Energy Attacks: Vehicles are treated as objects when subjected to energy attacks. For example, fire attacks deal half damage to objects, including vehicles (see Energy Attacks, page 150).

Exploding Vehicles: If the attack that disables a vehicle deals damage equal to half its full normal hit points or more, the vehicle explodes after 1d6 rounds. This explosion deals 10d6 points of damage to everyone within the vehicle (Reflex save, DC 20, for half damage), and half that much to everyone and everything within 30 feet of the explosion (Reflex save, DC 15, for half damage).

Repairing Damage

Repairing damage to a vehicle takes a full hour of work, a mechanical tool kit, and a garage or some other suitable facility. (Without the tool kit, you take a –4 penalty on your Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, you may continue to make repairs for as many hours as it takes to restore all of the vehicle's hit points.

Taking out the Tires

Sometimes it's necessary to stop a car without destroying it or killing the occupants. Generally, the best way to do that is to take out its tires. A vehicle with no tires can still operate, but it's very hard to control.

For most vehicles, tires have 2 hit points. Some heavy wheeled vehicles (such as an armored truck) travel on puncture-resistant tires that have hardness 3 and 5 hit points. Damage taken by tires counts against the total hit points of the vehicle. A tire is flat when it is reduced to 0 hit points.

Each flat tire on a wheeled vehicle imposes a –4 penalty on Drive checks. If the vehicle has four or fewer tires, the driver must make a Drive check (DC 15) to retain control each time one or more of its tires go flat. A vehicle with more than half its tires destroyed can travel no faster than street speed.

Shooting Tires: A character can attempt to shoot a car's tires. A tire has a Defense of 10. This figure is modified by the speed of the vehicle and perhaps by cover (a tire being shot at from behind or in front of the vehicle usually gains three-quarters cover).

Caltrops and Obstacles: See the avoid hazard stunt for rules on caltrops and obstacles. If a driver avoids a set of caltrops, the vehicle's tires are not damaged. If not, the caltrops make an attack against each tire that passes through the square.

Spike Strips: More reliable than caltrops, spike strips function identically, except that the strip cannot be avoided if a vehicle passes over it. A spike strip deals 2 points of damage to each tire that comes in contact with it.

Windows and Windshields

When people start shooting at cars, the first things to go are usually the windows. Car windows can be targeted deliberately, or they can be damaged when an attack targeted at an individual in the vehicle must pass through an intact window (which happens when shooting at someone through the windshield).

Automotive windows and windshields have hardness 3 and 2 hit points. Damage taken by windows counts against the total hit points of the vehicle.

Targeting a Window: For most vehicles, the front and rear windscreens have a Defense of 10, while the side windows have a Defense of 12. The window's Defense is modified by the speed of the vehicle.

Targeting a Passenger through a Window: When an attack must pass through a window to hit a target, it damages the window before damaging the target. If the attack is successful, roll damage as normal. Apply the damage to the window. If the window takes its full hit points worth of damage, it shatters and falls away. Apply any remaining damage to the target. If the attack is unsuccessful, neither the target nor the window takes damage.

Obviously, if the window is open, or is already destroyed, it takes no damage from the attack.

For example, a thug in a stolen car tries to run down Yoriko. She stands her ground, pulling her Glock 17 and taking aim at the driver as the car charges toward her. She makes her attack roll and hits the thug, dealing 9 points of damage. The first 5 points destroy the windshield (3 to get through its hardness, 2 to break the glass). The thug is dealt the remaining 4 points of damage.

Chapter Six
ADVANCED CLASSES



Russell Whitfield, Soldier

Sooner or later, your character is going to want to specialize, sending his or her heroic career in a particular direction. In addition to multiclassing freely among the six basic classes (Strong, Fast, Tough, Smart, Dedicated, and Charismatic), eventually your character will qualify to take levels in an advanced class.

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

Advanced classes allow a Gamemaster to create specific, exclusive roles as classes especially tied to his or her campaign. These special roles offer abilities otherwise not accessible to characters, as well as direction and purpose tied to a specific concept. A character with an advanced class will be more specialized, and perhaps more powerful, than a hero who gains levels in just the basic classes.

Still, the best characters combine levels of basic and advanced classes to their ultimate advantage, selecting the class at each level that will give them the class skills and talents they need to develop further.

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

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

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



The advanced classes that follow are suitable for any modern setting. Chapter Nine: Campaign Models features a selection of advanced classes created specifically for the campaigns outlined therein. Whether or not those advanced classes are available in your campaign is up to the Gamemaster.

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

Qualifying for an Advanced Class

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

According to the rules for level advancement (see page 39), you must choose your new class first. Then you gain new abilities or features, such as an increased base attack bonus or more skill points to spend. If those new abilities or features make you eligible for an advanced class, you can take your first level in that class the next time you attain a new level. For example, if you obtain the number of ranks you need in a particular skill upon reaching 4th level, then you can select the advanced class that has that prerequisite at 5th level. Or, if you obtain the required base attack bonus upon reaching 3rd level, you can select the advanced class with that prerequisite when you're ready to rise to 4th level.

Additionally, the GM may install in-game requirements, such as professional fees, special training, or membership in a specific group.

Advanced classes are designed so that characters can select them as early as 4th level with a little planning, though some characters may not be able to qualify for an advanced class until later in their heroic careers.

SOLDIER

The Soldier is a trained warrior, as good with a gun as he is with a knife or some other melee weapon. Some soldiers come out of formal military programs or law enforcement academies. Others acquire their skills on the field of battle. The Soldier might be a dedicated idealist or a profit-seeking mercenary, a hired gun or a highly skilled adventurer. In all cases, the Soldier learns how to defeat his enemies, to complete his missions, and ultimately, to survive.

Select this advanced class if you want your character to be a well-rounded combat expert. It combines both melee and ranged weapon expertise, preparing the Soldier for whatever situation comes his way.

The fastest path into this advanced class is from the Strong hero basic class, though other paths are possible.

Requirements

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

Base Attack Bonus: +3.
Skill: Knowledge (tactics) 3 ranks.
Feat: Personal Firearms Proficiency.

Class Information

The following information pertains to the Soldier advanced class.

Hit Die

The Soldier gains 1d10 hit points per level. The character's Constitution modifier applies.

Action Points

The Soldier gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Soldier's class skills are as follows.

Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, history, popular culture, tactics) (Int), Listen (Wis), Navigate (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Soldier advanced class.

Weapon Focus

At 1st level, a Soldier gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Soldier chooses a specific weapon, such as a Desert Eagle or a metal baton. You can choose unarmed strike or grapple as the weapon. You must be proficient with the chosen weapon.

You add +1 to all attack rolls you make using the selected weapon.

Weapon Specialization

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

Bonus Feats

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

Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Brawl, Burst Fire, Cleave, Combat Reflexes, Exotic Firearms Proficiency, Exotic

TABLE 6-1: THE SOLDIER

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

Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Power Attack.

Tactical Aid

As a Soldier becomes more skilled, his leadership abilities increase. Starting at 4th level, a Soldier can use his knowledge of tactics to direct his allies in combat.

As an attack action, the Soldier provides tactical aid to any single ally (but not himself) within sight and voice range of his position.

As a full-round action, the Soldier provides tactical aid to all of his allies (including himself) within sight and voice range of his position.

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

Improved Critical

A Soldier of 5th level or higher knows how to strike more effectively and have a better chance of dealing significant damage with the weapon he has applied weapon specialization to.

For that weapon, your threat range increases by one. For example, a Desert Eagle threatens a critical hit on a 20. With this talent applied to the Desert Eagle, the threat range becomes 19–20.

Improved Reaction

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

Greater Weapon Specialization

At 8th level, a Soldier gains greater weapon specialization with the weapon he selected at 2nd level. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Critical Strike

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

MARTIAL ARTIST

The Martial Artist is a student of one or more martial arts disciplines. To the Martial Artist, these disciplines represent more than self-defense and combat expertise. The training includes a profound philosophy that teaches restraint and humility. The Martial Artist works to master her mind as well as her body, attuning both to work in harmony through the techniques she has learned. A Martial Artist might develop her combat skills and philosophy to aid her career as an agent or a law enforcer, or she might become an independent operative whose entire person is a weapon. No matter what career she chooses to pursue, she possesses confidence, commitment, and the means to get the job done.

Select this advanced class if you want your character to become a master of unarmed combat or melee fighting with exotic weapons.

The fastest path into this advanced class is from the Strong hero basic class, though other paths are possible.

Requirements

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

Base Attack Bonus: +3.
Skill: Jump 3 ranks.
Feats: Combat Martial Arts, Defensive Martial Arts.

Class Information

The following information pertains to the Martial Artist advanced class.

Hit Die

The Martial Artist gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Martial Artist gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Martial Artist's class skills are as follows.

Balance (Dex), Climb (Str), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture, theology and philosophy) (Int), Move

Silently (Dex), Perform (dance) (Cha), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

Class Features

The following features pertain to the Martial Artist advanced class.

Living Weapon

A Martial Artist is a highly trained unarmed fighter who receives considerable advantages in unarmed combat. The Martial Artist attacks with either fist interchangeably, or even with elbows, knees, and feet. This means that the Martial Artist may even make unarmed strikes when her hands are full, and there is no such thing as an off-hand attack for a Martial Artist striking unarmed.

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

Flying Kick

Starting at 2nd level, a Martial Artist can use a charge (see page 137) to deliver a devastating flying kick to an opponent. At the end of this charge, she adds her class level as a bonus to the damage she deals with an unarmed strike.

Bonus Feats

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

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

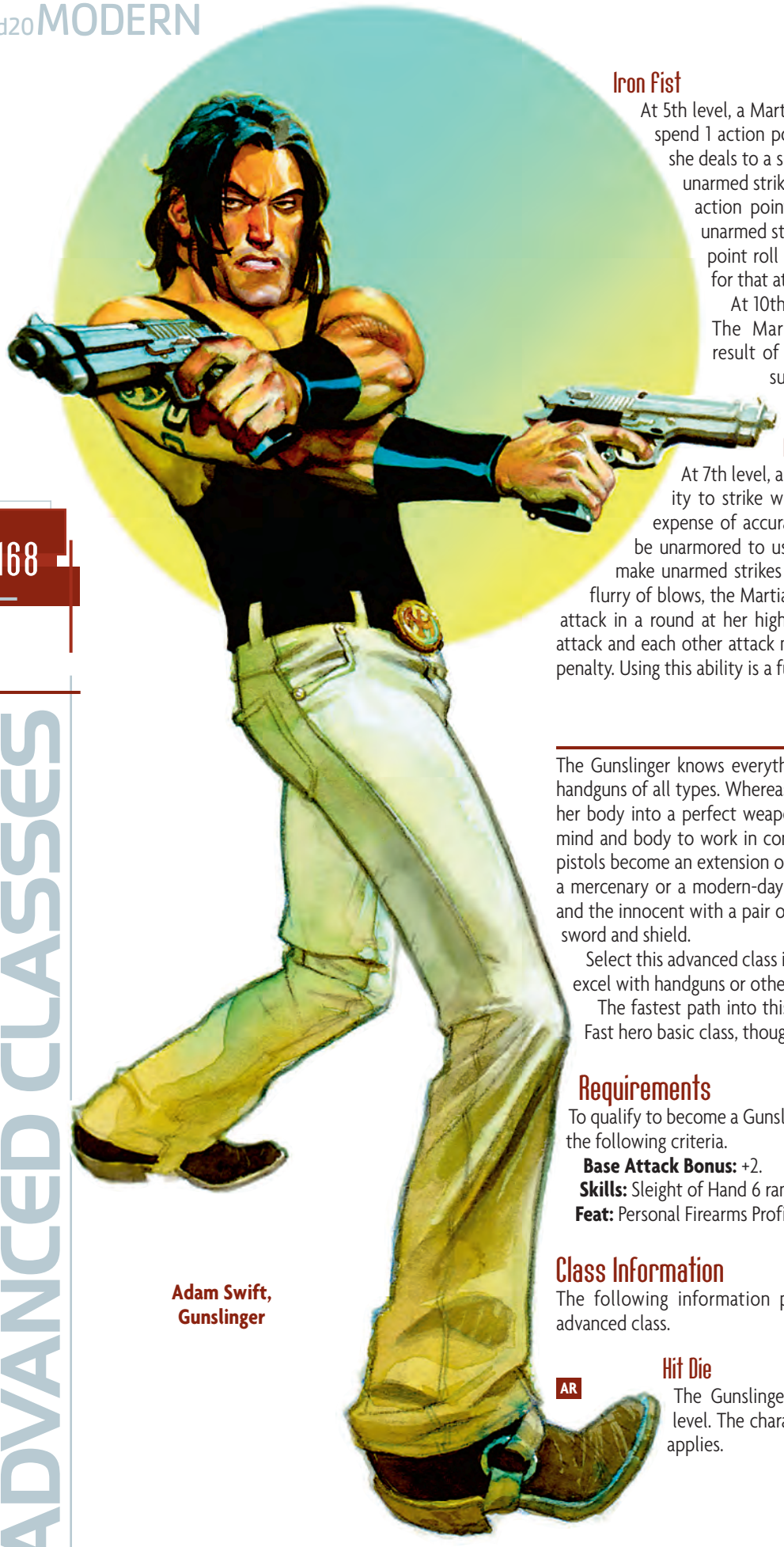


Roxanne Wallace, Martial Artist

SS

TABLE 6-2: THE MARTIAL ARTIST

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



Adam Swift, Gunslinger

Iron Fist

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

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

Flurry of Blows

At 7th level, a Martial Artist gains the ability to strike with a flurry of blows at the expense of accuracy. The Martial Artist must be unarmored to use this talent, and she must make unarmed strikes to gain the benefit. With a flurry of blows, the Martial Artist may make one extra attack in a round at her highest base attack bonus. This attack and each other attack made in the round take a –2 penalty. Using this ability is a full-round action.

GUNSLINGER

The Gunslinger knows everything there is to know about handguns of all types. Whereas the Martial Artist develops her body into a perfect weapon, the Gunslinger trains his mind and body to work in concert with his handguns. His pistols become an extension of him. The Gunslinger can be a mercenary or a modern-day knight, defending the weak and the innocent with a pair of blazing pistols instead of a sword and shield.

Select this advanced class if you want your character to excel with handguns or other ranged weapons.

The fastest path into this advanced class is from the Fast hero basic class, though other paths are possible.

Requirements

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

Base Attack Bonus: +2.
Skills: Sleight of Hand 6 ranks, Tumble 6 ranks.
Feat: Personal Firearms Proficiency.

Class Information

The following information pertains to the Gunslinger advanced class.

AR

Hit Die

The Gunslinger gains 1d10 hit points per level. The character's Constitution modifier applies.

Action Points

The Gunslinger gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Gunslinger's class skills are as follows.

Bluff (Cha), Demolitions (Int), Drive (Dex), Escape Artist (Dex), Gamble (Wis), Intimidate (Cha), Knowledge (current events, popular culture, streetwise) (Int), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), Survival (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Gunslinger advanced class.

Close Combat Shot

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

Weapon Focus

At 2nd level, a Gunslinger gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Gunslinger must choose a specific personal firearm, such as a Walther PPK or an M4 carbine.

You add +1 to all attack rolls you make using the selected personal firearm.

Bonus Feats

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

Advanced Firearms Proficiency, Advanced Two-Weapon Fighting, Burst Fire, Dead Aim, Double Tap, Far Shot, Improved Two-Weapon Fighting, Precise Shot, Quick Draw, Quick Reload, Shot on the Run, Skip Shot, Strafe, Two-Weapon Fighting.

Defensive Position

Starting at 4th level, a Gunslinger gains the ability to use cover to maximum advantage.

The Gunslinger 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.

Lightning Shot

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

Sharp-Shooting

At 7th level, a Gunslinger gains the ability to score hits that others would miss due to the target's cover.

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

Greater Weapon Focus

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

Bullseye

At 10th level, a Gunslinger becomes so adept at using the firearm to which he has applied Weapon Focus and Greater Weapon Focus that his attacks with that firearm can deal extra damage. With a successful attack, before damage is rolled, he can spend 1 action point to deal +3d6 points of damage.

TABLE 6-3: THE GUNSLINGER

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



Yoriko Obato, Infiltrator

INFILTRATOR

The Infiltrator can break into places others wouldn't dream of, find what she's looking for, and get back out again while eluding or evading anyone who would try to stop her. The Infiltrator is a master of stealth, breaking and entering, and second-story work. She has connections to the underworld, or at least knows her way around the seedier parts of town.

An Infiltrator can be a cat burglar or a spy, or she just may have all the skills necessary to accomplish missions for whatever agency pays her salary.

Select this advanced class if you want your character to excel at roguish activity and stealthy endeavors.

The fastest path into this advanced class is from the Fast hero basic class, though other paths are possible.

Requirements

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

Base Attack Bonus: +2.

Skills: Hide 6 ranks, Move Silently 6 ranks.

Class Information

The following information pertains to the Infiltrator advanced class.

Hit Die

The Infiltrator gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Infiltrator gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Infiltrator's class skills are as follows.

Balance (Dex), Climb (Str), Disguise (Cha), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Investigate (Int), Jump (Str), Knowledge (art, business, current events, popular culture, streetwise) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Search (Int), Sleight of Hand (Dex), Speak Language (none), Tumble (Dex).

Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Infiltrator advanced class.

TABLE 6-4: THE INFILTRATOR

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



Sweep
An Infiltrator knows how to size up an area and get the lay of the land in a single sweep of her eyes that often isn't perceptible to those around her. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the Infiltrator (but not behind her). The Infiltrator can use this bonus at the start of an encounter to look for obvious enemies, alarms and surveillance devices, traps, escape routes, and any expensive objects that can easily be concealed and carried away if she so chooses.

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

Improvised Implements
The Infiltrator becomes an expert at using improvised weapons and tools. Sometimes, a mission calls for the Infiltrator to enter a situation without a weapon. In such cases, she can turn ordinary objects into lethal weapons. A chair, a vase, a heavy book, a broken bottle, a full can of beer—these and other ordinary objects can become weapons in the Infiltrator's hands.

At 2nd level, an Infiltrator no longer takes a –4 penalty when wielding an improvised weapon (see page 109). Also, the Infiltrator is able to make do without proper equipment in certain circumstances: She no longer takes a –4 penalty when using the Climb and Disable Device skills without the proper tools.

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

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

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

For an Infiltrator who does not have evasion (see page 22 in the Fast hero class description), improved evasion counts as evasion for the purpose of meeting the prerequisites on the Fast hero's defensive talent tree.

Skill Mastery
At 5th level, an Infiltrator selects a number of skills from her class list equal to 3 + her Intelligence modifier. When making a check using one of these skills, the Infiltrator may take 10 even if stress and distractions would normally prevent her from doing so. She becomes so accomplished in the use of these skills that she can use them reliably even under adverse conditions.

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

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

Without a Trace
At 10th level, an Infiltrator becomes so good at what she does that she leaves almost no trace behind when she uses any of the following skills: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently, and Sleight of Hand. Those using Investigate, Listen, Search, or Spot to detect the Infiltrator's activity take a –4 penalty.

DAREDEVIL
The fearless Daredevil risks life and limb to perform death-defying acts. When you need a stunt person, an extreme sports enthusiast, or someone with the know-how to stage a dangerous-looking spectacle or to succeed at a stunt that no one else in their right mind would even attempt, then call on the Daredevil. The Daredevil can perform physical stunts and vehicle stunts, understands the magic of movie-making, and is tough enough to take on a dangerous stunt, succeed at the stunt—and survive.

Select this advanced class if you want your character to excel at risk-taking and understand how to push the limits of possibility.

The fastest path into this advanced class is from the Tough hero basic class, though other paths are possible.

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

Base Attack Bonus: +2.
Skills: Concentration 6 ranks, Drive 6 ranks.
Feat: Endurance.

Class Information
The following information pertains to the Daredevil advanced class.

Hit Die
The Daredevil gains 1d10 hit points per level. The character's Constitution modifier applies.

Action Points
The Daredevil gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.



Stephanie Lynch, Daredevil

Class Skills

The Daredevil's class skills are as follows.

Balance (Dex), Climb (Str), Concentration (Con), Demolitions (Int), Drive (Dex), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture) (Int), Perform (act) (Cha), Pilot (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Speak Language (none), Spot (Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Daredevil advanced class.

Fearless

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

Nip-Up

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

Bonus Feats

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

Acrobatic, Armor Proficiency (light), Armor Proficiency (medium), Athletic, Brawl, Cautious, Dodge, Force Stop, Improved Brawl, Improved Damage Threshold, Improved Knockout Punch, Knockout Punch, Mobility, Nimble, Spring Attack, Streetfighting, Surface Vehicle Operation, Toughness, Vehicle Dodge, Vehicle Expert.

TABLE 6-5: THE DAREDEVIL

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

Action Boost
This ability, gained at 4th level, allows a Daredevil to spend 2 action points in a round. You can spend 1 action point, see the result of the roll, and then decide to spend a second point, as long as you do so before the Gamemaster reveals the result of your action.

Adrenaline Rush
At 5th level, a Daredevil can temporarily increase one of her physical ability scores (Strength, Dexterity, or Constitution). She spends 1 action point and gets to increase the selected ability score by 1d4+1 points. The increase lasts for a number of rounds equal to her class level. At the end of the duration, the Daredevil is fatigued (see page 140) for 1d4+1 rounds.

At 8th level, a Daredevil can temporarily increase two of her physical ability scores. At the end of the duration, the Daredevil is fatigued for 1d6+2 rounds.

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

Damage Threshold
A 10th-level Daredevil increases her massive damage threshold (see page 141) by 3 points. This increase stacks with the increase provided by the Improved Damage Threshold feat.

For example, a Daredevil with a current Constitution score of 15 makes a Fortitude save against massive damage only when she takes 18 or more points of damage from a single attack. With the Improved Damage Threshold feat as well, her massive damage threshold would be 21 instead of 15.

BODYGUARD

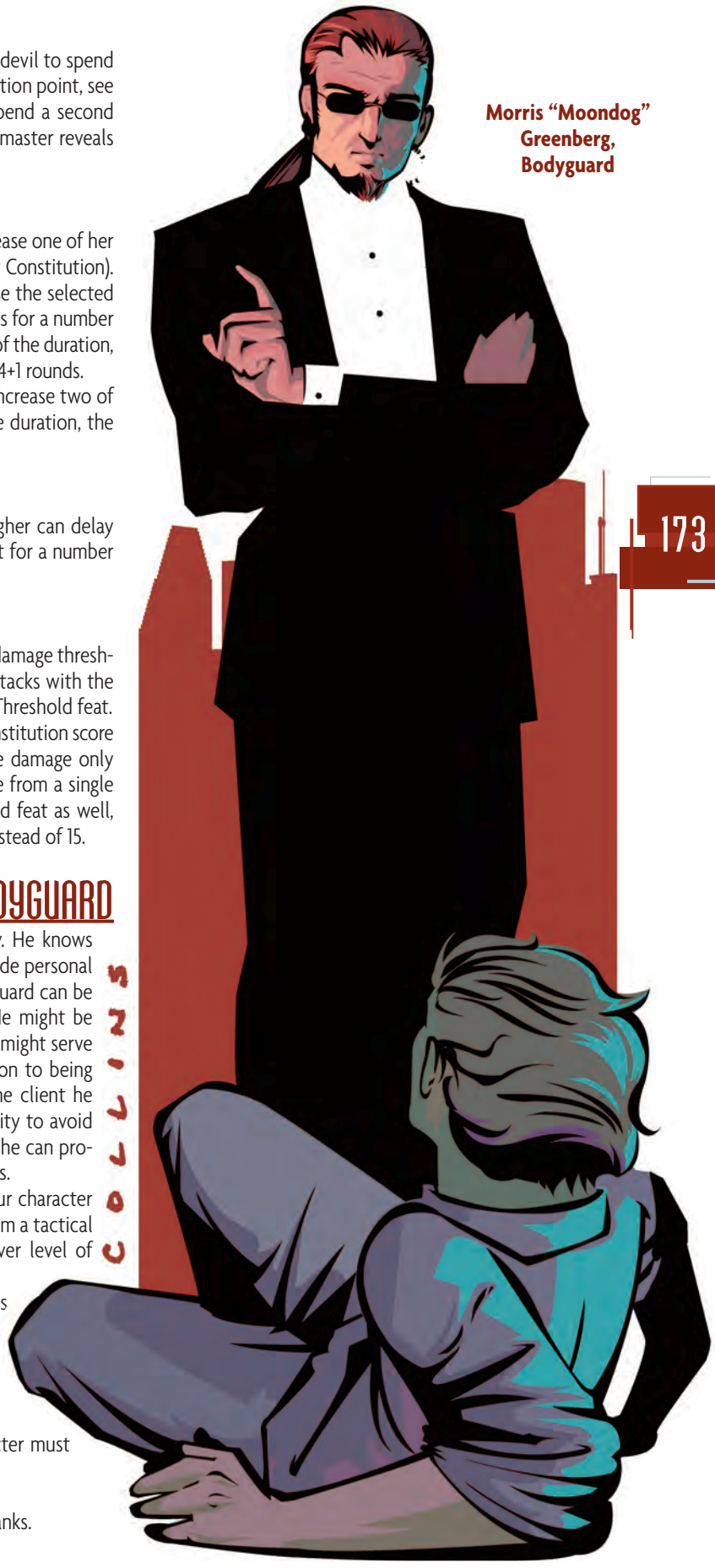
The Bodyguard makes security his specialty. He knows how to keep someone safe and how to provide personal protection to the utmost degree. The Bodyguard can be more than a security specialist, however. He might be part private detective, part hired muscle. He might serve as a driver or other personal aide, in addition to being ready at all times to offer protection to the client he watches out for. The Bodyguard has the ability to avoid trouble, and when trouble can't be avoided, he can protect a client through a variety of other means.

Select this advanced class if you want your character to excel at security and safekeeping, both from a tactical perspective and through the use of whatever level of force is required.

The fastest path into this advanced class is from the Tough hero basic class, though other paths are possible.

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

Base Attack Bonus: +2.
Skills: Concentrate 6 ranks, Intimidate 6 ranks.
Feat: Personal Firearms Proficiency.



Morris "Moondog" Greenberg, Bodyguard

Class Information

The following information pertains to the Bodyguard advanced class.

Hit Die

The Bodyguard gains 1d12 hit points per level. The character's Constitution modifier applies.

Action Points

The Bodyguard gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Bodyguard's class skills are as follows.

Concentrate (Con), Disguise (Cha), Drive (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioral sciences, civics, current events, streetwise) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 3 + Int modifier.

Class Features

The following features pertain to the Bodyguard advanced class.

Harm's Way

A Bodyguard may elect to place himself in the path of danger to protect a single ally. Once per round, if the Bodyguard is adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), the Bodyguard can subject himself to the attack in the ally's stead. If the attack hits the Bodyguard, he takes damage normally. If it misses, it also misses the ally.

The Bodyguard must declare his intention to place himself in harm's way before the attack roll is made. He selects his ally either prior to combat (in the case of protecting a specific client) or immediately after he makes his initiative check. The Bodyguard can't change his ally for the duration of the combat.

Combat Sense

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

At 8th level, the competence bonus increases to +2.

Bonus Feats

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

Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Attentive, Combat Expertise, Combat Reflexes, Double Tap, Improved Brawl, Improved Feint, Improved Knockout Punch, Knockout Punch, Precise Shot, Quick Draw, Quick Reload, Streetfighting, Vehicle Expert.

Sudden Action

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

Improved Charge

When trouble occurs, a Bodyguard of 5th level or higher can make a charge (see page 137) without having to move in a straight line. All other charge rules apply, but the Bodyguard can alter his direction when making a charge to avoid obstacles.

Defensive Strike

At 7th level, a Bodyguard develops the ability to turn a strong defense into a powerful offense. If an opponent makes a melee attack against the Bodyguard and misses while he is using the total defense option, the Bodyguard can attack that opponent on his next turn (as an attack action) with a +4 bonus on his attack roll. The Bodyguard gains no bonus against an opponent who doesn't attack him or against an opponent who makes a successful attack.

Blanket Protection

At 10th level, a Bodyguard can use his expertise to provide

TABLE 6-6: THE BODYGUARD

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



protection for up to six allies (not including himself). He spends 1 action point and takes a full-round action to issue orders and directions. Doing this provides the Bodyguard's allies with a +1 insight bonus to Defense for 3 rounds.

FIELD SCIENTIST

The Field Scientist spends most of her time away from the laboratory, performing hands-on research and working in the field as an expert on either a single topic or a multitude of topics. An adventurous archaeologist who's comfortable raiding dank tombs and dodging ancient traps fits into this advanced class. So does a hazmat specialist, an oceanographer willing to dive into the water and swim with the sharks, a meteorologist who chases tornadoes, a military mission specialist with a scientific background, a criminal psychologist who profiles crime scenes, and a zoologist eager to hunt crocodiles and handle poisonous reptiles.

Select this advanced class if you want your character to excel at scientific theory and knowledge, with the ability to apply it in the field to solve problems and discover the truth of any situation.

The fastest path into this advanced class is from the Smart hero basic class, though other paths are possible.



Roberta Cain, Field Scientist

Requirements

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

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

Class Information

The following information pertains to the Field Scientist advanced class.

Hit Die

The Field Scientist gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Field Scientist gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Field Scientist's class skills are as follows.

Computer Use (Int), Craft (chemical, electronic, mechanical, pharmaceutical), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Investigate (Int), Knowledge (behavioral sciences, earth and life sciences, physical sciences, technology) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Research (Int), Search (Int), Speak Language (none).

Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Field Scientist advanced class.

Smart Defense

Using her brains as well as her dexterity, a Field Scientist applies her Intelligence bonus and her Dexterity bonus to her Defense. Any situation that would deny the Field Scientist her Dexterity bonus to Defense also denies the Intelligence bonus.

Scientific Improvisation

At 2nd level, a Field Scientist gains the ability to improvise solutions using common objects and her scientific know-how. This ability lets her 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. So, to improvise a single-use weapon that deals the same damage at the same range as a Desert Eagle, the DC for the Craft (mechanical) check is 23 (5 + 18).

Only objects that can normally be used more than once can be improvised. For example, a Field Scientist can't use scientific improvisation to build an explosive, since that's normally an object that's usable only once.

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

Bonus Feats

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

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

Skill Mastery

At 4th level, a Field Scientist selects a number of skills from her class list equal to 3 + her Intelligence modifier. When making a skill check using one of these skills, the Field Scientist may take 10 even if stress and distractions would normally prevent her from doing so. She becomes so accomplished in the use of these skills that she can use them reliably even under adverse conditions.

Minor Breakthrough

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

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

Smart Survival

A Field Scientist of 7th level or higher has an uncanny knack for survival that combines resourcefulness, intelligence, and a degree of luck. By spending 1 action point, the Field Scientist plays it smart and reduces the damage dealt by a single attack or effect by 5 points.

Smart Weapon

The field is a dangerous place, and a Field Scientist learns that protecting herself is as important as research and study. At 8th level, the Field Scientist selects one weapon that she is proficient in and can use with one hand. With the selected weapon, the Field Scientist can use her Intelligence modifier instead of her Strength or Dexterity modifier on attack rolls.

TABLE 6-7: THE FIELD SCIENTIST

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



Major Breakthrough

At 10th level, a Field Scientist receives credit for a discovery in a particular field of study that earns her recognition within the greater scientific community. Regardless of the field of study, the Field Scientist gains a +2 bonus on Reputation checks when dealing with individuals who have at least 1 rank in any of the following Knowledge skills: behavioral sciences, earth and life sciences, physical sciences, or technology. This bonus stacks with the bonus provided by the minor breakthrough ability.

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

TECHIE

The Techie combines natural genius with expert training to become a master of technology and technological devices. Sometimes the Techie seems to be more comfortable around machines than around people, but he knows how to get those machines to perform beyond their specifications. The Techie might be a computer hardware expert, an engineer capable of miraculous inventions, or a top-notch mechanic who can modify and overhaul engines with the best of them to get that extra ounce of power when it's needed most.

Select this advanced class if you want your character to be an expert with technological devices, whether as a specialist or a jack of all technological trades.

The fastest path into this advanced class is from the Smart hero basic class, though other paths are possible.

Requirements

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

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

Class Information

The following information pertains to the Techie advanced class.

Hit Die

The Techie gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

The Techie gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Techie's class skills are as follows.

Computer Use (Int), Craft (electronic, mechanical) (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Knowl-



Brandon Cross, Techie

edge (behavioral sciences, earth and life sciences, physical sciences, popular culture, technology) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Techie advanced class.

Jury-Rig

A Techie gains a +2 competence bonus on Repair skill checks made to attempt temporary or jury-rigged repairs. See the Repair skill (page 70) for details on jury-rigging.

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

Extreme Machine

If it has mechanical or electronic components, a Techie of 2nd level or higher can soup it up and amp it up to get maximum performance.

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

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

The Techie performs the extreme modifications in 1 hour. He 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 Techie class level, beginning when the object is first put into use. The Techie 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.

For example, Brandon, a 4th-level Smart hero/5th-level Techie, wants to improve his pistol's damage by +1. He spends 1 action point, then takes 1 hour to do the work. When the work is done, he makes a Craft (mechanical) check against DC 15, and the check succeeds. His pistol now has a +1 bonus on damage rolls for 5 minutes beginning the next time he fires the weapon. When that time is up, the pistol reverts to its previous state. Brandon now makes a percentile roll to see if his pistol needs repairs. On a result of 26 or higher, the weapon works normally; on a result of 25 or lower, it is broken and can't be used again until it is repaired.

Bonus Feats

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

Builder, Cautious, Combat Expertise, Educated, Gearhead, Personal Firearms Proficiency, Point Blank Shot, Studious.

Build Robot

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

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

Follow these steps to build a robot.

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

Size	Purchase DC
Diminutive	18
Tiny	15

TABLE 6-8: THE TECHIE

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





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

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

Size	Craft DC
Diminutive	15
Tiny	12

Components	DC Modifier
Frame Shape and Locomotion [1]	
Bipedal	+4
Quadruped	+3
Treads	+2
Wheels	+1
External Components [2]	
Manipulators [3]	+3
Audio/visual sensor	+2
Remote Range [1]	
Remote control link, 100 feet	+1
Remote control link, 200 feet	+3
Remote control link, 300 feet	+5

1 Select only one of the options in this category.
2 Select one or more of the options in this category.
3 Necessary for a robot built to use any skill except Listen or Spot.

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

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

For example, if you want to build a Tiny robot with treads, manipulators, an audio/visual sensor, and a remote control link with a range of 100 feet, the DC for the skill check is 20 (12 + 2 + 3 + 2 + 1) and the task takes 12 hours.

A Diminutive robot can be 6 to 12 inches long or tall and weighs about 1 pound. A Tiny robot can be 13 to 24 inches long or tall and weighs up to 3 pounds. Statistics for these robots can be found on page 256.

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

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

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

Program the Robot: The Techie programs the robot as the final step. Decide how many ranks of the appropriate skill to program into the robot, up to the number of ranks the Techie has in the skill. A Techie's robot can only contain programming for one skill. Make the Computer Use check to program the robot.

The DC for the Computer Use check is 20, modified by the number of ranks the Techie wants to program into the robot (+1 to the DC for each rank). It takes 1 hour to program the robot.

For example, if the Techie wants to program his Tiny robot with 4 ranks of the Disable Device skill, the DC is 24.

Reprogramming: A robot can be reprogrammed at any time. Doing this requires 1 hour of work and a Computer Use check (DC 20 + the number of ranks programmed into the robot).

Mastercraft

At 5th level, the Techie becomes adept at creating mastercraft objects. He 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 Techie can build electronic devices. With Craft (mechanical), the Techie can build mechanical devices, including weapons.

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

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

When successfully completed, a mastercraft object provides a +1 bonus to its quality compared to an ordinary object of the same type. All weapons and armor, and certain other types of equipment, such as computers and electronic devices, can be constructed as mastercraft objects.

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

At 10th level, the Techie adds another +1 bonus to his mastercraft ability. If he focuses his ability on one Craft skill, his mastercraft objects now provide a +3 bonus. If he 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.



Elliot Klein,
Field Medic

FIELD MEDIC

The Field Medic brings medical care to the patient, wherever the patient happens to be. On the field of battle, at a disaster area, or in the wilderness far from the nearest hospital, the Field Medic treats injuries and diseases, tends wounds, and even performs complicated surgery to save lives and ease suffering. As a member of a team, the Field Medic is indispensable. He has the talent and the skill to provide excellent health care in even the most trying of circumstances. With a medical kit, a surgery kit, and a little time, the Field Medic can often perform the impossible—or he'll at least do his best when no other help is nearby.

Select this advanced class if you want your character to excel at medical skills and the healing arts.

The fastest path into this advanced class is from the Dedicated hero basic class, though other paths are possible.

Requirements

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

Base Attack Bonus: +2.
Skills: Treat Injury 6 ranks, Spot 6 ranks.
Feat: Surgery.

Class Information

The following information pertains to the Field Medic advanced class.

Hit Die

The Field Medic gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Field Medic gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Field Medic's class skills are as follows.

Computer Use (Int), Concentrate (Con), Craft (pharmaceutical) (Int), Diplomacy (Cha), Drive (Dex), Knowledge (behavioral sciences, current events, earth and life sciences, popular culture, technology) (Int), Listen (Wis), Pilot (Dex), Profession (Wis), Read/Write Language (none), Research (Int), Speak Language (none), Spot (Wis), Treat Injury (Wis).

TABLE 6–9: THE FIELD MEDIC

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

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Field Medic advanced class.

Medical Specialist

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

Expert Healer

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

Bonus Feats

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

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

Medical Mastery

When making a Treat Injury skill check, a Field Medic of 4th level or higher may take 10 even if stress and distractions would normally prevent him from doing so. He becomes so accomplished in the use of this skill that he can use it reliably even under adverse conditions.

Minor Medical Miracle

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

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

Medical Miracle

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

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

INVESTIGATOR

The Investigator might be an intrepid reporter or a photojournalist. She might be a private investigator, or a detective with a law enforcement agency. The Investigator uses wisdom and deduction, as well as a lot of hard work, to get to the solution of whatever mystery comes before her. One Investigator might prefer to expend brain power and intuition instead of muscle on the case at hand, while another won't mind wading into trouble or engaging in a firefight while solving a crime.

Select this advanced class if you want your character to excel at investigation and deductive reasoning.

The fastest path into this advanced class is from the Dedicated hero basic class, though other paths are possible.

Requirements

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

Base Attack Bonus: +2.

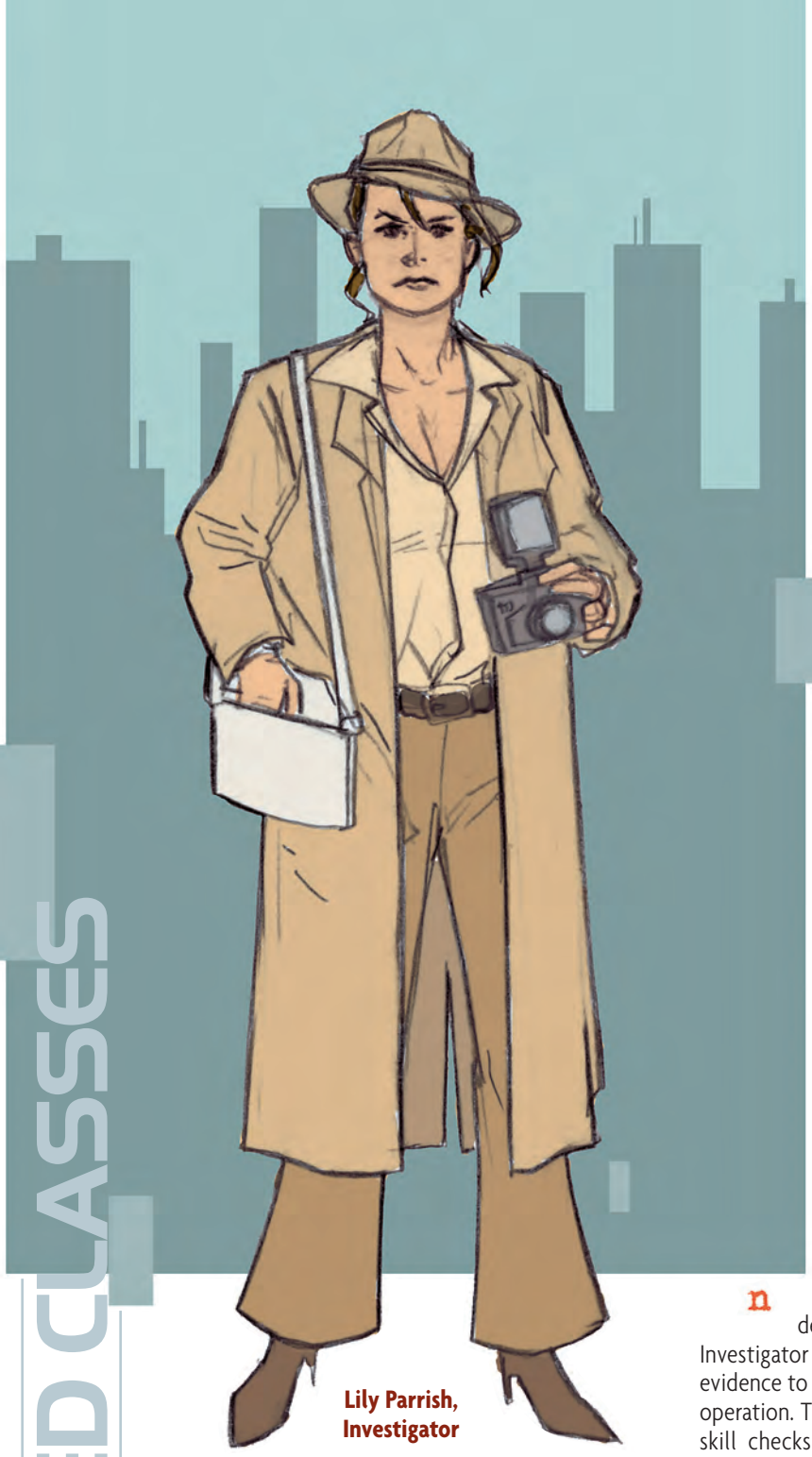
Skills: Investigate 6 ranks, Listen 6 ranks, Sense Motive 6 ranks.

Class Information

The following information pertains to the Investigator advanced class.

Hit Die

The Investigator gains 1d6 hit points per level. The character's Constitution modifier applies.



Lily Parrish, Investigator

Action Points

The Investigator gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Investigator's class skills are as follows.

Bluff (Cha), Computer Use (Int), Disable Device (Dex), Drive (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (behavioral sciences, civics, current events, streetwise) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Investigator advanced class.

Profile

An Investigator knows how to create a profile of a criminal. By making a Gather Information check (DC 15) when talking to witnesses of a crime, the Investigator compiles a rough mental picture of the suspect. This mental picture provides a physical description, including distinguishing markings and visible mannerisms. Success makes the profile accurate, at least concerning a particular suspect as seen by witnesses. (For this Gather Information check, no money changes hands.)

The Investigator can expand the profile by making an Investigate check (DC 15) involving the crime scene or other evidence linked to the suspect. If successful, the Investigator combines eyewitness accounts with forensic evidence to develop a profile of the suspect's method of operation. This provides a +2 circumstance bonus on any skill checks made to uncover additional evidence or

TABLE 6-10: THE INVESTIGATOR

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



otherwise locate and capture the suspect—the Investigator develops a sense of what the suspect is after and where he or she might strike next.

Contact

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

Contacts include informants, black marketeers, crime lab workers, reporters, street people, store clerks, taxi drivers, and others who can provide limited aid and information pertaining to the Investigator's cases.

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

At 2nd level, the Investigator gains a low-level contact, at 5th level a mid-level contact, and at 8th level a high-level contact.

The Investigator can't call on the same contact more than once in a week, and when she does call on a contact, compensation may be required for the assistance he or she renders. In general, a professional associate won't be compensated monetarily, but instead will consider that the Investigator owes him or her a favor. The GM character will call on a favor in return when the opportunity arises. Contacts with underworld or street connections usually demand monetary compensation for the services they render, and experts in the use of skills normally want to be paid for the services they provide.

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

Bonus Feats

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

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

Nonlethal Force

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

Discern Lie

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

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

Sixth Sense

At 10th level, an Investigator becomes so attuned at solving mysteries that she finds a way to put two and two together and rarely misses a clue. Whenever the Investigator spends 1 action point to improve the result of a skill check made using certain skills (see below), the Investigator gets to add an additional 1d6 to the result. So, if a 4th-level Dedicated hero/10th-level Investigator, for example, normally rolls 3d6 when she spends 1 action point when making the appropriate skill check, she now rolls 4d6.

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

PERSONALITY

The Personality is in the public's eye by day, while working for Department-7 (or the agency or organization of your choosing) by night. A movie star or television talk show host, a high-profile community leader or politician, a world-famous novelist or self-help guru—all these and more fit into the Personality advanced class. The Personality is recognizable, has some amount of fame and a following, and often has the reputation and wealth (or illusion thereof) to go along with the spotlight. A Personality might simply be famous because of who she is, or she may have earned her status by what she's done. She could be an entertainer, a celebrity, a dilettante, a politician, or the bored offspring of one of these public personalities. The trick is that the Personality uses her fame to advance her other career—as an agent or operative in Department-7 or some other covert organization.

Select this advanced class if you want your character to make the most of her Charisma and Charisma-based skills.

The fastest path into this advanced class is from the Charismatic hero basic class, though other paths are possible.

Requirements

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

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

Class Information

The following information pertains to the Personality advanced class.



Alexandra Gordon, Personality

Hit Die

The Personality gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

The Personality gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Personality's class skills are as follows.

Bluff (Cha), Craft (visual arts) (Int), Craft (writing) (Int), Diplomacy (Cha), Knowledge (art, behavioral sciences, business, civics, current events, popular culture) (Int), Perform (act, dance, sing, stand-up) (Cha), Profession (Wis), Read/Write Language (none), Speak Language (none).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Personality advanced class.

Unlimited Access

A Personality, because of who she is and who knows her, has a chance to gain access to places that other people would be denied. When others would normally make a Diplomacy check or Bluff check to smooth-talk or trick their way into a private party or invitation-only event, the Personality adds a bonus equal to her Personality level.

When a Personality buys a ticket to a show or for transportation, she can make a Diplomacy check to get that ticket upgraded. So, a ticket to a show becomes a backstage pass, a ticket to a sporting event becomes a field pass, a hotel room becomes a suite, or an economy ticket for an airplane becomes a first-class ticket. DCs are given below.

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

Bonus Class Skill

A Personality knows a little something about topics that seem unrelated to her public life. At 2nd and again at 7th level, the Personality designates one cross-class skill as a class skill. Once designated, the skill is considered a class skill every time the character adds a new level of Personality.

Bonus Feats

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

TABLE 6-11: THE PERSONALITY

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

Alertness, Animal Affinity, Combat Expertise, Confident, Creative, Deceptive, Defensive Martial Arts, Educated, Trustworthy.

Royalty

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

Winning Smile

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

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

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

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

Compelling Performance

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

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

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

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

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

NEGOTIATOR

The Negotiator finds a way to mediate the most violent disputes, haggle the best business deal, and reach a compromise with the most dangerous criminals. When a hostage situation takes center stage, the Negotiator is there to offer calm guidance and direct things to a peaceful conclusion. Got a jumper on a window ledge? Call the Negotiator. Need someone to close a big contract? Call the Negotiator. And when the talking ends and the situation remains volatile, the Negotiator knows how to mix it up and close the deal—in whatever manner is necessary.

Select this advanced class if you want your character to excel at bargaining, making deals, and talking his way into and out of trouble.

The fastest path into this advanced class is from the Charismatic hero basic class, though other paths are possible.

Requirements

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

Skills: Bluff 6 ranks, Diplomacy 6 ranks.

Feat: Alertness.

Class Information

The following information pertains to the Negotiator advanced class.



Troy Bellarosa, Negotiator

Hit Die

The Negotiator gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Negotiator gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Negotiator's class skills are as follows.

Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Drive (Dex), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (behavioral sciences, business, civics, current events, popular culture, streetwise) (Int), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 5 + Int modifier.

Class Features

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

Conceal Motive

A Negotiator is a skillful liar. He gets to add a bonus equal to his Negotiator level whenever he opposes a Sense Motive check.

React First

Starting at 2nd level, a Negotiator gains the ability to react first when trying to make a deal or mediate a settlement. The Negotiator must make contact and speak to the participants prior to the start of combat. If he does this, he gains a free readied action that allows him to make either a move or attack action if either side in the negotiation (other than the Negotiator) decides to start hostilities. The Negotiator gets to act before any initiative checks are made, in effect giving him the benefit of surprise (see page 133).

Bonus Feats

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

Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Attentive, Confident, Dead Aim, Deceptive, Educated, Far Shot, Iron Will, Personal Firearms Proficiency, Trustworthy.

Talk Down

A Negotiator of 4th level or higher can use a calming tone and quick thinking to talk his way out of trouble. Either prior to the start of hos-

TABLE 6-12: THE NEGOTIATOR

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

tilities or during combat, the Negotiator can talk down a single opponent within 15 feet of his position or otherwise able to hear his voice (if the Negotiator is speaking through a bullhorn, for instance). The target must be able to understand the Negotiator. That opponent immediately stops fighting and reverts to an indifferent attitude regarding the Negotiator and the situation in general. Any hostile action by the Negotiator or by one of the Negotiator's allies directed at the opponent allows the opponent to act as he sees fit.

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

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

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

No Sweat

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

Sow Distrust

A Negotiator of 8th level or higher can turn one character against another by sowing seeds of distrust. The Negotiator 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 whom the target's distrust will be directed. The target must be able to hear and understand the Negotiator.

The target makes a Will save. The DC is equal to 10 + Negotiator's class level + Negotiator's Charisma bonus. If the target fails the save, his 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, page 56). The target makes a Will save whenever the Negotiator uses this talent against him. As long as the target continues to fail the Will save, the Negotiator can continue taking full-round actions to worsen the target's attitude toward a designated character. When the target's attitude drops to hostile, he attacks the designated character.

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

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



Investigating a crime scene

Chapter Seven

GAMEMASTERING



Heroes need downtime too: After their own exciting adventure, they take in the latest thriller at the cineplex

Gamemastering involves writing, planning, acting, refereeing, arbitrating, and facilitating. When you're the Gamemaster, you're the guiding force of the game. If the game is fun, it will be to your credit. If it isn't, you'll need to make adjustments accordingly. But don't worry—running a d20 Modern game is rewarding and a lot of fun.

Purpose of the Game

Let's be clear about what the *d20 Modern Roleplaying Game* is. It is a game of cinematic action, a vehicle for all types of modern fantasy. Action involves drama and conflict, mystery and adventure. It engages the heroes in activity, including combat, skill challenges, roleplaying encounters, and more combat. It's a game of dice rolling, statistics, imagination, and problem solving, all set against a contemporary backdrop. It's action-oriented group storytelling with a random element.

It's a game about heroes. That's how the classes and game mechanics are designed. Once your character moves to center stage and the campaign begins, he or she slides from the ordinary to the heroic. Heroic characters are larger than life and able to accomplish things we ordinaries can only dream about. Heroes go adventuring, they gain experience and improve, they go up against terrible odds—and, most of the time, they ultimately succeed.

Some might say that the d20 System isn't realistic. They're right. It isn't. It's heroic, designed to help adjudicate larger-than-life adventures. In the case of d20 Modern, those adventures model action movies. Why should a Smart hero's base attack bonus, for example, improve as he goes up in level? Because he goes up in level by participating in adventures, and adventures almost always involve combat of some sort. Let's face it, very few scientists leave their labs and go out of their way to battle villains and save the world from movie-worthy disasters. A 6th-level Field



Scientist, on the other hand, is an active, heroic character who explores ancient tombs, mixes it up with enemy agents, and uses scientific theory to save the day.

The purpose of the game—of any game—is to provide fun and entertainment for all involved. The d20 MODERN brand of fun is exciting, action-packed, often explosive, and always engaging. With that in mind, read on.

THE ROLE OF THE GAMEMASTER

The Gamemaster is storyteller and referee, creator of terrible threats against humanity, secret master of the villainous, criminal, and insane, and hidden protector of the brave. The GM's responsibilities include five important tasks.

Craft a Story: First and foremost, a game session is a story. It should make sense and hang together, complete with a beginning, a middle, and an ending. Of course, after you set the adventure in motion, the players help provide what happens in the middle and how the conclusion plays out.

Set the Mood: The mood of an action-adventure story might be different, depending on the adventure. It might be fast and furious, or full of slow-building suspense. It might be a techno-thriller or even have elements of horror.

Excite the Players: Action-adventure stories are intense, exhilarating, and ultimately exciting. Conveying these feelings is a crucial part of the GM's task. If you have properly set the mood, the players should cooperate with you to keep the tension high and the stories exciting.

Create the World: The GM develops the campaign world, either using one that we provide or creating something completely new. This campaign provides the backdrop for each adventure and story that unfolds.

Adjudicate the Game: Finally, the GM rolls the dice, decides to add a thug or two to keep the heroes in danger, and actually referees the use of the rules contained in this book. The players must be able to count on you to run the game fairly and in everyone's best interests.

Storytelling

The rules of storytelling are the same as the rules for any other art form. Don't bore your audience, tell them what you want to tell them, add razzle-dazzle, and always leave them wanting more. As the GM, it's your responsibility to transform the printed words (or scrawled notes) of an adventure into a dramatic collaboration between you and your players, one that keeps everyone coming back for more.

Pacing

The pace of the game determines how much time you spend on a given activity or action taken by the heroes. Different players enjoy different activities, and hence often enjoy different paces. Some like to meticulously map out the assault on a terrorist compound, while others prefer to kick in the door and charge in with pistols blazing. Some roleplay every conversation with a GM character, while others can't wait to shove the plot along. Some tentatively feel their way along every foot of hallway, while others take the stairs two at a time in pitch darkness.

Do your best to please the group. If you have a bunch of techno-thriller addicts, don't skimp on the clever planning. If you have a collection of action-movie fans, blow things up real good.

When in doubt, move things along. If you think you might be finished with a scene, you probably are. Don't get bogged down in details or rules, and don't multiply scenes meaninglessly. It's seldom necessary to play out shopping trips for more ammo and low-light film, or describe every hour of researching a library or website, or tactically map out rest periods—unless that's when the enemy agents attack.

Setting up a Scene

Consider each scene a kind of adventure in miniature. Each scene contains some bit of the essence of the story, either as a problem, an opportunity, or a decision point. These problems, opportunities, and decision points are collectively referred to as encounters. Dealing with the surly guard who won't let you pass is an encounter; so is a conversation with someone who wants to give you information; and so is deciding what to do when the bridge in front of you collapses as you're trying to get away from a rampaging forest fire. For more about the different kinds of encounters a scene can contain, see Rewards and Behavior, page 202.

There should always be a reason each scene is part of the greater story. To make the scene work, give the players immediate input and let them find as much of that essence as they can. You won't lead them to it by holding their hands, but you shouldn't hide it from them for so long that they become frustrated, lose interest, or get confused enough to derail the larger story by chasing red herrings.

In the Moment

"What do we see?" This question traditionally begins a new scene: the players want information. If you have done your job right, they're desperate for it. Set up the scene beginning with the immediate overview. "The room seems small. You can't see anyone in it in the dim light filtering through the dirt-smudged windows, and there's a hole in the floorboards." Let the players ask their next questions. Don't slow the game with an abundance of details right away.

After the first flurry of descriptions, make sure you engage their senses. Mention the humming of insects in the still air. Describe the stench of stagnant sewage coming up from the hole in the floor. Evoke the creaks and groans of the old house. Pay attention to smells and sounds—they make a moment seem more real, and more involving, than visual descriptions alone. Find a telling detail that will allow each player to fully imagine the surroundings. For instance, mentioning the chirping of birds and the distant ring of a bicycle bell summons up a panoply of suburban imagery without describing every picket fence and neatly trimmed lawn.

Shine a Little Light

Ideally, the players' questions will reveal the essence of the scene to them: "Are there bloodstains on the floor?" "Does it look like someone was tied up in this house?" The answers to some questions can be guaranteed to keep everyone busy:

Q: *"Is there anything down in that hole?"*

A: *"You see only still, dark water, covering the floor about 10 feet below you. There are ropes tied around some ancient pipes down there. Perhaps this is where the Suburban Killer kept his victims, but the place appears deserted at the moment."*

If the players seem to need a little help, try setting them up for the questions: "The warped floorboards seem sticky as you walk on them." "There's some kind of little box holding up the table leg, near that coil of rope." "You hear a splash from the hole in the floor." Calling for Listen, Spot, or Search checks is another good way to feed clues to the players. Eventually, you'll want to spotlight the clue or conflict that sets up the next scene, if it wasn't the primary element of the scene already.

Move Along

Once the players are almost done capturing the scene's essence, start nudging them toward the next one. Don't let the story run out of energy. Every scene should seem to have a little more juice left in it when you leave it.

Some scenes move naturally into the next with no help from you at all. If a scene is an action scene, the heroes may pursue the bank robbers into the next scene anyway; if it's an investigation scene, they may follow the scent themselves. They may have an idea that excites them: a plan to defeat the villain, a strategy for uncovering the mole at the agency, or whatever. If they're interested and excited and going somewhere, get out in front and lead them there, even if—especially if—it's not where you thought the scene would lead. If they're seriously off track, let them lose a little momentum before you start applying the brakes—or add a few clues or threats to subtly put them back on the path you have prepared.

Cinematic Techniques

You can easily compare roleplaying games to movies. The two art forms share the same imperatives of drama, conflict, storytelling, and action. Some of the same techniques directors use in movies to create suspense or advance the story can come in handy for d20 Modern Gamemasters.

Cut-Aways

If your players split the party—sending one group of characters to scout the serial killer's house while the rest ask questions in town—their decision can be fatal to dramatic tension. Even if the characters have all gone to the house, one group may check upstairs while the others poke around the basement. By using cut-aways, the GM can run both scenes simultaneously, spending an action or two upstairs and then cutting away to the basement to follow the party there. This can make searching the house very suspenseful and dramatic, especially if one (or both) of the groups runs into some kind of obstacle. Cut away from the basement after the door to a small area of the lower level swings shut and traps the group within. Both groups will be in suspense as you describe the upstairs bedrooms to the oblivious heroes two floors up. Although cut-aways can be confusing to new players, it can help tie separated parts of the story together and avoid boring half the players while you deal with the rest.

Montages

Some adventures need a fairly lengthy setup. A rescue operation into a distant land doesn't really get going until the heroes reach the site. Rather than saying, "You take off from the airfield, land in a friendly country, take a helicopter through the desert, and get to the area," try presenting a more impressionistic montage of experiences. Describe the hurried packing of gear into the C-130, the quick switch from the plane to the helicopter, the suspicious expressions of the local people, encounters with a militia or mercenary group, and maybe even trouble with the chopper before they reach their ultimate destination. By presenting the elapsed time as a montage, not only do you draw the players into the story, you can build suspense or foreshadow themes or plot points.

Teasers

At the beginning of some TV action-adventure episodes, some poor character dies horribly, graphically, and—best of all—dramatically. You might consider beginning an adventure with a teaser, telling the story of whatever event serves as the background to the upcoming adventure. Remind your players that their heroes won't be able to act on any "out of game" information revealed during the teaser.

Ending the Session

Whenever possible, end the session either with a question or a bang. When you and the players break up the game for the night, they should be excited about what just happened, and they should want to resume play soon. This helps keep the game's continuity between sessions, making the players eager to get into character next session and cooperate to rebuild the atmosphere of the story. Finishing the session with a combat scene, a revelation that changes everything, or a juicy mystery to solve is the easiest way to get that kind of response.

This may require you to compress some scenes and expand others to reach the session's "natural" climax at the end of game play for the night. Ideally, you'll be compressing the dull, talky scenes and expanding the taut, suspenseful ones anyway. This cliffhanger can make your game seem more exciting even if you don't quite hit the mark for the ending.

With that in mind, consider the perfect session ender a mark to shoot for, but not a "must have"—don't railroad players or rush through the adventure for the sake of a good final scene. A great ending to a lousy story isn't worth it.

Take some time after the ending to talk to your players about the game or, better yet, listen to them discuss it. Find out what they liked, what they didn't like, what they were mystified by, and what they can't help chewing over. Listen closely to what they're considering for next session. Use this to adjust your pacing, and even the story of this and future adventures, so that next session, you can restore the atmosphere of the game.





ATMOSPHERE

There's a reason that we call the mood and feel of a game its "atmosphere"—it's hard to grasp, invisible, and often taken for granted. But without it, the game is dead. Some things add atmosphere, while others detract from it. Emphasizing the first class of things and minimizing the second is the key to developing a mood from the moment you pick up the dice, clear your throat, and say, "When last we left our intrepid heroes, you were standing in the still, humid air outside the Banner house, getting ready to enter the place and look for signs of the serial killer. . . ."

Building Atmosphere

Two levels exist that must be considered when creating the atmosphere for your d20 MODERN game. The first is the in-game level: things immediately related to or occurring within the story and the adventure itself. Many published adventures provide a modicum of support for in-game considerations. The metagame level—the atmosphere outside the story, between you and your players wherever you're physically sitting down to play—is almost always up to you.

In-Game Considerations

Much of the work of building atmosphere is done by the adventure you have bought or designed. It likely involves suspicious GM characters, unique locations, evil villains, and some kind of epic plot. However, a few "generic" atmosphere-building themes work well to establish and emphasize an action-adventure sensibility. Look them over, and identify any tricks you may wish to use while running the adventure, or themes to add if they aren't provided already.

First, you have to realize that d20 MODERN isn't designed to replicate reality—it's a game of cinematic action. Those who write action-adventure movies and novels don't worry too much about scientific accuracy, and neither should you. Anything is possible, as long as it makes for a good story and the special effects look cool.

Here are some tips to help you incorporate the key elements of cinematic action into an adventure.

Plenty of Action: In an action-adventure story, obviously, there's a lot of action. This includes combat, chases, and dramatic conflict. Events happen fast and furiously, and they usually involve a lot more reaction than planning. So the Gamemaster should never let the heroes stand around quietly for too long—that's not in the spirit of the genre.

Opportunities for Combat: Every adventure should have at least one combat scene, plus the potential for several more. Combat is action, and it's usually more exciting for characters to shoot their way out of trouble than to talk an enemy into surrendering—although the latter can be fun as a change of pace.

So be prepared. Every scene you present may erupt into combat, and that's okay.

Cool Villains: In most cases, the heroes are good guys and the villains are exceptionally evil. But they're also cool! Nothing makes an adventure more memorable than a nasty, evil, powerful, and driven villain who threatens the heroes and opposes them at every turn.

Of course, not every villain the characters face has to be cool. Minor opponents and lackeys of major villains are often weak, cowardly, and even outright stupid. (They may still be dangerous—in large numbers, even weak opponents can seriously threaten a group of heroes.)

Metagame Considerations

Although most of your attention should be on the story and the action within the game, the world outside the game can affect all these things. So can your attitude or actions when revealing the story to the players.

Setting: In general, a good roleplaying session doesn't flourish in brightly lit rooms with cartoons on TV, noisy computer games going in the background, and lots of distracting toys. In general, play with just enough light to see the character sheets, dice, and rules. Don't encourage TV shows or computer games during the session; you're there to game. Keep all distractions to a minimum.

To help build the atmosphere, you may want to provide handouts for players: floor plans of the old warehouse, copies of the missing millionaire's will, or newspaper articles about a series of murders. If you're a deft hand with desktop publishing, try recreating a newspaper font, or if you feel like experimenting with coffee stains and fountain pens, draft that old letter on "antique" parchment. Picture magazines can provide GM character photos or images of faraway locations.

Style: All the handouts in the world won't save you if you present a dull game. Use your tone of voice to set the mood. Keep it low and urgent, almost whispering, for the suspenseful search through the old house, then turn loud and panicked when the serial killer attacks. If a sudden gunshot interrupts a tense stakeout, announce it by slamming your palm on the table and saying, "A bullet shatters your windshield—what do you do now?" Keep the players involved, interested, and reacting instinctively.

STYLE OF PLAY

The GM provides the adventure and the world. The players and the GM work together to make the game unfold. However, it's your responsibility to guide how the game is played. Here are some examples of styles of play.

Shoot 'em All

The heroes kick down the door, fight the thugs, and rescue the hostages. This style of play is very straightforward and action-oriented. Very little time is spent on developing personas for the heroes, engaging in roleplaying while interacting with GM characters, or mentioning situations other than what's going on in the adventure. If you're running this type of game, do whatever it takes to get the heroes back into the action as quickly as possible. Motivations depend on the setup but may include money, fame, or a burning desire to clean up the city.

Deep-Immersion Storytelling

This style of gaming is deep and complex. The focus isn't on combat, but on talking, developing in-depth personas, and character interaction. Whole gaming sessions may pass without a single die being rolled.

Troy prefers the "shoot first, ask questions later" approach



In this style of game, most characters should be as complex and richly detailed as the heroes—although the focus should be on motivation and personality, not game statistics. Expect digressions about what each player wants his or her hero to do, and why. Adventures deal mostly with negotiations, political maneuverings, and hero-GM character interaction. Players may even talk about the "story" they're collectively creating.

Something in Between

Most campaigns should fall between these two extremes. There should be plenty of action, but there should also be a story line and interaction between heroes and GM characters. Players develop their heroes, but they're eager to get into fights as well. The "in between" style provides a nice mixture of roleplaying encounters and combat encounters. Heroes can interact with GM characters through diplomacy, negotiation, combat, or conversation.

Other Style Considerations

You should consider a few other style-related issues.

Serious or Humorous: We recommend that you play the game with a serious tone. How seriously you take the game serves as an example for the players. Joking around can be fun, but it can also detract from the action and drama. Keep the in-game action serious (although the occasional digression can be a fun change of pace).

Multiple Heroes: How many characters do you want each player to control? In general, it's best to keep it to one hero per player. However, if you have fewer than four players, you might allow someone to run an extra character to bring the party size up to four.

Interaction Style: Do you describe the action in third person or first person, and which way do you want your players to respond? This determines the voice of your game.

In third-person style, you describe the action as though you are the narrator of a book, and your players answer in kind.

GM: A police officer approaches you. He asks why you're standing around in front of the Third City Bank.

Player: My character smiles innocently. He says that we're waiting for the uptown bus, then asks if anything's wrong.

In first-person style, you speak as the GM characters and the players speak as their heroes.

GM: "Good evening, lady and gentlemen. So why, might I ask, are you four fine citizens hanging out in front of the Third City Bank well after business hours?"

Player: "Hello, officer. Isn't this where we catch the bus that runs uptown?"

Either method works fine. Some GMs and players like to vary their approach depending on the situation. Just use the style that best suits you and your group.

ADJUDICATE THE GAME

When everyone gathers around the table to play the game, the Gamemaster is in charge. That doesn't mean that you can tell people what to do outside the boundaries of the game, but it does mean that you're the final arbiter of the rules within the game. Good players always recognize that you have the ultimate authority over the game mechanics, even superseding the rulebook. Good GMs know not to change or overturn an existing rule without a good, logical justification.

This means that you need to know the rules. You're not required to memorize the rulebook, but you should have a clear understanding of what's in the book so that when a situation comes up that requires a ruling, you know where to reference the proper rule in the book.

Situations can arise that aren't explicitly covered by the rules. In such a situation, it's the GM who needs to provide guidance as to how it should be resolved. When you come upon a situation that doesn't seem to be covered by the rules, consider the following:

Try to extrapolate from similar situations that *are* covered in the rules.

If you have to make up a house rule, stick with it for the rest of your campaign. Consistency is good for the players and the game.

If you come upon an apparent contradiction in the rules, choose a direction and stick with it for the rest of your campaign.





The GM's Best Friend

One important tool you have at your disposal is an informal rule that we call the GM's best friend: Favorable conditions provide a +2 circumstance bonus to any d20 roll, while unfavorable conditions provide a –2 penalty. You'll be surprised how often this simple rule prevents or solves problems.

Most of the time, favorable and unfavorable conditions arise because of special situations that aren't (and can't be) specifically covered by rules.

For example: When he's not out saving the city, Troy Bellarosa plays guitar at a number of popular downtown nightclubs. When he hears that a new drug has hit the streets, he decides to root out its source. Using his familiar face and natural charm, he makes a Gather Information check to uncover the name of the drug's local supplier. Normally, the DC for the skill check would be 25, since the information Troy wants is protected. However, because Troy belongs to the local in-crowd and has pleased the audience with past performances, the GM decides to reduce the skill check DC to 23 (or give Troy a +2 bonus on his Gather Information check).

You can apply additional modifiers as needed. For example, if Troy decides to wring information out of nightclub patrons using veiled threats and little discretion, the GM might apply a –2 penalty to his Gather Information check or increase the skill check DC by 2. Multiple favorable or unfavorable conditions add up to give the check a total modifier and the DC a final result.

Changing the Rules

Every rule you see in this book was written for a reason. That doesn't mean that you can't change them for your own game. Perhaps your players don't like the way initiative is determined, or you find that the rules for learning new feats are too limiting. Rules that you change for your own game are called "house rules." Given the creativity of gamers, almost every campaign develops its own house rules in time.

The ability to use the mechanics as you wish is paramount to the way roleplaying games work. Still, changing the way the game does something shouldn't be taken lightly. You should always try to picture the implications before you make the change.

Consider the following questions when you change a rule.

Why am I changing this?

Am I clear on how the rule I'm going to change really works?

Have I considered why the rule exists as it does?

How will the change impact other rules or situations?

Will the change favor one class, skill, feat, etc., more than the others?

Often, players want to help redesign rules. This can be important, since the game exists for the enjoyment of all its participants, and creative players can often find ways to fine-tune a rule. Be receptive to players' concerns about mechanics. At the same time, however, be wary of players who want to change the rules just for their own benefit. The game system is flexible, but it's also meant to be a balanced game. Players may express a desire to have the rules always work in their favor, but the reality is that if there were no challenges for the players, the game would quickly grow dull. Resist the temptation to change the rules just to please your players.

Table Rules

One thing that helps everyone to all get along is to establish a set of rules that govern what happens around the table.

The following are some "table rules" you'll need to deal with eventually. It's best to come up with the answers before you start a regular campaign. You can establish these yourself, or you can work them out with your players.

No-Show Players: Sometimes a regular player can't show up for a game session. The GM and the group are faced with the question of what to do with his or her character. There are several possibilities.

Someone else runs that hero for the session (and thus runs two heroes at once). This is easiest on you, but sometimes the fill-in player resents the task, or the replaced player is unhappy with what happens to the hero in his or her absence.

You run the hero, doing your best to make the decisions that you think the player would make. This might actually be the best solution, but don't do it if running a hero and running the game at the same time is too much for you and hurts the whole session.

The hero, like the player, can't be present for this adventure. This only works in certain in-game situations, but if it makes sense for the character to be absent, that's a handy way to take the hero out of the action for a game session. Ideally, the reason for the hero's absence is one that allows him or her to jump back in with a minimum of fuss when the player returns.

If a character needs a reason to bow out of a mission, any real-world excuse will do, such as a family emergency, business trip, or social obligation.

Dice Conventions: When someone makes a roll and the die lands on the floor, do you reroll it or use the die as it lies? What do you do with a die that lands against a book and is cocked? Are players required to make all die rolls where the GM can see them? There are no right or wrong answers to these questions, but deciding your group's methods ahead of time avoids arguments later.

Rules Discussions: It's probably best if players don't question your rulings or established rules, propose new house rules, or conduct discussions on other aspects of the game (aside from what's immediately at hand) during the game itself. Such matters are best addressed at the beginning or end of the session.

Jokes and Off-Topic Discussions: There are always funny things to be said, movie quotes, good gossip, and other conversations that crop up during the game. Decide for yourself and with your group how much is too much. Remember that this is a game and people are there to have fun, yet at the same time keep the focus on the action of the heroes so the whole session doesn't pass in idle talk.

Additions to the Game

As GM, you get to make up your own stuff. Adding new elements to the game can be a really entertaining and rewarding experience.

On the downside, an addition to the game can spoil game balance. Maintaining balance is an important GM responsibility. Most unbalancing factors are actually hasty or ill-considered GM creations.

One way to judge whether a new skill, feat, or other option is balanced is to ask, "If I add this to the game, is it so good that everyone will want to take it?" At the same time, ask, "Is this so limited that no one will be interested?" Keep in mind that it's easier and more tempting to create something that's too good rather than not good enough. Be careful.

Metagame Thinking

"I figure that there's a lever on the other side of the room that turns off the noxious gas emitters," a player says to the others, "because the GM would never create a trap that we couldn't deactivate somehow." That's metagame thinking. Any time the players base hero actions on logic that depends on the fact that they're playing a game, they're "metagaming." This activity should always be discouraged, because it detracts from real roleplaying and spoils the suspension of disbelief.

Surprise your players by foiling this mode of thinking. Maybe there *is* a lever on the other side of the room—but it might be malfunctioning. Keep your players on their toes, don't let them second-guess you, and tell them to think in terms of the game world.

Knowing the Heroes

One advantage that you as Gamemaster always have over a writer designing an adventure is that you know the heroes in your game. You know what they're likely to do, what their capabilities are, and what's going on in your campaign right now. That's why, even when you use a published adventure, you'll want to work to ensure it fits into your campaign properly.

A good GM always knows the following information about the heroes in his or her game.

The Heroes' Basic Statistics: This information includes class and level as well as hit points, saving throw bonuses, attack bonuses, and special abilities. You should be able to look at an opponent's hit points, Defense, and special attacks and defenses, and then judge whether an encounter is a fitting challenge. Compare, for example, the opponent's Defense with the attack bonuses of the heroes in the group. When you figure average rolls, can the heroes hit their opponents?

Examine the attack bonus of the opponent. Look at the damage it can deal. When you compare this with the Defense and hit points of the heroes, will the opponent be able to hit or seriously damage them? If the opponent's attack bonus added to a typical d20 roll hits the hero's Defense, and the average damage dealt is more than the hero's total hit points, the opponent will kill the hero. When you look at the saving throw DCs of the opponent's special attacks, are the heroes likely to successfully resist the attack? Will it be very easy or extremely difficult? These sorts of questions and analyses allow you to judge opponents, encounters, and adventures to determine whether they are appropriate for your group.

Keep an up-to-date record of all the heroes, their abilities, hit points, Defense, and other statistics. One way to do this is to require the players to give you new copies of their character sheets whenever they change significantly. This is helpful to you for balancing encounters and monitoring resource depletion during play. It's also very handy if a player can't make it to a session, enabling you to simply hand the sheet to whoever is running the hero for that session.

The Players' Likes and Dislikes: Some groups hate political intrigue and avoid it, preferring to charge into action instead. Other groups are more likely to run from a serious combat challenge. If you're aware of what entices the group, you're able to judge whether they will like and partake in a particular encounter or adventure.

What's Going on in the Campaign?: It's important to always know what the heroes are doing and a little about their plans. If the heroes want to leave the city and head to the suburbs to find an old acquaintance, you need to keep that in mind when preparing that session's adventure and planning ahead for future sessions.

Keep a record of everything that's going on in the game. A timeline can help you keep track of when events happened in relation to each other (especially handy for monitoring the activities of recurring villains). Above all, make sure you have a good grasp of characters' names (particularly ones you're forced to make up in the middle of the game), so that a contact's name doesn't change from session to session. And, of course, you should remember what the heroes have accomplished, where they have been, enemies they have made, and so on.

Knowing Your Materials

You're running the game, so you have to know everything. Well, maybe not everything, but enough to keep things moving. If you know the heroes want to assault a desert base, it's helpful to do research in advance. You could look into how desert travel affects their movement, what it's like to be in the desert (possibly through some research into an encyclopedia or travel book), and other considerations (water needs, survival gear, and so on).

You want to prepare as much as you can for the adventure ahead of time. Figure out what happens when, decide on the layout of the area (both the large-scale landscape and individual encounter areas), determine what the heroes face if they go to a particular area, how characters the heroes meet will react, and the events that are likely to happen (such as a conversation or a fight).

When you're running a published adventure, this preparation often amounts to reading the material carefully and making notes where you need them.

If you design your own adventure, your preparation requires more time. This preparation might include any or all of the following elements:

Maps of the area, both large scale and for specific encounters. These can be sketchy or detailed, as long as they serve your needs.





A key to each map detailing encounters, opponents, and notes on the environment (what the heroes see and hear).

Statistics and notes on GM characters, including potential reactions.

Page numbers for rules you might need to refer to.

Notes on the plot of the adventure.

Not every adventure requires reams of notes to play. The needs vary from adventure to adventure and even from GM to GM. Not every GM likes to prepare detailed notes ahead of time. Some have more fun if they just "wing it." And sometimes a GM would like to be better prepared, but there just isn't time. Find the style of Gamemastering that suits you best.

Knowing the Rules

If you know that the vehicle combat rules will be needed to play out the upcoming battle, review those rules before playing. When lesser-known rules come into play in the course of an adventure, it slows things down if you have to read them in the middle of a game. Looking over commonly used rules—such as descriptions of skills or the basic combat rules—before a game session is always a good idea.

When a player has a rules question, you should be the one best able to answer it. Mastery of the rules is one reason why the GM is sometimes called the referee.

Setting the Stage

It's worth stating again: Once the game starts, it's all up to you. The players are likely to take their cues from you on how to act and react. If you handle the game seriously, they're more likely to take it seriously.

Recapping

In the middle of an ongoing campaign, recapping activity from the previous session at the start of a new session often helps establish the mood and reminds everyone what was going on. In most games, heroes continue what they're doing from day to day (or even hour to hour), but most players (in the real world) have several days of real time between game sessions. Some players might forget important details that will affect their decisions if they don't get reminders.

You should encourage the players to take their own notes, and let them do the recap of events for you. You can always correct them, but letting the players provide the recap gives you a chance to find out what they think is going on in the adventure. Of course, you should keep your own set of notes as well.

Describing

Remember that while good description is a must for informing players, mood is as important as scene. Emotion is as important as sensory data. Tell the players how everything feels.

When only one hero experiences something, take that player aside and describe it to her. She might come back and report in her own words what she saw, or she might decide to keep the information to herself for a while. Of course, it's okay to describe one hero's experience, particularly when it centers on minor details that can quickly be relayed to the other heroes.

Such minor details are not inconsequential enough to ignore or forget. Don't only describe the important things, or the players will quickly catch on. The very act of your describing something can give them clues to its importance. Throw in a few trifling details here and there for flavor, as well as to keep them guessing.

Don't prompt their actions. Don't say, "Do you look in the alcove?" At most, say, "Where do you look?" Prompting can give away too much.

Referencing Rules

Try to look at the rules as little as possible during a game. Although the rules are there to help you, paging through the book can slow things down. Look something up when necessary (and mark things you'll need to refer to again with a bookmark), but recall a rule from memory when you can. Even if you're not exactly correct in your recollection, the game keeps moving.

Asking Questions

Don't be afraid to stop and ask important questions. If the players seem bored, ask if they would like you to skip ahead or pick up the pace. If you're unsure how they want to handle a situation, ask.

And make sure you ask what their goals are, both short-term and long-term. The answers to these questions help you prepare adventures and encounters for next time. Remember that some players might want to keep their heroes' goals a secret from other heroes in the group, so it's sometimes best to ask the players individually, outside the play session or at least away from the table.

Taking Breaks

When you finish up a lengthy combat or a tension-filled scene, take a break. Particularly in long playing sessions, establish a few breaks for food, drinks, trips to the bathroom, or just a little time to relax. During this time, you can take your mind off things for a few minutes, or you can begin to prepare for the next encounter.

Determining Outcomes

You're the final arbiter of everything that happens in the game. Period.

Rolling Dice

Some die rolls can reveal too much. A hero who rolls to spot security devices, and sees that she has rolled very poorly, knows that the information you give her as a result of the roll is probably unreliable. ("Nope. No cameras down that hall, so far as you can tell.") The game becomes much more interesting when a hero trying to hide or move silently doesn't know whether she's succeeded.

In cases where the player shouldn't know a die roll result, make the roll yourself behind a screen or otherwise out of sight.

Consider making checks involving the following skills for a player where he or she can't see the result:

Bluff, Demolitions (particularly in setting explosives),

Diplomacy, Disable Device, Disguise, Hide, Investigate, Listen, Move Silently, Search, and Spot.

DCs, Defense, and Saving Throws

Don't tell a player what he needs to roll to succeed. Don't tell him what all the modifiers are to the roll. Keeping track of all those things is your job. When a player rolls the dice, tell him whether he succeeds or fails.

Doing this helps players focus on what their heroes are doing, not on the numbers. It also hides the occasional GM cheat (see below).

GM Cheating and Player Perceptions

Terrible things can happen in the game because the dice just go awry. Everything might be going fine, when suddenly the players have a run of bad luck. A round later, half the heroes are down for the count and the other half almost certainly can't take on the opponents that remain. If everyone dies, the campaign might very well end then and there, and that's bad for everyone. Should you stand by and watch the heroes get slaughtered? Or should you "cheat" and have the opponents run off, or fudge the die rolls so that the heroes still miraculously win in the end? There are really two issues at hand.

Do you cheat? The answer: A GM really *can't* cheat. You're the umpire, and what you say goes. As such, it's certainly within your rights to sway things one way or another to keep people happy or keep things running smoothly. It's no fun losing a beloved hero because he fell down a flight of stairs. A good rule of thumb is that a hero shouldn't die in a minor way by some fluke of the dice unless he or she was doing something really stupid at the time.

However, you might not feel that it's right or even fun unless you obey the same rules the players do. Sometimes the heroes get lucky and kill an opponent you had planned to have around for a long time. By the same token, sometimes things go against the heroes and disaster befalls them. Both the GM and players take the bad with the good. That's a perfectly acceptable way to play, and if there's a default method of running a game, that's it.

Just as important an issue, however, is whether the players realize that you bend the rules. Even if you decide that sometimes it's okay to fudge a little to let the heroes survive so the game can continue, *don't let the players in on this decision*. It's important to the game that they believe the heroes are always in danger. Consciously or subconsciously, if they believe you'll never let bad things happen to their heroes, they'll change the way they act. With no element of risk, victory will seem less sweet. And if later something bad *does* happen to a hero, the player may believe you're out to get him and become disenchanted with the game.

Reality Level

The *d20 Modern Roleplaying Game* is designed for a heroic level of reality. You can adjust that level of reality if you want by changing the points used to buy ability scores (when using the point-buy character creation method) and by increasing or decreasing the massive damage threshold of the heroes.

Level of Reality	Points Allowed	Massive Damage Threshold
Realistic	15	10
Heroic	25	Current Con score
Super heroic	32	50

Ending Things

Try not to end a game session in the middle of an encounter. Leaving everything hanging in the midst of combat is a terrible way to end a session. It's difficult to keep track of things such as initiative order and other round-by-round details between sessions. The only exception to this is ending with a cliffhanger. A cliffhanger ending is one in which things end just as some surprising turn of events occurs. The purpose is to keep players intrigued and excited until the next session. A cliffhanger ends a session right before an encounter begins, prior to initiative checks, and you pick up the action with initiative checks in the next game session.

Allow some time—a few minutes will do—at the end of the session to have everyone discuss what happened. Listen to their reactions and learn more of what they like and don't like. Reinforce what you thought were good decisions and smart actions on their part (unless such information gives too much away for the adventure). Always end things positively.

You may want to award experience points at the end of each session, or you might wait until the end of each adventure. However, the standard approach is to give out experience points at the end of each adventure, so players whose heroes go up a level have time between adventures to choose new skills, feats, and so forth.

Game Session Checklist

1. Set up the play area. There should be comfortable places to sit, a flat surface to roll dice on, room for everyone, and room for your notes and rulebook.
2. Make sure the players are familiar with their characters and with the current situation.
3. Make sure at least one player takes notes. Supplement those notes by jotting down things only the GM should know.
4. Describe the initial scene.
5. Ask the players what their heroes do.
6. Run through all the events and encounters of this session's portion of the adventure, taking breaks as needed.
7. Bring things to a good stopping point or a suitable cliffhanger.
8. End the session.
9. Ask the players what they plan to do next time.
10. Award experience points. This can also be done at the beginning of the next session, or at the end of the current adventure.

HOW TO BUILD AN ADVENTURE

An adventure—sometimes called a mission—is a collection of related encounters designed to fit together, creating a cogent storyline for the game. An adventure must promise a story, offer obstacles that challenge the heroes and provide opportunities for each hero to shine, and deliver a threat.

When building an adventure or encounter, try to think in terms of heroic goals. What must the heroes achieve or accomplish? A heroic goal usually begins with a descriptive verb that best defines the required action—*capture, defeat, discover, destroy, escape, find, negotiate, obtain, protect, rescue*, and *survive* are good examples. Once you have a suitable verb, flesh out the details: Rescue the hostage from the deserted warehouse. Capture the plans for the enemy's newest weapon. Negotiate safe passage aboard the smuggler's private jet.

Every encounter should have a specific, attainable goal that heroes can achieve. Whether or not the heroes obtain the goal will determine or affect their goals in subsequent encounters.

Linear Adventures

A linear adventure follows a single path and is usually easy to set up and understand. Something happens, then something else happens, and then the heroes move on to the next scene. A linear adventure has no complex twists or turns. It's straightforward, compact, and structured. A flow chart for a linear adventure has a single path. Therefore, you must come up with multiple methods for the heroes to move along the path. If the adventure relies on a single Search check to move forward, you must be ready with another solution should the heroes fail the check. As long as you plan plenty of options to move from one scene to the next, the players won't feel like you're railroading them through the story. You should end up with an exciting roller coaster ride that moves quickly and steadily so that the players never realize the plot had but a single track.

Nonlinear Adventures

Nonlinear adventures present a flow chart with multiple paths, allowing the GM and players to tell more of the story collectively than in linear adventures. The heroes decide which clues to pursue, which trails to follow. The promise of story may not be as strong in this kind of adventure, as it might unfold more through improvisation than planning. It's up to the players to move the story forward, and this can sometimes be frustrating. You set up the premise, the opponents, the villains' goals, the timeline, the main clues, and the story elements that start off the adventure, and the way all of these things tie together. Ideally, any reasonable choices the players make lead them to more choices, until they win or lose the adventure.

What's the Adventure About?

A d20 Modern adventure can be about almost anything. The story needs to fit the campaign you've established, but otherwise anything is fair game. In general, we can divide adventure topics into four categories: assault, rescue, mystery, and exploration. Many adventures address many or all of these topics.

Assault

An assault adventure revolves around an exciting combat mission. A nest of terrorists must be taken out, or a warehouse full of criminals must be assaulted. The adventure often begins with the heroes examining the target and planning a strategy. Sample assaults include taking on a violent cult at a well-fortified country retreat, the island base of a terrorist cell leader, bank robbers barricaded in a roadside diner, a mob boss on a well-guarded estate, and inmates who have taken over a prison.

Rescue

A rescue adventure revolves around recovering a person or object. There may be a ransom demand. The adventure often begins with someone asking for help. Sample rescues include a celebrity kidnapped by an obsessive fan, a reporter missing in a foreign country, a child taken by a serial killer, a student brainwashed by a cult, stolen computer files that contain any number of crucial details, a hijacked airplane or prototype weapon, and the recovery of the stolen Despair diamond.

Mystery

A mystery revolves around solving a puzzle. It presents a situation that requires an explanation, and the story consists of the heroes figuring out what that explanation is. It often starts out with the heroes being asked to solve the mystery and their examination of the initial situation. Sample mysteries include a dead body in a locked room, a relic stolen from a museum, a blackmail attempt, the destruction of a government building, a coded message, normal people acting strangely, and the apparent disappearance of a prominent person.

Exploration

An exploration adventure is a journey into an unknown location. The adventure often begins with the heroes planning and equipping for the exploration. Sample explorations include investigating an enemy base, exploring the ruins of an ancient site, searching an abandoned subway station, and reconnoitering a terrorist fortress.



Lily interrogates a madman

DO

Mixing Topics

An adventure can easily have elements of more than one topic. For example, a mystery can lead to an exploration that leads to an assault that leads to a rescue. The key is not to get lost in the big picture. You should examine your adventure concept, identify the topics you're using, and then ensure that each one is fleshed out enough to satisfy you and your players.

Content

The content of an adventure is where you work out the details of all the broad decisions we have discussed so far. In fact, once you have the content prepared you're pretty much ready to go.

We can divide an adventure into seven sections:

- The opening hook,
- Motivation to continue,
- Initial challenges,
- Further developments,
- Pointers toward climax,
- The climax,
- And the aftermath.

The Opening Hook

The opening hook is the initial situation that gets the heroes involved—the first thing the heroes notice at the start of the first scene of the adventure.

The opening hook should be exciting and intriguing, like the opening sequence in many action movies. Give it plenty of flair and style so that your players are jazzed about the game.

Motivation to Continue

Even with an opening hook, the heroes need a reason to get involved. For an adventure to have any credibility—that is, for it to feel like it could really be happening—the heroes need a motive.

The characters your players choose to create should help define this. If some or all of them are private investigators, police detectives, or special agents with Department-7, that's an easy motivation.

How do the heroes get involved? The simplest solution is for someone who has a relationship with a hero to ask for help, even if it's a character who never existed before this adventure.

Unfortunately, this technique gets old really quickly. This is a good starting device, but if you run more than a couple of adventures like this, your players will start to groan.

Whenever possible, design your adventure with your group in mind. Are they out for justice? A missing child or a terrible crime against an innocent person can spur them forward. Are they fighting terrorists? A terrorist plot against the nation may draw them in.

The key here is simply to pay attention. When players design characters, they're giving you cues about what type of game they want to play. As you create your adventure, think about ways to motivate them. If you use a published adventure, this is especially important because the designer doesn't know your group. She might have used the default friend-in-need or relative-in-danger approach, or just assumed your heroes already have a reason to work together. Don't be afraid to change things around so the adventure has more appeal to your players.

Initial Challenges

The opening hook should suggest one or more steps for the heroes to take. This section is where you work out what those steps are so you can be prepared for your players to take them.

First, what are the obvious questions? Imagine that you're a player presented with the opening hook. What would you want to know?

This section of the story usually involves establishing the very basic facts of the situation, and there's where you get the six key questions: Who? What? When? Where? How? Why? The heroes should start the game by seeking the answers to these questions.

Many adventures begin with some sort of a crime scene. Perhaps someone was murdered, or something was stolen. You need to plan the details of the scene so the players can ask you questions and hunt for clues. Is the scene indoors or outside? Is there furniture or other objects? If it's outside, has heavy rain destroyed the footprints of the culprit? A map or floor plan is important.

Other adventures don't start with an obvious physical location and instead begin with a social one. Perhaps someone has vanished. The heroes need to figure out what the person did in the hours or days before vanishing and talk to people who saw her in that time. That means you need to know the victim's recent schedule, come up with names for the people, and decide what they say when interviewed.

It's especially important in these initial challenges that you nail down the details in your notes. Later in the adventure, as the story picks up speed, the players are not as demanding of nit-picky information. At the beginning, they're hungry for clues. With an ample supply, you can offer important and irrelevant ones side by side and give the players the challenge of sorting them out.

Further Developments

Once the heroes overcome the initial challenges, they'll follow the important clues into the main part of the adventure. This is the section where they really start to learn what's going on. Two important elements occur in this section that rarely happen earlier: small victories and sudden dangers.

Small Victories: When a mystery leads to more mysteries, players can get frustrated. They need to accomplish something along the way to feel like they're making real progress. In this section of the adventure, build in a couple of small, achievable challenges that the players can resolve. If someone is lying, offer a way to discover the lie. If something is missing, perhaps it can be found—because the villain has already used it to get something else. Letting them nail down a few certainties will help them get their bearings for the challenges ahead.

Sudden Dangers: All work and no play is no fun. Players like danger because it's exciting. Your adventure should have some opportunities for danger during this section. The villain could send one of his weaker minions to attack the



heroes. They may have to make a dangerous climb up a mountain. Perhaps they must infiltrate a corporate headquarters while undercover. Build in some danger opportunities such as this so your players don't get bored.

Pointers Toward Climax

Success should be rewarded. When the heroes have scored small victories and faced sudden dangers, give them clues that lead them to the climax. These details should come in fragments. They might learn a date, but not a place. They might know that an innocent person is to be killed, but not who it is.

Still, you have to give them enough to move them forward. Identify the key elements that you don't want them to know, save those for the climax itself, and then let them find everything else.

These pointers should both drive the heroes forward and increase the tension. You're handing them the keys to the final door. Make them sharp and painful to hold.

Climax

The climax is where all the questions are: The heroes learn what the goal is, or who the villain is, or the fate of a character who disappeared earlier. At the same time that they're breaking down the door and charging in, they might also have their eyes wide open with surprise at what they're learning.

The climax is also where the main combat usually occurs. Plan this part of the adventure carefully. There should be more than one way for the heroes to resolve the situation. Always provide alternative solutions to reward clever play.

Aftermath

When the heroes finish the climax, they're going to want to know whether there is a reward for resolving the situation. Do the heroes need to make any kind of report to someone, or deliver some bad news? Do they need to rest and train, or is there another mission waiting for their intervention?

What Makes an Adventure Exciting?

Creating a memorable adventure requires more than just an interesting plot or a grand finish. Remember that in most cases, the heroes won't be able to see the behind-the-scenes machinations of the villain or the clever plot twists that occur. While you want your adventures to feel like they could come from a movie, you can't always rely on the same techniques that the moviemakers use. Here are a few tricks to help you keep your adventures memorable and exciting.

Intriguing Interactions

Too often, players and Gamemasters see an adventure as little more than a string of firefights separated by "talking." This shortchanges one of the most compelling parts of a roleplaying game: playing a role. In addition to creating interesting characters, the GM must treat these characters as more than just cardboard props to be interacted with and then discarded.

In general, run a GM character just as a player would run a hero—take whatever actions the character would take, assuming the action is possible. That's why it's important to determine a GM character's general outlook and traits ahead of time, so you know how to play the character properly.



When a GM character interacts with heroes, the GM determines the character's attitude (hostile, unfriendly, indifferent, friendly, helpful). A hero might try to influence this attitude with a Diplomacy check (or a Charisma check if the hero doesn't have any ranks of Diplomacy). Refer to the Diplomacy skill description, page 56, for the skill check DC.

The GM should choose the attitude of GM characters based on circumstances. Most GM characters are indifferent or, at worst, unfriendly. However, it doesn't take a roll, just the right words and deeds, to turn someone more hostile. Note also that a poor roll can make a GM character less favorably inclined toward the hero. In general, a hero cannot repeat attempts to influence someone.

A GM character can use Diplomacy to influence another GM character. Heroes, however, can never influence the attitudes of other heroes—the players always decide those.

Worthy Adversaries

While it's all well and good for the heroes to mow through a few ranks of thugs during an adventure, this type of encounter grows tiresome quickly. Be sure to include competent adversaries for the heroes to encounter, whether as common enemies, archvillains, or even occasional foils. Chapter Eight: Friends and Foes has details on how to run such characters, but you also must make sure that the adversaries stack up well to the heroes.

An easy mistake is making an adversary too powerful, believing that the heroes will have it "too easy" unless their opponent is really tough. Not every opponent has to be a superhuman, however. An intelligently played enemy can often seem more powerful than he appears on paper.

In the same vein, nothing is more disappointing than a climactic battle with a villain who turns out to have a glass jaw. If you know that your villain will face the heroes in combat, make sure he can stand up to them (or has plenty of assistance from underlings).

Exciting Combats

One reason that many fights in action movies are so exciting is that they tend to take place in interesting locations. From a pitched battle on the roof of a skyscraper to a death duel interrupted by a speeding subway train, these elements add twists to traditional combat scenes.

While any combat can be exciting, you should occasionally have the heroes face opponents in a nontraditional setting. A short list of suggestions appears below.

Pits, Chasms, Catwalks, and Ledges: Heroes can attempt to push opponents over the edge or attempt to leap from ledge to ledge.

Fog: Fog provides one-half concealment (see page 145) for everyone involved.

Factory Machinery: Heroes must succeed at a Reflex save (DC 13) each round or take appropriate hazard damage (see page 206).

Steam Vents: One randomly determined hero must succeed at a Reflex save (DC 15) or take appropriate hazard damage (see page 206).

Swamp or Marsh: Speed is halved, and dropped items might become lost.

Ice: Characters must succeed at a Dexterity check (DC 10) each round or fall down, and then use a move action to stand back up.

Captivating Descriptions

The players take all their cues from you. If you describe something incompletely or poorly, the players have no chance of understanding what's going on in the game world. While this is important all the time that you're running a game, it's crucial that you do it well during combats.

Your descriptions of each action that occurs, the locations of important objects and participants, and the general environment are crucial to the players' abilities to make intelligent decisions for their heroes. Thus, you need to be clear about everything. Allow the players to ask questions and answer them as concisely as you can. Refer to each character they meet distinctly. If you call each character "that guy," the players will never know what you mean. If a creature attacks, describe its bite or claws so the players understand what the beast is doing.

When a character or hero moves, add background details. When a GM character uses an object, describe the object. Use combat actions to give the players information, such as "He barrels toward you, but you notice that he's limping."

Further, your descriptions control the flow and flair the encounter has for the entire group. If you speak quickly and intently, it lends intensity to the action. If your words seem frantic, they will make the scene seem frantic and desperate.

Sometimes it's hard to avoid simple descriptions. ("You miss. He hits. You take 12 points of damage.") And sometimes that's okay. Giving long verbal descriptions can get tedious; the game effects are the important thing. However, that's the exception, not the rule. Most of the time, add at least a little flavor to your descriptions. ("He ducks and shoots you, dealing 7 points of damage.")

Pacing

Often, an action-adventure story has elements of suspense. It has to be fast-paced. The consequences of failure should have an immediate impact on the heroes, though they don't have to save the world in every adventure. Watch your players. If they're excited and animated, you're pacing is good. If they're dozing, restless, talking about topics outside the game, or cracking jokes, speed things up. If they're confused and interrupting you with a lot of questions, then you may be going too fast.

If things get slow, have someone come through the door with a gun. Let the villains react to heroes' actions. Villains have informants and high-tech surveillance equipment just like the heroes. Strong villains plan for interference and have the resources available to respond. Poor villains blindly follow a course of action even after heroes start blowing the cover off their operations.

If heroes separate (and with all the communications technology at their disposal, they probably will), switch back and forth between groups often, using cliffhangers to spice things up and keep each group waiting for more.

Don't let players stall and slow down events. If a player starts hedging, impose a time limit on decisions. Remember, though, that players often need more time because they lack the full range of sensory input their heroes would actually have.





Take breaks. A roller coaster needs ups and downs, as well as moments when riders catch their breath. So does your adventure.

Scale

Saving the world gets boring when you do it every game session. Start small. If running a government agent-style game, have the agents start out by running secondary and support missions to the side of the main mission. As time goes on, the missions should involve threats to larger areas, international travel, and the heroes becoming more central to the missions.

If running a mean streets-type game, start with threats to the local neighborhood, perhaps as tightly focused as the block on which one or more of the heroes live. As time goes on, scale up the threats and plots to the city, state, region, and so on.

Setting

Setting is a powerful tool for enforcing genre and tone. Always choose an interesting setting for scenes (see the sidebar on the following page). Borrow from movies or television. If you're stumped for an idea, use a commonplace, everyday setting and twist a detail or two. For instance, if the action is set in a mall, place the scene late at night when no one is there and the lights are off.

Don't forget the weather. While modern technology can overcome some of it, weather serves both as part of the setting and a way of setting tone.

GM Tips and Tricks

Use diversions. Threaten innocent bystanders, start a fire, set off explosives, or start a fake gun battle around a corner. Split the heroes up. Set the heroes up. Have a GM character arrange a meeting in a hotel room. Before the heroes arrive, the GM character murders someone in that room (the victim should be significant to the plot, even if it's just the GM character's ex-lover) and then calls the cops just before the heroes arrive.

Create the illusion that your heroes live in a world outside the adventures. Start adventures by reading a few choice headlines (make them up, cull them from real news sources, or use a combination). GM characters remember debts the heroes owe them, and bring them up at later meetings.

GM characters shouldn't lie without good reason, but given that reason they should lie and lie convincingly. It's important that heroes eventually learn the reason for the lie. For instance, a villain might have a gun to a GM character's head at the exact time the heroes talk to her. When the villains are all dealt with, she can call to make sure the heroes are all right, apologize, and explain.

If heroes are careless, villains take advantage of them. Be careful to differentiate, however, between heroes and players. This is a great opportunity for the stereotypical villainous monologue explaining how brilliant the villain is and how easy the heroes were to capture. Effectively, the villain shows them their mistakes and the heroes can learn from that. You might also have a more experienced GM character the heroes know and trust remind them of the dangers around them. If heroes persist in reckless behavior, a villain might ransack their homes or ambush them in their cars.

Chapter Eight: Friends and Foes provides plenty of generic GM characters for impromptu games, and for times when your heroes take the adventure in a direction you didn't expect.

Handouts and Props

Handouts and props reinforce tone and genre. Use photocopied pictures (or scan them and alter them with your preferred software) to create GM character portraits. If you have access to a personal computer, create dummy letterheads and stationery for vital hardcopy clues. Create maps and blueprints to hand to players. If a clue is on a CD, videotape, or floppy disc, give the players a blank to hold and look at.

Separating Heroes from Their Toys

Heroes tend to accumulate resources, whether GM characters or equipment, that let them leap directly to the conclusion. That can be dangerous if your climactic scene assumes the heroes have gained experience and levels before getting that far. Know what resources the heroes have access to. Identify those resources that could bypass your adventure, if any. Before denying those resources to the heroes, consider your goal in doing so. If you want them to have enough experience to face the climactic encounter, consider the following options.

Play the villains smart. Smart villains try to stop the heroes from interfering in their plans. Keep your eyes open during play for points where the heroes alert the villains. The villains can then change their plans, or attempt to distract or eliminate the heroes. Identify resources used by the villains. For instance, computer-savvy villains leave watchdog programs lurking in various databases. When heroes run a search through one of those databases, the program traces the heroes and alerts the villain.

Make the villains aggressive. A few extra encounters with goons provide experience points and keep the heroes progressing.

Let the villains be prepared. If you provide the villain with a contingency plan in case of discovery, heroes must start their investigation from scratch, again providing additional encounters and experience points.

Characters in action-adventure stories are intelligent, lucid, and resourceful. If you find your heroes rely on their contacts to do their thinking for them, or on their equipment to make thought unnecessary, you can shake them up by separating the heroes from their resources.

Rob them. In this high-crime world, it makes sense for the heroes to occasionally be victims themselves. Rather than pitting GM character thieves against the heroes directly, have the street punks steal their car, especially if the heroes leave it on the street when it's full of equipment. Alternatively, rob their houses. As a reminder to be self-reliant and to depend on their brains rather than their guns, this can be more effective if used against one hero rather than against all of them.

Frame them. If the heroes have a reputation for interfering with villainous plots, the villains remove the heroes by framing them for a crime. This tactic is particularly effective for campaign masterminds, or for recurring villainous organ-

izations with axes to grind. This type of action requires direct, deliberate action by a resourceful and smart villain. Even if the heroes are already considered criminals, you can use the frame job to isolate them from friends and family, cutting off sources of information, healing, or supply. You decide how heinous the false accusation should be. Accusing a hero of shoplifting damages his reputation. Planting evidence that he murdered his best (GM character) friend creates additional drama. Don't do this during an adventure unless the emphasis of the adventure involves clearing the heroes' names. If they could use public sources for healing and supplies before, they need disguises now.

LOCATIONS

Adam and Roberta steal a scroll of *raise dead* from a glass case in the Egyptian exhibit. Suddenly, two mummies emerge from nearby sarcophagi and attack, knocking aside priceless statuary to reach the heroes' throats. Adam pins one under its own sarcophagus while Roberta blasts the other with a nearby fire extinguisher.

Lily and Moondog play the roles of drug dealers to expose a corrupt politician. Both sides meet in an abandoned mannequin factory, but the villains know the heroes aren't what they seem. A trap is sprung, and a gunfight ensues. The mannequins provide everyone with ample cover, while the darkness and cobwebs provide concealment.

Elliot and Alexandra chase the notorious Santa Claus Killer into a crowded shopping mall. Before their eyes, he transforms into a feral wolf. As crowds of people flee for their lives, Elliot draws his stun gun while Alexandra looks for a store that sells silverware.

Example Encounter Settings

An old fairground
An urban rooftop (with antennas and clotheslines)
A tour boat
A rubble-strewn lot between tenement buildings
A large city library
A large stadium, during or after a major event
A movie theater
A tank farm, with fuel tanks, pipes, and catwalks
Under a major highway
A park inhabited by junkies, gangs, or other criminals
Abandoned commuter train station
An idle construction site
An aircraft graveyard
An antenna farm, with satellite dishes and ladders
An unmanned, automated factory
An oil refinery
An offshore drilling rig
A trendy shopping area created by "urban renewal"
A farmer's market
A dark, empty parking garage
A consumer electronics convention
An international airport
A train or bus yard
Rat-infested, dripping subway tunnels
Dark sewer tunnels, knee-deep in filth

The Egyptian wing in the Museum of Natural History. An abandoned mannequin factory. A crowded shopping mall on Christmas Eve. A compelling location reinforces the mood of an encounter by presenting characters with details and potential hazards. If you want to stage a memorable encounter for your heroes, try to spend as much time fleshing out the location as you do the supporting characters in the scene. When describing a location, think about all the things the characters can see, hear, and smell. Call attention to objects or props that are unusual or out of place, as well props and décor that could serve as improvised weapons in a pinch. Ask yourself: Are there any furnishings or curious centerpieces? Is the location well lit or dark? Does it have security cameras? Is there a sprinkler system installed? Is it crowded with people? Are there places for characters to hide and take cover?

Situations that unfold within a location can have as much impact as the location itself. Crowded locations require heroes to be careful about harming innocent bystanders. Noisy machinery might make it impossible for the heroes to hear bad guys sneaking up on them. Doors with security locks that prevent the heroes' quick escape can add yet another challenge to an already difficult encounter.

REWARDS AND BEHAVIOR

Encounters, either individually or strung together, reward certain types of behavior whether you, as the GM, are conscious of it or not. Encounters that can or must be won by killing opponents reward aggression and fighting prowess. If you set up your encounters like this, expect the heroes to learn to use tactics to find the best way to kill the enemy quickly. By contrast, encounters that can be won by diplomacy encourage the heroes to talk to everyone and everything they meet. Encounters that reward subterfuge and sneaking encourage stealth. Encounters that reward boldness speed up the game, while those that reward caution slow it down.

Always be aware of the sorts of actions you're rewarding your players for taking. Reward, in this case, doesn't just mean experience points and treasure. More generally, it means anything that consistently leads to success. An adventure should contain encounters that reward different types of behavior. This not only adds variety, but it tends to please all the players. Not everyone prefers the same kind of encounter, and even those with a favorite enjoy a change of pace. Remember, then, that you can offer many different types of encounters, including all of the following.

Combat: Combat encounters place heroes on the offensive or defensive. Most of the time, heroes are on the offensive, invading villains' lairs and investigating new locations. A defensive encounter, in which the heroes must keep an area, an object, or a person safe from the enemy, can be a nice change of pace.

Negotiation: A negotiation encounter involves less gunplay and more wordplay. Convincing supporting characters to do what the heroes want them to is challenging for both players and GM—quick thinking and good roleplaying are the keys here. Not every encounter needs a brawl or gunfight to be exciting.





Environmental: Inclement weather, earthquakes, landslides, traffic jams, radiation, and fires are just some of the environmental conditions that can challenge even mid- to high-level heroes.

Problem-Solving: Mysteries, puzzles, riddles, or anything that requires the players to use logic and reason to try to overcome the challenge counts as a problem-solving encounter.

Judgment Calls: "Do we help the prisoner here in the basement, even though it might be a trap?" Rather than depending on logic, these encounters usually involve inclination and gut instinct.

Investigation: This is a long-term sort of encounter involving some negotiation and some problem solving. An investigation may be called for to solve a mystery or to learn something new.

STRUCTURE

An adventure always runs its course from the beginning to an ending. Some adventures are completed in an hour. Others take months of playing sessions. Length is up to you, although it's smart to plan ahead and know about how many sessions an adventure will last (and make sure that the current group of players can commit to that length). Here are some guidelines that you should keep in mind for structuring good adventures and avoiding bad ones.

Good Structure

Good adventures are fun. That's an easy generalization, but it's also true. Whatever you and your players find fun adds to your game. An adventure that everyone enjoys likely includes these features:

Choices: Every good adventure has at least a few crux points where the players need to make important decisions. What they decide should have significant impact on what happens next. This can be as simple as the players deciding not to go down the corridor to the left (where the gang of assassins waits for them) and instead going to the right (toward the hidden vault), or as complex as the heroes deciding not to help the newspaper editor against the drug lord (so that she ends up being murdered to prevent an editorial and story identifying the drug lord).

Difficult Choices: On the topic of choices with consequence, the choices should sometimes be difficult ones to make. Going after one villain instead of another, determining the lesser of two evils, and choosing one option over another for the greater good all involve difficult choices.

Different Sorts of Encounters: A good adventure should provide a number of different experiences—attack, defense, problem-solving, roleplaying, and investigation. Make sure you vary the types of encounters the adventure provides.

Exciting Events: Like the pacing of a story, a good adventure should have rising and falling tension—and an exciting climax is always a good thing. Make sure to pace things well. Start slowly and have the action build. A climactic encounter always makes for a good ending.

Encounters that Make Use of Hero Abilities: If the group's Smart hero is a computer wizard, incorporate Computer Use checks into the adventure. When there's a Charismatic hero along, occasionally include roleplaying encounters and interaction scenes. The advice to remember is "Give everyone a chance to shine." All abilities available to heroes were designed to make the characters better, but an ability that a character never gets to use is a waste.

Bad Structure

Try to avoid these pitfalls.

Leading the Heroes by the Nose: A bad adventure is marked by mandates restricting hero actions or is based on events that occur no matter what the heroes do. For example, a plot that hinges on the heroes finding a mysterious heirloom, only to have it stolen by GM characters, is dangerous—if the players invent a good way to protect the heirloom, they won't like having it stolen anyway just because that's what you planned beforehand. The players end up feeling powerless and frustrated. No matter what, all adventures should depend upon player choices. Players should always feel as though what they choose to do matters.

Heroes as Spectators: In this type of bad adventure, GM characters accomplish all the important tasks. There might be an interesting story going on, but it's going on around the heroes, and they have very little to do with it. As much as you might enjoy playing one of your GM characters, resist the urge to have him or her accomplish everything instead of letting the heroes do the work.

Deus ex Machina: Similar to the "heroes as spectators" problem is the potential pitfall of the *deus ex machina,* a term used to describe the ending to a story in which the action is resolved by the intervention of an outside agency rather than by the characters' own actions. Don't put the heroes in situations in which they can only survive through the intervention of others. Sometimes it's interesting to be rescued, but using this sort of "escape hatch" quickly gets frustrating.

Preempting the Heroes' Abilities: It's good to know the heroes' capabilities, but you shouldn't design adventures that continually countermand or foil what they can do. Use the heroes' abilities to allow them to have more interesting encounters—don't arbitrarily rule that their powers suddenly don't work.

The Flow of Information

Much of the structure of an adventure depends on what the heroes know and when. If they know that there's a big ambush waiting for them at the bottom of the mineshaft, they will conserve their strength for that encounter. When they learn the identity of the traitor, they will probably act on this information immediately. If they learn too late that their actions will cause the cavern complex to collapse, they won't be able to keep it from happening.

Don't give away the whole plot in one go, but do give the players some new bit of knowledge every so often. For example, if the Umbra Cartel is the secret master behind the dock-region riots, slowly reveal clues to that fact. Information gained while fighting the Waterfront Gang leads the heroes to the Sewer Rats street thieves, which in turn garners them clues that take them to Anton Reese's drug ring. Only among Reese's men do the heroes encounter information that leads them to understand that the Umbra Cartel is

involved. And thus the final encounter with those Umbra Cartel leaders is made all the more dramatic.

In some situations, the heroes know everything they need to know before the adventure begins. That's okay. Occasionally, there is no mystery. Sometimes, however, a surprise that the heroes never could have seen coming makes it all the more interesting. Both the "no surprises" and the "unexpected twist" structures work well, so long as you avoid overusing either.

SETTING PURCHASE DCs

Purchase DCs are listed for every item in the equipment section. If you want to add additional equipment to your game, and you have a rough idea of what the item costs in dollars, set the purchase DC based on Table 7–1: Purchase DCs. Use the "Item Cost" row that is closest to the item's value in dollars and is equal to or greater than that value. For example, an item that costs $19 has a purchase DC of 4, while an item that costs $21 has a purchase DC of 5.

TABLE 7–1: PURCHASE DCs

Item Cost	Purchase DC	Item Cost	Purchase DC
$5	2	$15,000	27
$12	3	$20,000	28
$20	4	$27,500	29
$30	5	$35,000	30
$40	6	$50,000	31
$55	7	$65,000	32
$70	8	$90,000	33
$90	9	$120,000	34
$120	10	$150,000	35
$150	11	$200,000	36
$200	12	$275,000	37
$275	13	$350,000	38
$350	14	$500,000	39
$500	15	$650,000	40
$650	16	$900,000	41
$900	17	$1,200,000	42
$1,200	18	$1,500,000	43
$1,500	19	$2,000,000	44
$2,000	20	$2,750,000	45
$2,750	21	$3,500,000	46
$3,500	22	$5,000,000	47
$5,000	23	$6,500,000	48
$6,500	24	$9,000,000	49
$9,000	25	$12,000,000	50
$12,000	26		

TABLE 7–2: WEALTH BONUS BY LEVEL

Character Level	Wealth Bonus	Character Level	Wealth Bonus
1st	+7	11th	+11
2nd	+5	12th	+11
3rd	+6	13th	+12
4th	+7	14th	+12
5th	+8	15th	+13
6th	+8	16th	+13
7th	+9	17th	+14
8th	+9	18th	+14
9th	+10	19th	+15
10th	+10	20th	+16

Wealth and Action Points by Level

Sometimes you just want to know what kind of Wealth bonus a 7th-level character should have, or how many action points a 12th-level hero might have accumulated. Table 7–2 provides an average for a character's current Wealth bonus. For action points, consider that a heroic character has a number of action points equal to half his or her character level.

Wealth Bonuses for Adventuring Gains

Sometimes your heroes will come upon cash or other material gains through their adventures. Perhaps they end up with a suitcase full of twenties after they break up a drug deal. Maybe they find a chest brimming with gold coins and jewels after defeating a trans-dimensional wizard. Maybe a wealthy employer pays them a hefty sum for rescuing her daughter from terrorists.

Any time you put a monetary reward into an adventure, you need to give it a Wealth bonus. In general, the Wealth bonus should be based upon the Encounter Level (see page 205) of the encounter during which the reward was gained. In modern adventures, not every antagonist has a safe under his desk, and the monetary reward—if there is one—often comes at the end of a long series of encounters (or the very end of the adventure, if it's the payment for a successful mission). In such cases, it's fine to generate the Wealth bonus based upon an entire series of encounters. Compute an Encounter Level for the reward using the CRs from all of the associated encounters, then divide the total in half. Consult Table 7–3: Wealth Bonus Adventure Reward.

TABLE 7–3: WEALTH BONUS ADVENTURE REWARD

Encounter Level	Wealth Bonus	Encounter Level	Wealth Bonus
1	+4	11	+14
2	+5	12	+15
3	+6	13	+16
4	+7	14	+17
5	+8	15	+18
6	+9	16	+19
7	+10	17	+20
8	+11	18	+21
9	+12	19	+22
10	+13	20	+23

AWARDING EXPERIENCE POINTS

Experience points measure a hero's accomplishments. They allow a hero to gain levels, and therefore become more powerful.

The Gamemaster awards each hero experience points (XP) at the conclusion of each adventure. This represents the fact that the heroes have learned from their adventure, and (usually) have time to reflect on their experiences and train in their skills. Aside from monetary gains and equipment they may realize (which are rewards of a different sort, and



may not always occur), experience points are the only reward characters should receive for their accomplishments—if you find it tempting to hand out action points as rewards, for instance, resist that temptation.

The amount of XP awarded is based on the number of encounter goals achieved and the average level of the heroes who participated, as detailed below.

On average, four short adventures, two medium adventures, or a single long adventure should provide sufficient XP to advance a group of four heroes one level.

Encounter Goals

For purposes of the *d20 Modern Roleplaying Game,* an encounter is defined as an obstacle (whether it be an opponent, several opponents, or a hazard) that prevents the heroes from achieving a specific goal important to the adventure. An obstacle can be overcome through smart roleplaying, combat, or skill use. Persuading a crazed cult leader to surrender might require heroes to enter difficult and perhaps life-threatening negotiations, while capturing a crime lord might require heroes to fight their way past a squad of thugs or infiltrate the crime lord's headquarters without setting off the security system.

Heroes receive experience points for overcoming obstacles that stand in the way of achieving the goals of the adventure. Gauging encounters to the heroes' power level requires a fair amount of GM intuition, which becomes simpler as you become more familiar with your players and their heroes. After a few adventures, you should have relatively little difficulty in estimating appropriate encounters for your adventures. Also, feel free to adjust experience awards depending on how easily the heroes achieve an encounter goal.

Encounter Levels

Every encounter is rated with an Encounter Level (EL) that indicates how challenging the encounter is expected to be. In general, an encounter with an EL equal to the average character level of the heroes is moderately challenging—difficult or dangerous enough to make the heroes pay attention, but probably not life-threatening if they're reasonably careful. An EL two or three points higher than the heroes' average level is a much more dangerous affair—the sort of encounter that often makes up the climax of an exciting adventure. On the other hand, minor encounters throughout the adventure might have ELs two or three points lower than the heroes' average character level. An entire adventure contains encounters of many ELs, ranging from simple to extremely challenging.

In addition to indicating the level of challenge in encounters, ELs are also used to determine the amount of experience characters get for succeeding in those encounters.

Determining Encounter Levels

Determining the level of an encounter involves four steps: determining the Challenge Ratings (CR) of the individual opponents or hazards that make up the encounter; calculating an overall Challenge Rating from those individual CRs; considering the threat level of the encounter; and considering the encounter circumstances.



Moondog prepares for trouble downtown

For the most basic sort of encounter—fighting a single opponent—you can usually skip some of these steps. See the sidebar.

ELs for Simple Encounters

In many cases you can skip the bulk of the steps outlined here. In particular, if the heroes are facing a single enemy—a character or creature—in a normal combat, determining the EL is easy. Simply use the opponent's CR. For creatures, the CR is listed in the creature stat block. For characters, the CR is equal to the character level (for GM characters with heroic class levels), is equal to the character level minus 1 (for ordinary GM characters of 2nd level or higher), or is simply ½ (for 1st-level ordinary GM characters).

Individual Challenge Ratings

The first step in determining the EL of an encounter is to calculate the Challenge Rating for each foe or obstacle involved. Often, there's only one—a single creature to destroy, opponent to deal with, or obstacle to overcome. Sometimes, how-

ever, there are multiple foes—three mercenaries attacking the heroes, for example, or a fight with a deadly ninja on a dangerously swaying rope bridge (both the ninja and the bridge are dangers to the heroes). In these cases, you need to determine the CR for each opponent or hazard.

This process assumes that the obstacles are all encountered as part of the same event—that is, the opponents all attack at the same time. If these obstacles aren't encountered at the same time (for instance, if the heroes must first cross the dangerous rope bridge before meeting the ninja), they should be separated into two encounters.

Count only the individual opponents or hazards that are important to the encounter. If the heroes enter a seedy bar to ask the bartender a few questions, only the bartender's CR should be included in the encounter EL. Don't include the CRs of all the other patrons if they won't participate in the events of the encounter.

For a Single Creature: Use the CR listed for the creature. If the creature has heroic class levels (see Chapter Eight: Friends and Foes for examples), add its character levels to its CR. If it has ordinary class levels, add those levels and subtract 1. (This has already been done for the creatures listed in this book.)

For a Single Character: A 1st-level ordinary character has a CR of ½. For an ordinary character of 2nd level or higher, the character's CR is equal to his character level minus 1. For an ordinary character with levels in a heroic class, the character's CR is equal to his level.

For a Hazard: The term "hazard" can apply to various types of obstacles. A hazard might be a ticking time bomb, a raging snowstorm, or a deep gorge with sharp rocks at the bottom.

A hazard's CR depends on the total damage it can deal, as noted on Table 7–4: Hazard CRs. The heroes must be faced with a real threat of taking that damage, but the encounter doesn't have to mandate it. For example, a bomb that will explode during the encounter is a hazard—even if the heroes have a chance to disarm it and thus avoid taking any damage at all.

The personal equipment of an opponent doesn't count as a hazard. For example, a hand grenade wielded by a mercenary isn't a hazard—it's simply a weapon used by that opponent. On the other hand, a booby trap consisting of a hand grenade attached to a trip wire might be considered a hazard.

Two damage listings are shown on Table 7–4. The first listing is for hazards that deal one-time damage (such as explosives). The second is for hazards that deal damage over a period of time (such as exposure to extreme weather). The second listing assumes that the heroes are potentially exposed to the hazard for at least two of the time intervals listed (otherwise use the CR for one-time damage). Hazards that deal less than 1d6 points of damage per minute probably shouldn't be treated as hazards, but simply as environmental conditions.

You may have to estimate the CR for a hazard based on the damages shown on Table 7–4. For example, if a hazard deals 3d10 points of damage (average of 16.5), you might estimate its damage as being similar to 5d6 (average of 17.5), making it a CR 5 hazard.

If the hazard doesn't allow a saving throw, increase its CR by +1. Also, if the hazard is magical in nature (such as a magical trap), increase its CR by +1.

TABLE 7–4: HAZARD CRs

One-Time Damage	Ongoing Damage	CR
1d6 (3.5 average)	1d6/minute	1
2d6 (7 average)	1d6/5 rounds	2
3d6 (10.5 average)	1d6/2 rounds	3
4d6 (14 average)	1d6/round	4
5d6 (17.5 average)	2d6/round	5
6d6 (21 average)	3d6/round	6
each additional d6	each add'l d6/round	+1

For Critical Skill Checks: Some encounters don't involve any real threat to the heroes, but instead hinge only on skill checks. When an encounter requires a skill check, but isn't opposed by an enemy or creature, the DC of the check determines its CR. See Table 7–5: CRs for Skill Checks.

TABLE 7–5: CRs FOR SKILL CHECKS

Check DC	CR
Less than 15	0
15–19	1
20–24	2
25–29	3
30–34	4
35–39	5
40+	6

Not every skill check has a CR; in fact, most don't. Assign a CR to a skill check only if success on the check is essential to the encounter goal. If the encounter involves opening a locked vault, the DC for the Disable Device check should be part of the EL for the encounter. But the heroes might make other skill checks during the encounter, such as a Listen check to hear if anyone is coming. These ancillary checks shouldn't contribute to the EL of the encounter. Only the main skill check or checks required to meet the encounter objectives need a CR.

Also, if the check is opposed, or is used against an enemy or creature, don't give it a CR or include it in calculating the encounter EL. The enemy or creature's CR already accounts for any check made against it.

Total Challenge Rating

Once you've figured out the CRs for all of the characters, creatures, hazards, and critical skill checks the heroes face, the next step is to determine the total Challenge Rating for the encounter.

If All Have the Same CR: Modify the CR by the amount shown on Table 7–6: CR Adjustment. For example, if the heroes face four creatures of CR 5, the total CR is 9.

TABLE 7–6: CR ADJUSTMENT

Number of Obstacles	CR Adjustment
2	+2
3	+3
4	+4
5	+5
6 or more	+6

If the Obstacles Have Different CRs: Average the CRs of the opponents (round down), then modify the total by the amount shown on Table 7–6. For instance, if the heroes



face one opponent of CR 8 and two of CR 5, the total CR is 9. (The average of 8 and 5 and 5 is 6, which you modify by +3 because the heroes face a total of three foes.)

Encounter Threat Level

The next step is to modify the total CR according to the nature of the heroes' expected interaction with the encounter. A powerful crime lord with a gang of henchmen might be an EL 11 encounter if the heroes are expected to overcome them in a fight. But the same encounter might be far less challenging if the heroes merely need to ask the crime lord a question or two—questions he doesn't mind answering.

Choose the encounter's threat level. Then modify the total Challenge Rating as indicated on Table 7–6.

TABLE 7–7: ENCOUNTER TYPES

Encounter Form	CR Adjustment
High threat	None
Low threat	× ½
No threat	× ¼

High Threat: The encounter puts the heroes in real and immediate danger. This might mean fighting and killing an enemy, fighting and subduing an enemy, chasing off an enemy, disarming a bomb, getting past a hazard that deals damage, or any number of other dangers. If the encounter includes any hazard or foe that seeks to deal damage to the heroes, it is a high-threat encounter.

Sometimes heroes use their social skills and other forms of prowess to avoid a fight. They might talk a hostile gang leader into letting them pass, rather than fighting their way through. They may manage to sneak past an enemy guard. That's fine—in fact, most of the time it's admirable. If a fight is likely, however, treat the encounter as high-threat.

Low Threat: The encounter puts the heroes in danger, but their most likely course of action will avoid actual violence. Perhaps they need to get answers out of a hostile witness, or get into a private club past a bouncer who won't let them in. In these cases, the heroes will probably rely on their skills and wits to overcome the obstacle, rather than brute force.

Sometimes scenes like these devolve into combat—the heroes grow frustrated with an uncooperative GM character, or some miscommunication results in an attack. Modern adventuring is rarely predictable, and these things happen. Even so, if the most reasonable way for the heroes to successfully approach an encounter doesn't involve violence, consider it a low-threat encounter.

No Threat: The encounter presents no physical danger at all to the heroes; the worst immediate outcome is simply that the encounter goals aren't met. Perhaps the heroes need to hack a computer network or bypass a security system to get into a corporate lab. If they fail, they won't be able to advance the story—but there's no immediate physical danger.

Often, bad results in such encounters lead to much more dangerous encounters later. Failing to successfully shut down the security system might lead to a dangerous encounter with guards later on. The threat levels of those later encounters apply to their ELs, not to the EL of the encounter that caused them. Don't treat an encounter as high-threat because of possible consequences later in the adventure—decide on the encounter's threat level based only on how it will unfold.

Encounter Circumstances

The final step is to consider the circumstances. Dealing with a single gunman in a stand-up fight on the steps of a bank is pretty normal and straightforward. Dealing with a gunman who takes potshots at the heroes from the window of a building, then stealthily moves to a new location before the heroes can get to him, is another matter.

Adjust the EL of the encounter according to the degree of advantage the opposition has (or the heroes have). If the opposition has a distinct advantage, increase the EL by ⅓ of its value. If the opposition is at a distinct disadvantage, decrease it by ⅓ of its value. (Always round down to the nearest whole number, even if that's 0.)

Make this adjustment only when the enemy has a noteworthy advantage built into the scenario. (Or vice versa, when the antagonists are at a distinct disadvantage.) Never grant this adjustment just because you play the bad guys intelligently or the dice fall your way. A terrorist who's smart enough to dive behind cover when the heroes start shooting at him, or who attempts to get around behind them to catch them in a crossfire, doesn't necessarily have a distinct advantage. Likewise, antagonists who do well because the heroes have a run of bad luck (or lack common sense) don't have a particular advantage, either.

EL Examples

Example 1: The heroes' investigation takes them into a network of abandoned storm drains. There, they encounter a Huge crocodile (CR 4). It's alone (so you don't have to account for multiple creatures), it will attack the heroes on sight (so there's no adjustment for the encounter threat level), and it has no special advantage. The encounter is EL 4.

Example 2: The heroes want to question a witness to a recent murder, but she's been traumatized by the event and won't easily cooperate with strangers.

The witness is a 1st-level Smart ordinary character; that makes her CR ½. It's a no-threat encounter; no matter what the heroes do, she won't attack or attempt to hurt them. That adjusts the CR by ¼, to a total of CR ⅛. Finally, she has no special advantage. ⅛ rounds down to 0. The encounter is EL 0.

Example 3: The adventure's clues lead the heroes to the compound of a wealthy and mysterious suspect, and they want to infiltrate the place. You decide that a fence equipped with motion detectors surrounds the grounds, and two bodyguards and four guard dogs patrol the interior.

The first step is to determine the individual CRs of the obstacles the heroes face: the motion detectors, the bodyguards, and the dogs. The bodyguards are 3rd-level Strong ordinary characters; that makes them CR 2 foes. The guard dogs are CR 1. You determine that disabling the motion detectors can be accomplished with a Disable Device check (DC 20). That's a critical skill check with a CR of 2. (The heroes will probably also have to make Hide and Move Silently checks opposed by the guards and the dogs, as well as a Spot check to notice the motion detectors, but those are ancillary checks, or are already accounted for in the individuals' CRs.)

The next step is to determine the total CR. The average for all seven dangers (three at CR 2 and four at CR 1) is CR 1. Because there are seven of them, you adjust that by +6 to CR 7.

This is a low-threat encounter. There's danger involved, especially if things go badly, but the best and most likely course of action is to sneak in and avoid open combat. You adjust the total CR by × ½, dropping it to CR 3.

Finally, the adversaries have no special advantage. They are simply patrolling the grounds, looking for signs of trouble.

The encounter is EL 3.

Example 4: The climactic scene of your adventure features a showdown between the heroes and an evil cult leader. Through the adventure, the heroes have tracked the cult leader to his hideout in a huge foundry.

The cult leader and his two bodyguards are inside. When the heroes approach, the cult leader plans to escape through the foundry. The final battle takes place in the center of the foundry, in an area occasionally blasted by powerful gouts of flame.

The cult leader is a 5th-level Charismatic hero, so his CR is 5. The bodyguards are 4th-level Fast heroes, each CR 4. You determine that the foundry flames, which erupt randomly, deal 4d6 points of damage (a Reflex save is allowed), so they're a CR 4 hazard.

The average for all four dangers is CR 4. Because there are four of them, you adjust that by +4 to CR 8.

This is definitely a high-threat encounter, so there's no adjustment for encounter form (see Table 7–7).

Finally, you decide that although the bodyguards lurk in the shadows, waiting to catch the heroes by surprise, once they act they'll come out for a straight-up fight. They aren't getting any special advantage, so there's no adjustment for encounter circumstances.

The encounter is EL 8.

TABLE 7–8: EXPERIENCE POINT AWARDS

Party Level	Encounter Level 1	2	3	4	5	6	7	8	9	10
1st – 3rd	450	650	900	1,275	1,800	2,550	3,600	5,100	7,200	10,200
4th	425	600	850	1,200	1,700	2,400	3,400	4,800	6,800	9,600
5th	375	525	750	1,050	1,500	2,100	3,000	4,200	6,000	8,400
6th	325	450	625	900	1,250	1,800	2,500	3,600	5,000	7,200
7th	275	375	525	750	1,050	1,500	2,100	3,000	4,200	6,000
8th	225	300	425	600	850	1,200	1,700	2,400	3,400	4,800
9th	—	250	350	475	675	950	1,350	1,900	2,700	3,800
10th	—	—	275	375	525	750	1,050	1,500	2,100	3,000
11th	—	—	—	300	425	600	825	1,175	1,650	2,350
12th	—	—	—	—	325	450	650	900	1,275	1,800
13th	—	—	—	—	—	350	500	700	975	1,375
14th	—	—	—	—	—	—	375	525	750	1,050
15th	—	—	—	—	—	—	—	400	550	800
16th	—	—	—	—	—	—	—	—	425	600
17th	—	—	—	—	—	—	—	—	—	450
18th	—	—	—	—	—	—	—	—	—	—
19th	—	—	—	—	—	—	—	—	—	—
20th	—	—	—	—	—	—	—	—	—	—

Party Level	Encounter Level 11	12	13	14	15	16	17	18	19	20
1st – 3rd	—	—	—	—	—	—	—	—	—	—
4th	13,600	—	—	—	—	—	—	—	—	—
5th	12,000	16,800	—	—	—	—	—	—	—	—
6th	10,000	14,400	20,000	—	—	—	—	—	—	—
7th	8,400	12,000	16,800	24,000	—	—	—	—	—	—
8th	6,800	9,600	13,600	19,200	27,200	—	—	—	—	—
9th	5,400	7,600	10,800	15,200	21,600	30,400	—	—	—	—
10th	4,200	6,000	8,400	12,000	16,800	24,000	33,600	—	—	—
11th	3,300	4,700	6,600	9,400	13,200	18,800	26,400	37,600	—	—
12th	2,550	3,600	5,100	7,200	10,200	14,400	20,400	28,800	40,800	—
13th	1,950	2,750	3,900	5,500	7,800	11,000	15,600	22,000	31,200	44,000
14th	1,500	2,100	3,000	4,200	6,000	8,400	12,000	16,800	24,000	33,600
15th	1,125	1,600	2,250	3,200	4,500	6,400	9,000	12,800	18,000	25,600
16th	850	1,200	1,700	2,400	3,400	4,800	6,800	9,600	13,600	19,200
17th	650	900	1,275	1,800	2,550	3,600	5,100	7,200	10,200	14,400
18th	475	675	950	1,350	1,900	2,700	3,800	5,400	7,600	10,800
19th	—	500	700	1,000	1,425	2,000	2,850	4,000	5,700	8,000
20th	—	—	525	750	1,050	1,500	2,100	3,000	4,200	6,000





How Much of a Reward?

An encounter's EL determines how many experience points (XP) the characters get for successfully completing the encounter. In general, "successful completion" means that the heroes accomplish the encounter goals. (Sometimes, the goal of an encounter is simply to survive.)

Table 7–8: Experience Point Awards shows recommended experience awards for encounters of ELs 1 to 20. To find the recommended experience award for an encounter, cross-reference the average level of the heroes with the EL of the encounter. Divide the experience award by the number of heroes to determine each hero's experience award. Only characters who took part in the encounter gain experience.

For example, a group of five 5th-level heroes successfully completes an EL 6 encounter. For 5th-level characters, an EL 6 encounter is worth 2,100 XP. Divided among the five heroes, that's 420 XP each.

Table 7–8 does not indicate XP for creatures that individually have a Challenge Rating eight higher or lower than the heroes' level. Either the creatures present no challenge to the heroes, or they are considerably more powerful than the heroes.

Weak creatures that individually have a Challenge Rating eight lower than the heroes' level are usually worth no XP unless encountered in large numbers, in which case the GM may assign a fair XP award based on the encounter's difficulty. Heroes should not be fighting creatures that individually have a Challenge Rating eight higher than their level; if this occurs, the GM may use his or her best judgment to determine a fair XP award for the encounter.

HOW TO BUILD A CAMPAIGN

The term "campaign" refers to the ongoing game created by the Gamemaster, a linked set of adventures or missions that follow the escapades of a group of heroes. A campaign might have a single ongoing storyline or several shorter plots. In a campaign, we follow the adventures of a central group of heroes—a group that changes slightly over time as individual heroes come and go—who generally work together to accomplish their goals.

Building a good campaign is more than just stringing together a bunch of adventures, though. The guidelines below should help you create a rich campaign that is fun for both the players and the GM.

Provide the World

You create your own campaign world. You can base it on the real world or one of our campaign models (see Chapter Nine), or you can make up something completely different. It's your campaign, so you decide.

The campaign setting is more than just a backdrop for adventures. The setting is everything in the fictional world except for the heroes and the adventure plot. A well-designed and well-run campaign world seems to unfold around the heroes, so that they feel a part of something, instead of apart from it. Though powerful and important, the heroes should seem to be residents of a world that is ultimately larger than they are.

Consistency is often the key to providing a campaign world. When the heroes go back to the city for supplies, they should encounter some of the same characters they met before. Soon, they'll learn the name of the waitress at the diner where they hang out—and she'll remember them as well. Once you've achieved this level of consistency, the occasional change keeps the world vibrant and alive. If the heroes come back to load up on ammunition, have them discover that the man who ran the sporting goods store has retired, and his nephew now runs the family business. That sort of change—one that has nothing to do with the heroes directly, but which they'll notice—makes the players feel as though they're adventuring in a living world as real as themselves.

Create a Context

Before any other campaign-building task, you should decide the context in which the players can place (and play) their heroes. While this context doesn't have to be obvious to the players at the beginning of the campaign (and indeed can change as play goes on), it greatly helps the Gamemaster in designing adventures and encounter goals for the game.

Of course, this context will vary dramatically based on the world in which you set your campaign. A plotline appropriate to heroes of Shadow Chasers might well be out of place in the world of Agents of PSI, for example.

Campaign Starter

After you determine the type of campaign you're creating, you need to figure out how you're going to bring the heroes together and keep them together from adventure to adventure. Department-7 is a great tool for this, since it provides a structure, organization, and purpose for your heroes. If you decide not to use Department-7 or some other official agency, you need to work with the players to determine why they are adventuring and what makes them risk life and limb from one mission to the next. Are they in it for the money? Are they motivated by justice or revenge? This may be determined by the type of campaign you've designed (such as the heroes being aware of supernatural elements in the Shadow Chasers campaign), or you might have to work it out to fit your campaign and the players' expectations. Think of your first adventure as the pilot of a TV series—it's the episode that introduces the heroes and sets the stage for the episodes to follow. The origin story, if you will.

Incorporate Interesting GM Characters

It's your job to portray everyone in the world who isn't one of the heroes. These people are all your characters, running the gamut from the feisty shopkeeper who sold the heroes their van to the foul crime lord out to control the city.

Most people go about their own lives, oblivious to the actions of the heroes and the events around them. Ordinary people whom they meet won't notice them as being different from anyone else unless the heroes do something to draw attention. In short, the rest of the world doesn't know the heroes are, in fact, heroes. It either treats them no differently from anyone else, gives them no special breaks (or special penalties), or gives them no special attention what-

soever. The heroes have to rely on their own actions. If they are wise and kind, they make friends and garner respect. If they are foolish or unruly, they make enemies and earn the enmity of all.

As you run your campaign, you need to portray all sorts of characters. Use the following tips for creating and controlling interesting characters.

Villains and Opponents

Villains and opponents provide an outlet for play that is unique to being a GM. Running the foes of the heroes is one of your main tasks, and one of the most fun responsibilities. When creating opponents for the heroes, keep the following in mind.

Flesh enemies out. Give a fair amount of thought toward why enemies are doing what they do, why they are where they are, and how they interact with all things around them. If you think of them as just bad guys for the heroes to defeat, so will your players.

Bad guys don't have to be stupid. Make the enemies as smart as they really would be—no more, no less.

Evil is evil. Don't hesitate to make the villains truly evil. Betrayal, devious lies, and hideous acts all make them more rewarding to defeat.

Not all opponents are evil. Sometimes good-meaning characters might oppose whatever the heroes are doing, since not all good people agree on everything. Sometimes it's interesting to face an opponent whom you don't want to (or just can't) attack outright.

Some tips for well-played villains:

Don't have the villain confront the heroes herself unless you have to. Eventually, they will want to take the fight to her, but she should use underlings, employees, bodyguards, and other lackeys to fight for her whenever possible. But don't deny the heroes the satisfaction of eventually having the opportunity to defeat her.

Use all available options to foil the heroes. If it's possible for a villain in your campaign to have a rogue agent on the payroll, don't overlook the option. The basic idea to keep in mind is that for every ability the heroes might have, a villain can counter it with the right resource or ability.

Once the heroes have confronted the villain and foiled his plans, it can be hard for him to get away. Heroes are notorious for dogging the heels of a villain who tries to escape. Use misdirection, disguises, secret passages, escape routes, and swarms of underlings to aid in the villain's escape.

Put the heroes in a moral dilemma. Are they willing to attack the villain if her troops are prepared, on her command, to slay innocent victims they've captured?

Don't fight on the heroes' terms. A smart villain fights the heroes only when he has to and only when he's prepared (and preferably when the heroes are weakened or unprepared).

Allies

Most allies provide assistance to the heroes in the form of information or resources. These allies may be friends, relatives, school chums, former coworkers, or anyone the heroes have met during their adventures. The Gamemaster should plan such characters in as much detail as necessary for the campaign. At the very least, a name and personality should be included in the GM's notes. Allies will have attitudes of friendly or helpful toward the heroes.

On rare occasions, heroes may have allies who will join them on their missions. This extra resource is most useful when the group of heroes is small or doesn't have the requisite skills for an adventure. Either the Gamemaster or one of the players can run this type of GM character. Be careful not to overuse them, because you don't want the players (and their heroes) to become reliant on them.



A smart villain gets the best help money can buy

Animals

Animals and other low-intelligence creatures comprise a special category of GM characters. They don't act like intelligent creatures. Instead, they're driven by instinct and need. Hunger and fear, for example, motivate animals. They are occasionally curious, but are usually looking for food. When setting up encounters with animals and low-intelligence creatures, remember to develop some sort of ecology. An intelligent, organizing force often helps to explain the presence of creatures in amounts or locations that their natural inclinations can't explain.

Animals and low-intelligence creatures want to eat, be safe, and protect their young. They're not thrilled about competition for food, but only the most belligerent attack for a reason other than that.

Build on Campaign Events

Once you've finished setting up the campaign, don't think your work is done. Without a living, reactive environment, even the most exciting context will become stale. Use what's come before and prepare for what's still coming. That's what makes a campaign different from a series of unrelated adventures. Some strategies for building on the past include using recurring characters, having the heroes form relationships beyond the immediate adventure, changing what the heroes know, preparing the heroes for the future, and foreshadowing coming events.

Overused recurring characters can make events seem artificial, but when you reuse existing characters judiciously, it not only lends realism, but also reminds heroes of their own past, reaffirming their place in the campaign.

The heroes may make friends with a local bartender and visit him every time they are in town, just to hear another of his jokes. Such relationships flesh out a campaign.

You can use this relationship to throw a wrinkle into an adventure: Suppose the heroes' archenemy pulls off a bank robbery and notices that one of the patrons is the aforementioned bartender, who is widely known to be a good friend of the heroes. Because of this relationship, the bad guy takes the bartender hostage, figuring he can keep the heroes at bay by threatening to kill the man. This strategy works as a powerful motivator when used in moderation—but don't overdo it, or the heroes will never grow attached to anyone for fear of putting that person in danger.

If you know that later in the campaign you want to have an order of cultists rise up from secrecy and begin hunting Department-7 agents, foreshadow that event. Have the heroes hear rumors about the cult, or even see evidence of it on an unrelated adventure. It will make the later adventure much more meaningful. Threading information into early adventures while hinting at future events helps weave a campaign into a whole.

FAVORS AND CONTACTS

Some characters have access to a special resource in the form of a person they can call on in times of need. A contact is an individual who has the power to assist the character in some way, usually through favors owed.



KK

Alexandra calls in a favor

Favors

Charismatic heroes can use their influence and contacts to call in favors. The character must make a favor check (1d20 + the character's favor bonus) and compare the result to the favor's DC, which the GM must determine based on the situation and the threat of danger to the one being approached for the favor. Some guidelines for determining the DC of a favor check are given below.

Favor	Examples	DC
Easy	Booking passage on a friend's jet Asking for a small loan (up to half your current Wealth bonus)	10
Problematic	Convincing a driver to throw a race Asking for a moderate loan (up to equal your current Wealth bonus)	15
Difficult	Convincing a police officer to release a suspected criminal Asking for a substantial loan (up to twice your current Wealth bonus)	20

Contacts

The purpose of a contact is to provide information, expert skills, or the occasional loan. Contacts differ from followers

or allies in that they are less inclined to risk their lives or their prosperity for a hero.

As the GM, you must decide how much assistance a contact can and will provide. In general, the more wealthy, powerful, and important the contact, the less inclined he or she is to deal directly with the hero.

Circumstances will arise when a hero is unable to reach a contact or call in a favor. The GM must adjudicate these situations as they arise.

Information Contacts

An information contact can discover things the heroes normally couldn't find out. You can use this contact as a mouthpiece when you need to pass information to the heroes during an adventure. Other times, a player might think of asking a contact for help when the adventure seems to stall.

Examples of information contacts include bartenders, thugs, con artists, law enforcers, ex-cons, reporters, entertainers, computer hackers, merchants, politicians, taxi drivers, and various types of street people.

Expert Contacts

Expert contacts have skills or abilities that the heroes don't have. Usually, a hero brings a situation to a contact's attention and asks the contact to address it. For example, a mechanic who can repair a damaged engine at reduced cost would be invaluable to a group with its own helicopter or airplane.

Examples of expert contacts include doctors, engineers, diplomats, historians, fences, mechanics, scholars, scientists, politicians, and bounty hunters.

Resource Contacts

A resource contact can provide heroes with equipment, personnel, or transportation. Similarly, a resource contact might have subordinates or connections whose services a hero needs. Obviously, the contact might be annoyed if the hero is careless or indiscreet with the resource she has been given.

Examples of resource contacts include bureaucrats, corporate executives, crime lords, government officials, politicians, and military personnel.

THE MODERN WORLD

Any campaign set in the modern era must take into account factors that rarely come up in, say, a medieval fantasy setting. A few of these considerations are discussed below.

Law and the Heroes

Modern society, at least in developed countries, tends to frown upon violent behavior, the use of weapons and deadly force, and dealing in illegal and restricted materials. You need to balance this with the cinematic nature of your campaign, wherein violence must often be met with violence to win the day. In the real world, even members of local and federal police must undergo investigation and review whenever they use their service weapons. In the real world, vigilante justice results in as much jail time—or more—for the vigilante as for the criminal. In your game, you're going to need to decide how much reality is good, and how much gets in the way.

In general, we recommend that you encourage your heroes to use lethal force only when necessary. No matter who they are or who they work for, they should never casually brandish their weapons in public, and they should never be allowed to get away with harming innocent civilians or law enforcement agents who might run into them as part of their normal duties.

In the movies, such actions often lead to formal reprimands, a loud dressing-down, a suspension, or even jail time. Use any and all of these approaches if you need to, but busting your heroes should be a last resort (unless you have a cool adventure in mind that requires the heroes serve some time in jail). Most of these might result in a temporary penalty to Reputation bonuses, too, at least until they clear their names or repair their tarnished reputations.

In the United States, law enforcers must read a suspect his Miranda rights. These rights are: "You have the right to remain silent. If you give up this right, what you say may be taken down and used in evidence against you in a court of law. You have the right to have an attorney present during questioning. If you cannot afford an attorney, one will be provided for you. Do you understand these rights?"

GM Character Demographics

In general, the vast majority of characters that the heroes interact with will be ordinary characters with, at most, a few levels in a basic class. Hero characters are rare, characters with advanced classes rarer still, with perhaps 5% (at most) of any population having levels in a heroic class. Characters gain levels by adventuring, and most people just don't regularly take part in adventures. What follows provides guidelines for determining the highest character level for ordinary and heroic GM characters in a given location. These are not absolutes; if your adventure calls for it, you can increase or decrease the character levels accordingly, but these make good guidelines. Whether or not your players' heroes can gain the notice or assistance of the highest-level character depends on the nature of the campaign and the reputation and resources the heroes command.

Community Size	Ordinary Characters	Hero Characters
Rural (less than 2,000)	2	4
Small town (2,000+)	3	6
Large town (10,000+)	4	8
Small city (50,000+)	6	12
Large city (100,000+)	8	16
Metropolis (1,000,000+)	10	20

Resources

Sometimes the heroes need assistance. They might require the use of equipment only available at a specific location, or they might require the skills and expertise of an institution, or both. There is a cost to using a resource, either time or money or both. The table below shows some typical resources the heroes might need in an adventure, with the skill use benefit provided if the heroes make use of the specialized equipment personally (as a bonus to their skill



checks) or if they rely on the personnel available through the resource (as a skill modifier for the personnel), as well as how much time it takes to utilize the resource's personnel. These are guidelines; you can certainly have a poorly equipped privately operated crime lab and a rural hospital with a highly skilled medical staff, for example.

Resource	Hero Skill Check Bonus	Resource Skill Mod	Time
Crime lab			
Local	+2	+4	12 hours
State	+4	+8	24 hours
National	+4	+12	48 hours
Corporate	+4	+12	24 hours
Private	+2	+8	12 hours
Library			
Rural	+1	+4	2 hours
Town	+2	+6	6 hours
City	+4	+12	12 hours
College	+2	+8	8 hours
University	+4	+10	16 hours
Hospital			
Rural	+2	+4	as skill
Town	+3	+6	as skill
City	+4	+8	as skill
Metropolis	+4	+12	as skill

The Environment

Heroes spend a lot of time in the most dismal, dangerous, and generally unpleasant places imaginable. If the villains and creatures encountered don't kill the heroes, the environment might. This section details hazards the heroes face from the physical world around them.

Darkness and Light

It's a rare mission that doesn't end up in the dark somewhere, and heroes need a way to see. See Table 7–9: Light Sources for the radius that a light source illuminates and how long it lasts.

TABLE 7–9: LIGHT SOURCES

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

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

Heat and Cold

Prolonged exposure to hot or cold temperatures can wear down a hero, and heatstroke or hypothermia can prove deadly.

Heat and cold deal damage that cannot be recovered until the character counteracts or escapes the inclement temperature. As soon as the character suffers any damage from heat or cold, he is considered fatigued (see the Character Condition Summary sidebar).

A character not properly equipped to counteract the heat or cold must attempt a Fortitude saving throw each hour (DC 15, +1 for each previous check). Failure means that the character loses 1d4 hit points. Heavy clothing or armor provides a –4 penalty on saves against heat but grants a +4 equipment bonus on saves against cold. A character who succeeds at a Survival check (DC 15) gains a +4 competence bonus on the save (see the Survival skill, page 74).

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

Catching on Fire

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

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

Starvation and Thirst

Sometimes heroes might find themselves without food and water. In normal climates, heroes need at least ½ gallon of fluids and about ¼ pound of decent food per day to avoid the threat of starvation. In very hot climates, heroes need two or three times as much water to avoid dehydration.

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

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

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

Suffocation and Drowning

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

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

Smoke

Characters breathing heavy smoke or similar toxic gases must make a Constitution check (DC 10, +1 for each previous check) each round or spend that round choking and coughing. Characters who choke for 2 consecutive rounds take 1d6 points of damage.

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

Strangulation

When a character is strangled by an instrument (such as a noose) or an attacker, use the rules below.

A character can strangle or choke a target of the same size category or one size category larger or smaller. (For example, a Medium-size character can strangle a Small, Medium-size or Large target.) The strangling attempt incurs an attack of opportunity.

To begin the choke, the attacker must succeed at an opposed grapple check (see Grapple, page 152). If the grapple succeeds, the attacker can choose to deal normal unarmed damage as well as choke the target. The target can hold his breath for a number of rounds equal to his Constitution score. After this period of time, the target must make a Constitution check (DC 10, +1 for each previous check) every round to continue holding his breath. The target begins to suffocate on a failed check (see Suffocation and Drowning, on the previous page).

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

Falling

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

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

Falling Objects

Just as characters take damage when they fall, so too do they take damage when hit by falling objects. Objects that fall upon characters (or creatures or vehicles) deal damage based on their size and the distance fallen, as noted on Table 7–10: Damage from Falling Objects.

Objects deal the initial damage given in Table 7–10 if they fall 10 feet or less. An object deals an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage). Objects of Fine size are too small to deal damage, regardless of the distance fallen.

A successful Reflex save indicates that the target takes half damage. The size of the falling object determines the save DC.

If the save fails by 10 or more, and the object is at least three size categories larger than the character, the character is pinned under the fallen object. A pinned character cannot move but is not helpless. The character can make a Strength check to lift the object off himself or an Escape Artist check (DC 20) to get out from underneath. The GM can modify the DCs for these checks based on the circumstances. (A Huge but relatively light object might be easier to lift, for example, or a character might find herself trapped under an object that has openings or gaps that allow one to wriggle free.)

TABLE 7–10: DAMAGE FROM FALLING OBJECTS

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

Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes a poisonous substance, inhales a poisonous gas, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he takes the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces secondary damage 1 minute later. This secondary damage also requires a Fortitude saving throw to avoid.

Poisons are described on Table 2–5: Poisons. Some liberty has been taken with the effects of real-world poisons. Ability damage is used to represent common reactions such as brain damage, burning pain, chills, diarrhea, dizziness, fever, impaired vision, jaundice, muscle spasms, respiratory failure, and vomiting. This is in keeping with the idea of cinematic action and not necessarily trying to model the real world.

Poisonous liquids are usually administered through injection or by application to a weapon. Poisonous gases must be inhaled to be effective. Poisonous solids are usually ingested with food or drink.

Perils of Using Poison

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

Poison Immunity

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures (such as constructs and undead) and creatures without metabolisms (such as elementals), if they exist in your campaign, are immune to poison. Oozes and certain kinds of creatures are immune to poison, as detailed in their descriptions in Chapter Eight: Friends and Foes, though it is conceivable that a special poison could be synthesized specifically to harm them.



TABLE 7–11: DISEASES

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

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

Disease

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

The characteristics of some treatable diseases are summarized on Table 7–11.

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

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

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

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

Ability Score Loss

Some attacks and effects cause ability score loss instead of hit point damage. For example, poisons and diseases deal ability score damage that is temporary and can be regained through rest or the application of the Treat Injury skill. In some cases, the damage is so severe that the ability score loss is a permanent drain.

A score of 0 in any ability other than Constitution means that the character is helpless (cannot move or take actions).

Constitution: A Constitution score of 0 means that the character is dead.

If a character's Constitution score drops, he loses 1 hit point per level for every point by which his Constitution modifier drops. For example, a 7th-level Tough hero fails a Fortitude save against a deadly poison, causing his Constitution score to drop from 16 to 13. His Constitution modifier falls from +3 to +1, so he loses 14 hit points (2 per level). A minute later, the poison deals another 8 points of temporary Constitution damage, dropping his score to 5 and his modifier from +1 to –3. He loses another 28 hit points—for a total of 42 hit points lost because of an overall 6-point drop in his Constitution modifier.

Acid

Corrosive acids deal damage each round of exposure. The amount of damage varies depending on the acid's strength, as noted on Table 7–12.

TABLE 7–12: ACID DAMAGE

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

*Damage per round of exposure.

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

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

Electricity

Electricity courses through an urban sprawl like blood through veins, powering the great metropolis day and night. Electrical hazards come in many forms, including stun guns, downed power lines, and electric security fences. Table 7–13 gives damage values for various electrical hazards based on relative voltage. A character can make a Fortitude saving throw to reduce the damage by half. If that character is not grounded or is otherwise insulated from the current, a successful save indicates that no damage is suffered.

TABLE 7–13: ELECTRICITY DAMAGE

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

Chapter Eight

FRIENDS and FOES



Roxanne and Moondog guard each other's back

Terrorists hijack a skyscraper on Christmas Day. Demons and street gangs run amok in the back alleys and hidden temples of Little China. Humans use modern weaponry to wage war against a plague of huge, fire-breathing dragons. Regardless of the campaign's backdrop, GMs need opponents to challenge the heroes, allies to aid the heroes, and various anonymous "bit players" to fill minor roles in a scene—often at a moment's notice.

This chapter provides pregenerated creatures and characters for GMs. It also includes tools to help GMs create interesting new creatures to fit the special needs of their campaigns.

THE CREATURE FACTORY

The starting point for designing a new creature is deciding what kind of creature you want. The rules in this section will allow you to design creatures of varying sizes and types: an enormous dinosaur that destroys or devours everything in its path, a monstrous Venus flytrap that craves human blood, a crocodile-headed man that prowls the sewers, or whatever else you can imagine. Establishing a basic concept can help you develop a description of the creature you want to make.

Once you have an idea in mind for what you're making, decide on the creature's size and type. An enormous dinosaur qualifies as a Huge, Gargantuan, or Colossal animal. A monstrous flytrap might be a Large plant. A mutant crocodile-man classifies as a Medium-size monstrous humanoid. Use Tables 8–3 through 8–17 to determine appropriate Hit Dice, physical ability scores, and damage for a creature of a given size and type. Use Table 8–2 to determine the creature's saving throws and base attack bonus. Assign skills, feats, and other characteristics based on the creature's type.

TABLE 8–1: CREATURE SIZES

Typical Size	Modifier to Defense and Attack Rolls	Grapple Modifier	Modifier to Hide Checks	Dimension [1]	Weight [2]	Typical Fighting Space	Reach
Colossal	–8	+16	–16	64 ft. or more	250,000 lb. or more	30 ft. by 30 ft.	15 ft.
Gargantuan	–4	+12	–12	32 ft. – 64 ft.	32,000 lb. – 250,000 lb.	20 ft. by 20 ft.	15 ft.
Huge	–2	+8	–8	16 ft. – 32 ft.	4,000 lb. – 32,000 lb.	15 ft. by 15 ft.	10 ft.
Large	–1	+4	–4	8 ft. – 16 ft.	500 lb. – 4,000 lb.	10 ft. by 10 ft.	10 ft.
Medium-size	+0	+0	+0	4 ft. – 8 ft.	60 lb. – 500 lb.	5 ft. by 5 ft.	5 ft.
Small	+1	–4	+4	2 ft. – 4 ft.	8 lb. – 60 lb.	5 ft. by 5 ft.	5 ft.
Tiny	+2	–8	+8	1 ft. – 2 ft.	1 lb. – 8 lb.	2 ½ ft. by 2 ½ ft.	0 ft.
Diminutive	+4	–12	+12	6 in. – 1 ft.	⅛ lb.–1 lb.	1 ft. by 1 ft.	0 ft.
Fine	+8	–16	+16	6 in. or less	⅛ lb. or less	6 in. by 6 in.	0 ft.

1 Biped's height, quadruped's body length (nose to base of tail).

2 Assumes that the creature is roughly as dense as a regular animal. A creature made of stone will weigh considerably more. A gaseous creature will weigh much less.

Magic and Psionics

Some of the creatures described in this chapter are magical in nature or have psionic abilities. Full details about magic spells and psionic powers are presented in Chapter Ten: FX Abilities. Descriptions of the advanced classes that use spells and psionics (Mage, Acolyte, Telepath, Battle Mind) are provided in Chapter Nine: Campaign Models.

HOW TO READ A CREATURE DESCRIPTION

Each creature is organized in the same general format, as described in the following text. Much of the information on a creature is condensed into a creature statistics block, the contents of which are explained below. This section of the chapter concludes with a broad selection of sample creatures magical, mechanical, and mundane.

Challenge Rating (CR)

A creature's Challenge Rating provides a rough measure of the creature's toughness in a combat situation. As a rule of thumb, four heroes of a level equal to the creature's Challenge Rating should exhaust roughly one-quarter of their resources (hit points, ammunition, and so forth) battling it. But situations may arise where a creature's Challenge Rating does not accurately reflect the difficulty of the challenge (for example, a team of goblins holed up in a bank with hostages).

Size

A creature falls into one of nine size categories. The size categories are briefly described in Table 8–1: Creature Sizes.

TABLE 8–2: CREATURE SAVES AND BASE ATTACK BONUSES

Creature's Hit Dice	Good Save Bonus	Poor Save Bonus	Base Attack Bonus (A)	Base Attack Bonus (B)	Base Attack Bonus (C)
1 or less	+2	+0	+0	+1	+0
2	+3	+0	+1	+2	+0
3	+3	+1	+2	+3	+1
4	+4	+1	+3	+4	+1
5	+4	+1	+3	+5	+2
6	+5	+2	+4	+6/+1	+2
7	+5	+2	+5	+7/+2	+3
8	+6	+2	+6/+1	+8/+3	+4
9	+6	+3	+6/+1	+9/+4	+4
10	+7	+3	+7/+2	+10/+5	+5
11	+7	+3	+8/+3	+11/+6/+1	+5
12	+8	+4	+9/+4	+12/+7/+2	+6/+1
13	+8	+4	+9/+4	+13/+8/+3	+6/+1
14	+9	+4	+10/+5	+14/+9/+4	+7/+2
15	+9	+5	+11/+6/+1	+15/+10/+5	+7/+2
16	+10	+5	+12/+7/+2	+16/+11/+6/+1	+8/+3
17	+10	+5	+12/+7/+2	+17/+12/+7/+2	+8/+3
18	+11	+6	+13/+8/+3	+18/+13/+8/+3	+9/+4
19	+11	+6	+14/+9/+4	+19/+14/+9/+4	+9/+4
20	+12	+6	+15/+10/+5	+20/+15/+10/+5	+10/+5

Base Attack Bonus (A): Use this column for aberrations, animals, constructs, elementals, giants, humanoids, oozes, plants, and vermin.
Base Attack Bonus (B): Use this column for dragons, magical beasts, monstrous humanoids, and outsiders.
Base Attack Bonus (C): Use this column for fey and undead.

TABLE 8–3: ABERRATIONS

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42–43	10–11	28–29	32d8	2d6	4d8	2d8	4d6
Gargantuan	34–35	10–11	24–25	16d8	1d8	4d6	2d6	2d8
Huge	26–27	10–11	20–21	8d8	1d6	2d8	2d4	2d6
Large	18–19	12–13	16–17	2d8	1d4	2d6	1d6	1d8
Medium-size	10–11	14–15	12–13	1d8	1d3	2d4	1d4	1d6
Small	6–7	16–17	10–11	½ d8	1d2	1d6	1d3	1d4
Tiny	2–3	18–19	10–11	¼ d8	1	1d4	1d2	1d3
Diminutive	1	20–21	10–11	⅛ d8	—	1d3	1	1d2
Fine	1	22–23	10–11	1/16 d8	—	1d2	—	1

Each size category includes a size modifier that applies to the creature's Defense and attack rolls; a modifier that applies to grapple checks; and a modifier that applies to Hide checks. These modifiers have been figured into the statistics for the creatures described in this section.

Type

A creature's type determines many of its characteristics and abilities: physical ability scores, Hit Die type, base attack bonus, saving throw bonuses, skill points, feats, and special qualities. Mental ability scores (Intelligence, Wisdom, and Charisma) can vary widely among creatures of a type; unless a type description specifies a particular score for one of these abilities, assign these values as you deem appropriate.

A creature belongs to one of the fifteen types described below. A single creature cannot have more than one type.

Table 8–2: Creature Saves and Base Attack Bonuses provides the modifiers to a creature's saving throws and attack rolls based on its type and Hit Dice.

Aberration

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. See Table 8–3: Aberrations for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: ¾ of total Hit Dice (see Table 8–2: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Will.

Skill Points: 2 × Int score, plus 2 points per Hit Dice beyond 1 HD.

Feats: Int modifier (minimum +0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Aberrations share the following additional traits.

Weapon and Armor Proficiency: Aberrations receive one of the following as a bonus feat: Archaic Weapons Proficiency or Simple Weapons Proficiency. They are proficient with their natural weapons and any weapon mentioned in their entries. Aberrations noted for wearing armor gain the Armor Proficiency bonus feat for whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

Darkvision (Ex): Most aberrations have darkvision with a range of 60 feet.

Animal

An animal is a nonhumanoid creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture. See Table 8–4: Animals for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: ¾ of total Hit Dice (see Table 8–2: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude and Reflex (some animals have different good saves).

Skill Points: 10–15.

Feats: None.

Animals share the following additional traits.

Weapon and Armor Proficiency: Animals are proficient with their natural weapons only. They are not proficient with armor.

Ability Scores: Animals have Intelligence scores of 1 or 2 (predatory animals tend to have Intelligence scores of 2). No creature with an Intelligence score of 3 or higher can be an animal.

Low-Light Vision (Ex): Most animals have low-light vision.

Construct

A construct is an animated object or artificially constructed creature. See Table 8–5: Constructs for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d10.

TABLE 8–4: ANIMALS

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42–43	10–11	28–29	32d8	2d6	4d6	2d8	4d6
Gargantuan	34–35	10–11	24–25	16d8	1d8	2d8	2d6	2d8
Huge	26–27	10–11	20–21	4d8	1d6	2d6	2d4	2d6
Large	18–19	12–13	16–17	2d8	1d4	1d8	1d6	1d8
Medium-size	10–11	14–15	12–13	1d8	1d3	1d6	1d4	1d6
Small	6–7	16–17	10–11	½ d8	1d2	1d4	1d3	1d4
Tiny	2–3	18–19	10–11	¼ d8	1	1d3	1d2	1d3
Diminutive	1	20–21	10–11	⅛ d8	—	1d2	1	1d2
Fine	1	22–23	10–11	1/16 d8	—	1	—	1



TABLE 8–5: CONSTRUCTS

Size	Str	Dex	Con	Minimum HD	Extra Hit Points	Slam	Bite	Claw	Gore
Colossal	44–47	6–7	—	32d10	120	4d6	2d6	2d8	4d6
Gargantuan	36–39	6–7	—	16d10	80	2d8	1d8	2d6	2d8
Huge	28–31	6–7	—	8d10	40	2d6	1d6	2d4	2d6
Large	20–23	8–9	—	2d10	20	1d8	1d4	1d6	1d8
Medium-size	12–15	10–11	—	1d10	10	1d6	1d3	1d4	1d6
Small	8–11	12–13	—	½ d10	5	1d4	1d2	1d3	1d4
Tiny	4–7	14–15	—	¼ d10	—	1d3	1	1d2	1d3
Diminutive	2–5	16–17	—	⅛ d10	—	1d2	—	1	1d2
Fine	1	18–19	—	1/16 d10	—	1	—	—	1

Base Attack Bonus: ¾ of total Hit Dice (see Table 8–2: Creature Saves and Base Attack Bonuses).
Good Saving Throws: None.
Skill Points: None.
Feats: None.

Constructs share the following additional traits.
Weapon and Armor Proficiency: Constructs are proficient with their natural weapons only. They are not proficient with armor.
Ability Scores: Constructs have no Constitution score and usually no Intelligence score.
Extra Hit Points: Constructs gain extra hit points according to size, as shown on Table 8–5: Constructs.
Darkvision (Ex): Most constructs have darkvision with a range of 60 feet.
Immunities: Constructs are immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.
Repairable: Constructs cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage to a construct, and each check represents 1 hour of work. A construct reduced to 0 hit points is immediately destroyed and cannot be repaired.
Special: Constructs cannot be raised from the dead.

Dragon

A dragon is a reptilian creature, usually winged, with magical or unusual abilities. See Table 8–6 for physical ability scores, recommended minimum Hit Dice, and damage based on size.
Hit Die: d12.
Base Attack Bonus: Total Hit Dice (see Table 8–2: Creature Saves and Base Attack Bonuses).
Good Saving Throws: Fortitude, Reflex, Will.
Skill Points: 6 + Int modifier per Hit Dice beyond 1 HD.
Feats: 1, plus 1 feat per 4 Hit Dice beyond 1 HD.

Dragons share the following additional traits.
Weapon and Armor Proficiency: Dragons are proficient with their natural weapons only. They are not proficient with armor.
Darkvision (Ex): Most dragons have darkvision with a range of 60 feet.
Immunities: Dragons are immune to sleep, hold, and paralysis effects.

Elemental

An elemental is a being composed of one of the four classical elements: air, earth, fire, or water. See Table 8–7: Elementals for physical ability scores, recommended minimum Hit Dice, and damage based on size.
Hit Die: d8.
Base Attack Bonus: ¾ of total Hit Dice (see Table 8–2: Creature Saves and Base Attack Bonuses).
Good Saving Throws: Varies by element: Fortitude (earth, water) or Reflex (air, fire).
Skill Points: 2 × Int score, plus 2 points per Hit Dice beyond 1 HD.
Feats: Int modifier (minimum 0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Elementals share the following additional traits.
Weapon and Armor Proficiency: Elementals are proficient with their natural weapons only. They are not proficient with armor.
Darkvision (Ex): Most elementals have darkvision with a range of 60 feet.
Immunities: Elementals are immune to poison, sleep, paralysis, and stunning. They are not subject to critical hits, flanking, or the effects of massive damage.
Special: Elementals cannot be raised from the dead.

TABLE 8–6: DRAGONS

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	46–47	6–7	30–31	38d12	2d8	4d8	4d6	4d6
Gargantuan	38–39	6–7	26–27	27d12	2d6	4d6	2d8	2d8
Huge	30–31	6–7	22–23	19d12	1d8	2d8	2d6	2d6
Large	22–23	8–9	18–19	10d12	1d6	2d6	1d8	1d8
Medium-size	14–15	10–11	14–15	7d12	1d4	1d8	1d6	1d6
Small	10–11	12–13	12–13	4d12	—	1d6	1d4	1d4
Tiny	6–7	14–15	12–13	3d12	—	1d4	1d3	1d3
Diminutive	4–5	16–17	12–13	1d12	—	1d3	1d2	1d2
Fine	4–5	18–19	12–13	½ d12	—	1d2	1	1

TABLE 8–7: ELEMENTALS

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	44–45	6–7	28–29	32d8	4d6	4d6	2d8	2d6
Gargantuan	36–37	6–7	24–25	16d8	2d8	2d8	2d6	1d8
Huge	28–29	6–7	20–21	8d8	2d6	2d6	2d4	1d6
Large	20–21	8–9	16–17	4d8	1d8	1d8	1d6	1d4
Medium-size	12–13	10–11	12–13	2d8	1d6	1d6	1d4	1d3
Small	8–9	12–13	10–11	1d8	1d4	1d4	1d3	1d2
Tiny	6–7	14–15	10–11	½ d8	1d3	1d3	1d2	1
Diminutive	4–5	16–17	10–11	¼ d8	1d2	1d2	1	—
Fine	4–5	18–19	10–11	⅛ d8	1	1	—	—

Fey

A fey is a creature with supernatural abilities and connections to nature or some other force or place. Fey are usually human-shaped. See Table 8–8: Fey for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d6.

Base Attack Bonus: ½ of total Hit Dice (see Table 8–2: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Will.

Skill Points: 3 × Int score, plus 2 points per Hit Dice beyond 1 HD.

Feats: 1 + Int modifier (minimum 0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Fey share the following additional traits.

Weapon and Armor Proficiency: A fey receives either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat. Fey are proficient with any weapon mentioned in their entries. Fey noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

Low-Light Vision (Ex): Most fey have low-light vision.

Giant

A giant is a humanoid creature of Large size or larger. Giants are known for their great strength. See Table 8–9: Giants for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: ¾ of total Hit Dice (see Table 8–2: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude.

Skill Points: 6 + Int modifier (minimum +1), plus 2 points per Hit Dice beyond 1 HD.

Feats: 1, plus 1 feat per 4 Hit Dice beyond 1 HD.

Giants share the following additional traits.

Size: Giants must be Large or larger.

Weapon and Armor Proficiency: Giants receive either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat. They are proficient with their natural weapons and any weapon mentioned in their entries. Giants noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

Low-Light Vision (Ex): Most giants have low-light vision.

Humanoid

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and head. A humanoid has few or no supernatural or extraordinary abilities. See Table 8–10: Humanoids for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: ¾ of total Hit Dice (see Table 8–2: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Choose one (usually Reflex).

Skill Points: 6 + Int modifier, plus 1 point per Hit Dice beyond 1 HD.

Feats: 1, plus 1 feat per 4 Hit Dice beyond 1 HD.

TABLE 8–8: FEY

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42–43	8–9	26–27	32d6	2d6	2d8	2d8	4d6
Gargantuan	34–35	8–9	22–23	16d6	1d8	2d6	2d6	2d8
Huge	26–27	8–9	18–19	8d6	1d6	1d8	2d4	2d6
Large	18–19	10–11	14–15	2d6	1d4	1d6	1d6	1d8
Medium-size	10–11	12–13	10–11	1d6	1d3	1d4	1d4	1d6
Small	6–7	14–16	8–9	½ d6	1d2	1d3	1d3	1d4
Tiny	2–3	16–17	8–9	¼ d6	1	1d2	1d2	1d3
Diminutive	1	18–19	8–9	⅛ d6	—	1	1	1d2
Fine	1	20–21	8–9	1/16 d6	—	—	—	1

TABLE 8–9: GIANTS

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	46–47	6–7	28–31	32d8	2d6	2d8	2d8	4d6
Gargantuan	38–39	6–7	24–27	16d8	1d8	2d6	2d6	2d8
Huge	30–31	6–7	20–23	8d8	1d6	1d8	2d4	2d6
Large	22–23	8–9	16–19	2d8	1d4	1d6	1d6	1d8

TABLE 8–10: HUMANOIDS

Size	Str	Dex	Con	Minimum HD	Slam [1]	Bite	Claw	Gore
Medium-size	10–15	10–13	10–11	1d8	1d3	1d4	1d4	1d6
Small	6–11	12–15	8–9	½ d8	1d2	1d3	1d3	1d4
Tiny	2–7	14–17	8–9	¼ d8	1	1d2	1d2	1d3
Diminutive	1	16–19	8–9	⅛ d8	—	1	1	1d2
Fine	1	18–21	8–9	1/16 d8	—	—	—	1

1 Unarmed attacks qualify as slam attacks that deal nonlethal damage.

Humanoids share the following additional traits.

Size: Humanoids must be Medium-size or smaller.

Weapon and Armor Proficiency: Humanoids with more than 1 Hit Die (such as gnolls and troglodytes) receive one bonus feat selected from the following list: Archaic Weapons Proficiency, Armor Proficiency (light), or Simple Weapons Proficiency.

Keen Sight (Ex): Humanoids accustomed to living underground may have darkvision with a range of 60 feet, low-light vision, or both (as noted in their entries).

Magical Beast

A magical beast is similar to an animal but can have an Intelligence score higher than 2. A magical beast might possess supernatural or extraordinary abilities, or it might be bizarre in appearance and habits. See Table 8–11: Magical Beasts for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d10.

Base Attack Bonus: Total Hit Dice (see Table 8–2: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude, Reflex.

Skill Points: 2 × Int score, plus 1 point per Hit Dice beyond 1 HD, or 10–15 points if Int score is 1 or 2.

Feats: 1 + Int modifier (minimum 0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Magical beasts share the following additional traits.

Weapon and Armor Proficiency: Magical beasts are proficient with their natural weapons only. They are not proficient with armor.

Keen Sight (Ex): Magical beasts have darkvision with a range of 60 feet and low-light vision (unless noted otherwise).

Monstrous Humanoid

A monstrous humanoid is a humanoid creature with monstrous or animalistic features. A monstrous humanoid often possesses supernatural abilities as well. See Table 8–12: Monstrous Humanoids for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: Total Hit Dice (see Table 8–2: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Reflex, Will.

Skill Points: 2 × Int score, plus 2 points per Hit Dice beyond 1 HD.

Feats: 1 + Int modifier (minimum 0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Monstrous humanoids share the following additional traits.

Weapon and Armor Proficiency: Monstrous humanoids receive either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat. They are proficient with their natural attacks and any weapon mentioned in their entries. Monstrous humanoids noted for wearing armor gain the bonus feat Armor Proficiency with whatever

TABLE 8–11: MAGICAL BEASTS

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42–43	10–11	28–29	32d10	2d6	4d6	2d8	4d6
Gargantuan	34–35	10–11	24–25	16d10	1d8	2d8	2d6	2d8
Huge	26–27	10–11	20–21	8d10	1d6	2d6	2d4	2d6
Large	18–19	12–13	16–17	2d10	1d4	1d8	1d6	1d8
Medium-size	10–11	14–15	12–13	1d10	1d3	1d6	1d4	1d6
Small	6–7	16–17	10–11	½ d10	1d2	1d4	1d3	1d4
Tiny	2–3	18–19	10–11	¼ d10	1	1d3	1d2	1d3
Diminutive	1	20–21	10–11	⅛ d10	—	1d2	1	1d2
Fine	1	22–23	10–11	1/16 d10	—	1	—	1

TABLE 8–12: MONSTROUS HUMANOIDS

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42–43	8–9	26–27	32d8	2d6	2d8	2d8	4d6
Gargantuan	34–35	8–9	22–23	16d8	1d8	2d6	2d6	2d8
Huge	26–27	8–9	18–19	8d8	1d6	1d8	2d4	2d6
Large	18–19	10–11	14–15	2d8	1d4	1d6	1d6	1d8
Medium-size	10–11	12–13	10–11	1d8	1d3	1d4	1d4	1d6
Small	6–7	14–15	8–9	½ d8	1d2	1d3	1d3	1d4
Tiny	2–3	16–17	8–9	¼ d8	1	1d2	1d2	1d3
Diminutive	1	18–19	8–9	⅛ d8–	—	1	1	1d2
Fine	1	20–21	8–9	1/16 d8	—	—	—	1

TABLE 8–13: OOZES

Size	Str	Dex	Con	Minimum HD	Extra Hit Points	Slam	Bite	Claw	Gore
Colossal	44–45	6–7	26–29	32d10	40	4d6	4d6	2d8	2d6
Gargantuan	36–37	6–7	22–25	16d10	30	2d8	2d8	2d6	1d8
Huge	28–29	6–7	18–21	8d10	20	2d6	2d6	2d4	1d6
Large	20–21	8–9	14–17	2d10	15	1d8	1d8	1d6	1d4
Medium-size	12–13	10–11	10–13	1d10	10	1d6	1d6	1d4	1d3
Small	8–9	12–13	8–9	½ d10	5	1d4	1d4	1d3	1d2
Tiny	4–5	14–15	8–9	¼ d10	—	1d3	1d3	1d2	1
Diminutive	2–3	16–17	8–9	⅛ d10	—	1d2	1d2	1	—
Fine	2–3	18–19	8–9	1/16 d10	—	1	1	—	—

type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

Darkvision (Ex): Most monstrous humanoids have darkvision with a range of 60 feet.

Ooze

An ooze is an amorphous or mutable creature. See Table 8–13: Oozes for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d10.

Base Attack Bonus: ¾ of total Hit Dice (see Table 8–2: Creature Saves and Base Attack Bonuses).

Good Saving Throws: None.

Skill Points: None.

Feats: None.

Oozes share the following additional traits.

Weapon and Armor Proficiency: Oozes are proficient with their natural weapons only, but not with armor.

Ability Scores: Oozes have no Intelligence score.

Extra Hit Points: An ooze has no natural armor rating but is difficult to kill because of its protoplasmic body. It gains extra hit points (in addition to those from its Hit Dice and Constitution score) according to size, as shown on Table 8–13.

Immunities: Oozes are immune to mind-affecting effects, poison, sleep, paralysis, stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Oozes are not subject to critical hits, flanking, or the effects of massive damage.

Blindsight (Ex): Most oozes have blindsight with a range of 60 feet.

Outsider

An outsider is a nonelemental creature originating from some other dimension, reality, or plane. See Table 8–14: Outsiders for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: Total Hit Dice (see Table 8–2: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude, Reflex, Will.

Skill Points: 8 + Int modifier per Hit Dice beyond 1 HD.

Feats: 1, plus 1 feat per 4 Hit Dice beyond 1 HD.

Outsiders share the following additional traits.

Weapon and Armor Proficiency: Outsiders receive either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat. They are proficient with their natural weapons and any weapon mentioned in their entries. Outsiders noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

Darkvision (Ex): Most outsiders have darkvision with a range of 60 feet.

Special: Outsiders cannot be raised from the dead.

Plant

A plant is a vegetable creature. See Table 8–15: Plants for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: ¾ of total Hit Dice (see Table 8–2: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude.

Skill Points: None.

Feats: None.

Plants share the following additional traits.

Weapon and Armor Proficiency: Plants are proficient with their natural weapons only. They are not proficient with armor.

Immunities: Plants are immune to sleep, paralysis, stunning, and mind-affecting effects. They are not subject to critical hits or the effects of massive damage.

TABLE 8–14: OUTSIDERS

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	44–47	6–7	28–29	32d8	4d6	4d6	2d8	2d6
Gargantuan	36–39	6–7	24–25	16d8	2d8	2d8	2d6	1d8
Huge	28–31	6–7	20–21	8d8	2d6	2d6	2d4	1d6
Large	20–23	8–9	16–17	2d8	1d8	1d8	1d6	1d4
Medium-size	12–15	10–11	12–13	1d8	1d6	1d6	1d4	1d3
Small	8–11	12–13	10–11	½ d8	1d4	1d4	1d3	1d2
Tiny	4–7	14–15	10–11	¼ d8	1d3	1d3	1d2	1
Diminutive	2–3	16–17	10–11	⅛ d8	1d2	1d2	1	—
Fine	2–3	18–19	10–11	1/16 d8	1	1	—	—



TABLE 8–15: PLANTS

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	44–45	6–7	28–29	32d8	4d6	2d6	2d8	4d6
Gargantuan	36–37	6–7	24–25	16d8	2d8	1d8	2d6	2d8
Huge	28–29	6–7	20–21	4d8	2d6	1d6	2d4	2d6
Large	20–21	8–9	16–17	2d8	1d8	1d4	1d6	1d8
Medium-size	12–13	10–11	12–13	1d8	1d6	1d3	1d4	1d6
Small	8–9	12–13	10–11	½ d8	1d4	1d2	1d3	1d4
Tiny	4–5	14–15	10–11	¼ d8	1d3	1	1d2	1d3
Diminutive	2–3	16–17	10–11	⅛ d8	1d2	—	1	1d2
Fine	2–3	18–19	10–11	1/16 d8	1	—	—	1

Low-Light Vision (Ex): Most plants with visual sensory organs have low-light vision.

Blindsight (Ex): Most plants without visual sensory organs have blindsight with a range of 60 feet.

Undead

An undead is a once-living creature animated by spiritual or supernatural forces. See Table 8–16 for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d12.

Base Attack Bonus: ½ of total Hit Dice (see Table 8–2: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Will.

Skill Points: 3 × Int score, plus 2 points per Hit Dice beyond 1 HD.

Feats: 1 + Int modifier, plus 1 feat per 4 HD beyond 1 HD.

Undead share the following additional traits.

Weapon and Armor Proficiency: Undead receive either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat. An undead is proficient with its natural weapons and any weapon mentioned in its entry. Undead noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

Ability Scores: An undead has no Constitution score. It uses its Charisma modifier for Concentration checks.

Darkvision (Ex): Most undead have darkvision with a range of 60 feet.

Immunities: Undead are immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or effects of massive damage, or any effect requiring a Fortitude save unless the effect also works on objects or is harmless.

Healing: Undead cannot heal damage on their own if they have no Intelligence score. Undead can be healed with negative energy (such as an *inflict light wounds* spell). Most undead are destroyed immediately if reduced to 0 hit points or less.

Special: Undead cannot be raised from the dead.

Vermin

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. See Table 8–17: Vermin for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: ¾ of total Hit Dice (see Table 8–2: Creature Saves and Base Attack Bonuses).

TABLE 8–16: UNDEAD

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	44–45	6–7	—	32d12	4d6	4d6	2d8	2d6
Gargantuan	36–37	6–7	—	21d12	2d8	2d8	2d6	1d8
Huge	28–29	6–7	—	10d12	2d6	2d6	2d4	1d6
Large	20–21	8–9	—	4d12	1d8	1d8	1d6	1d4
Medium-size	12–13	10–11	—	1d12	1d6	1d6	1d4	1d3
Small	8–9	12–13	—	½ d12	1d4	1d4	1d3	1d2
Tiny	4–5	14–15	—	¼ d12	1d3	1d3	1d2	1
Diminutive	2–3	16–17	—	⅛ d12	1d2	1d2	1	—
Fine	2–3	18–19	—	1/16 d12	1	1	—	—

TABLE 8–17: VERMIN

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42–43	6–7	26–27	32d8	2d6	4d6	2d8	4d6
Gargantuan	34–35	6–7	22–23	16d8	1d8	2d8	2d6	2d8
Huge	26–27	6–7	18–19	8d8	1d6	2d6	2d4	2d6
Large	18–19	8–9	14–15	2d8	1d4	1d8	1d6	1d8
Medium-size	10–11	10–11	10–11	1d8	1d3	1d6	1d4	1d6
Small	6–7	12–13	8–9	½ d8	1d2	1d4	1d3	1d4
Tiny	2–3	14–15	8–9	¼ d8	1	1d3	1d2	1d3
Diminutive	1	16–17	8–9	⅛ d8	—	1d2	1	1d2
Fine	1	18–19	8–9	1/16 d8	—	1	—	1

Good Saving Throws: Fortitude.
Skill Points: 10–15.
Feats: None.

Vermin share the following additional traits.

Weapon and Armor Proficiency: Vermin are proficient with their natural weapons only. They are not proficient with armor.

Ability Scores: Vermin have no Intelligence score.

Potent Venom: Medium-size or larger poisonous vermin get a bonus to the save DC of their poison based on their size, as follows: Medium-size +2, Large +4, Huge +6, Gargantuan +8, Colossal +10.

Darkvision (Ex): Most vermin with visual sensory organs have darkvision with a range of 60 feet.

Blindsight (Ex): Most vermin without visual sensory organs have blindsight with a range of 60 feet.

Immunities: Vermin are immune to mind-affecting effects.

Resistance to Massive Damage (Ex): Vermin gain a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Hit Dice (HD) and Hit Points (hp)

A creature's type and size determine its Hit Dice. A creature's Hit Dice is equivalent to its level for determining how various FX abilities (such as magic and psionics; see Chapter Ten: FX Abilities) affect the creature, its rate of natural healing, and its maximum ranks in a skill.

A creature's Hit Dice and Constitution modifier determine its hit points. A creature's entry gives the creature's average hit points.

Massive Damage Threshold (Mas)

When a creature takes damage from a single attack equal to or greater than its current Constitution, it must succeed on a Fortitude save (DC 15) or immediately drop to –1 hit points. If the damage would reduce the creature to –1 hit points or fewer anyway, the massive damage threshold does not apply, and the creature does not need to make a Fortitude save.

Constructs, elementals, oozes, plants, and undead ignore the effects of massive damage and do not have massive damage thresholds. Vermin gain a +5 species bonus on their Fortitude saves to avoid falling to –1 hit points.

Initiative (Init)

The creature's modifier on initiative checks is usually equal to its Dexterity modifier, although the Improved Initiative feat provides an additional +4 bonus.

Speed (Spd)

A creature's tactical speed on land is the amount of distance it can cover in one move action. If the creature wears armor that reduces its speed, this fact is given along with a parenthetical note indicating the armor type; the creature's base unarmored speed follows.

If the creature has other modes of movement, these are given after the main entry. Unless noted otherwise, modes of movement are natural (not magical).

Burrow: The creature can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot run while burrowing.

Climb: A creature with a climb speed has the Climb skill at no cost and gains a +8 species bonus on Climb checks. The creature must make a Climb check to climb any wall or slope with a DC greater than 0, but it always can choose to take 10, even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it attempts an accelerated climb (see page 50), it moves at double the given climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a –5 penalty. Creatures cannot use the run action while climbing. The creature retains its Dexterity bonus to Defense (if any) while climbing, and opponents get no special bonus on their attack rolls against the climbing creature.

Fly: The creature can fly at the given speed if carrying no more than a medium load (see page 121). All fly speeds include a parenthetical note indicating maneuverability:

Perfect: The creature can perform almost any aerial maneuver it wishes.

Good: The creature is agile in the air, but cannot change direction as readily as one with perfect maneuverability.

Average: The creature can fly as adroitly as a small bird.

Poor: The creature flies as well as a very large bird.

Clumsy: The creature can barely fly at all.

Creatures that fly can make dive attacks. A dive attack works just like a charge (see page 137), but the diving creature must move a minimum of 30 feet. It can make only claw attacks, but these deal double damage. Creatures can use the run action while flying, provided they fly in a straight line.

Swim: A creature with a swim speed can move through water at the given speed without making Swim checks. It gains a +8 species bonus on any Swim check to perform some special action or avoid a hazard. The creature always can choose to take 10, even if distracted or endangered when swimming. Creatures can use the run action while swimming, provided they swim in a straight line.

Defense

A creature's Defense includes a parenthetical mention of the modifiers contributing to it (usually size, Dexterity, and natural armor). The creature's "touch" Defense (discounting natural armor and other armor modifiers) and "flat-footed" Defense (discounting Dexterity bonus and class bonus, if any) are provided as well.

Base Attack Bonus (BAB)

A creature's base attack bonus does not include any modifiers. It is used to calculate a creature's grapple modifier as well as the maximum bonus on damage rolls for a creature using the Power Attack feat. A creature's base attack bonus is derived by cross-referencing the creature's Hit Dice and type on Table 8–2: Creature Saves and Base Attack Bonuses.

Grapple Modifier (Grap)

Whenever a creature makes an opposed grapple check, apply this modifier to its d20 roll. The total modifier on grapple checks is determined as follows: base attack bonus + Strength





modifier + grapple modifier. The grapple modifiers for creatures of various sizes are given in Table 8–1: Creature Sizes.

Primary Attack (Atk)

If a creature moves more than 5 feet in the same round it attacks, it makes only a single attack using its primary attack bonus. This bonus includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on its primary attack. The damage and primary weapon type are noted in parentheses.

A creature's primary attack damage includes its full Strength modifier (1.5 times its Strength bonus if it is the creature's sole attack).

Use the creature's primary attack bonus whenever the creature makes an attack of opportunity.

Creatures can attack with natural weapons, manufactured weapons, or sometimes both.

Natural Weapons

Natural weapons include teeth, claws, horns, and the like. The number of attacks along with the weapon (2 claws, for example), attack bonus, and form of attack (melee or ranged) are provided in a creature's entry. Unless noted otherwise, natural weapons threaten critical hits on a natural attack roll of 20.

If any attacks also cause some special effect other than damage (poison, disease, energy drain, paralysis, and so forth), that information is given along with the damage. Unless noted otherwise, creatures deal double damage on critical hits.

Natural weapons have types just as other weapons do. The most common types are summarized below.

Bite: The creature attacks with its mouth, dealing piercing damage.

Claw or Rake: The creature rips with a sharp appendage, dealing slashing damage.

Gore: The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.

Slap or Slam: The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing damage. Stings are usually poisoned.

Manufactured Weapons

Creatures that use swords, batons, cleavers, firearms, and the like follow the same rules as characters, including those for multiple attacks and two-weapon fighting penalties.

Full Attack (Full Atk)

A creature that takes no more than a 5-foot step during its turn can make a full attack using all of its natural weapons. A creature's full attack includes both its primary attack and its secondary attacks (if any).

The primary attack bonus includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks. A creature's primary attack damage includes its full Strength modifier (1.5 times its Strength bonus if it is the creature's sole attack or if the creature is wielding a two-handed melee weapon).

The remaining weapons are secondary attacks and take a –5 penalty on attack rolls. Creatures with the Multiattack feat (see Feats, below) take only a –2 penalty on secondary attacks. Secondary attacks add only one-half the creature's Strength bonus to the damage.

Creatures that do not normally carry ranged weapons (a flesh golem, for example) are still given a ranged attack bonus for situations in which they might be throwing objects at a target.

Fighting Space (FS)

Fighting space approximates the amount of space a creature needs to move and fight effectively, and how much space it occupies on a grid of 5-foot-by-5-foot squares. Table 8–1: Creature Sizes gives the fighting space for creatures of any given size, although variations and exceptions are possible. For example, a Colossal creature normally has a 30-foot-by-30-foot fighting space, but some Colossal creatures can occupy even larger fighting spaces.

Reach

A creature's reach is the distance at which it can strike targets with its natural weapons without needing to adjust its position on the grid. A creature using its natural weapons threatens all squares within its reach. When measuring diagonally, every second square counts as two squares. Table 8–1: Creature Sizes provides the typical reach for creatures of any given size. The GM may adjust the values in the table by –5 feet or +5 feet for creatures that have less than normal or greater than normal reach. For example, a Large creature typically has a reach of 10 feet, but a displacer beast (a Large creature) has a reach of 5 feet with its bite and 15 feet with its tentacles.

Unlike the wielder of a reach weapon such as a spear, a creature with greater than normal reach (more than 5 feet) can still strike creatures next to it. A creature with greater than normal reach usually gets an attack of opportunity against you if you approach it, because you enter a square it threatens before you can attack it. (This does not apply if you take a 5-foot step.) Large or larger creatures with reach weapons can strike targets out to double their reach but can't strike at targets within their normal reach or less.

A creature with a 0-foot reach must move into the fighting space of its target to attack it, provoking an attack of opportunity from the target as the creature enters the target's fighting space and threatened area. Also, creatures with 0-foot reach do not threaten the squares around them.

Special Qualities (SQ)

Many creatures have unusual abilities, which can include special attack forms, resistance or vulnerability to certain types of damage, and enhanced senses, among others.

A special quality can be extraordinary (Ex), spell-like (Sp), or supernatural (Su).

Extraordinary: Extraordinary abilities are nonmagical and are not subject to anything that disrupts magic. Using an extraordinary ability is a free action unless noted otherwise.

Spell-Like: Spell-like abilities are magical and work just like spells, though they have no verbal, somatic, material, focus, or XP components. They are subject to spell resistance.

Spell-like abilities usually have a limit on the number of times they can be used. A spell-like ability that can be used "at will" has no use limit. Using a spell-like ability is an attack action unless noted otherwise, and doing so while threatened provokes attacks of opportunity. A spell-like ability can be disrupted just as a spell can be.

For creatures with spell-like abilities, a designated caster level serves to define how difficult it is to dispel their spell-like effects and to define any level-dependent variable the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name.

The saving throw (if any) for a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Charisma modifier.

Supernatural: Supernatural abilities are magical but are not subject to spell resistance. Using a supernatural ability is an attack action unless noted otherwise. Supernatural abilities may have a use limit or be usable at will, just like spell-like abilities. However, supernatural abilities do not provoke attacks of opportunity and never require Concentration checks.

Common Special Qualities

Common special qualities include the following.

Ability Score Reduction (Su): Some attacks reduce an opponent's score in one or more abilities. This loss can be permanent or temporary

Permanent Ability Drain: This effect permanently reduces a living opponent's ability score when the creature hits with a melee attack. The creature's descriptive text gives the ability and the amount drained. If an attack that causes permanent ability drain scores a critical hit, it drains twice the given amount (if the damage is expressed as a die range, roll two dice). A draining creature heals 5 points of damage (10 on a critical hit) whenever it drains an ability score no matter how many points it drains. If the amount of healing is more than the damage the creature has taken, it gains any excess as temporary hit points.

Some ability drain attacks allow a Fortitude save with a DC of 10 + ½ draining creature's HD + draining creature's Charisma modifier (the exact DC is given in the creature's descriptive text). If no saving throw is mentioned, none is allowed.

Temporary Ability Damage: This attack damages an opponent's ability score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the given amount (if the damage is expressed as a die range, roll two dice). Temporary ability damage returns at the rate of 1 point per day.

Blindsight (Ex): Using nonvisual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the creature maneuvers and fights as well as a sighted creature. Invisibility and darkness are irrelevant. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability.

Breath Weapon (Su): A breath weapon attack usually causes damage and is often based on some type of energy (such as fire). It allows a Reflex save for half damage with a DC equal to 10 + ½ breathing creature's HD + breathing creature's Constitution modifier (the exact DC is given in the creature's Species Traits). A creature is immune to its own breath weapon and those of others of its kind unless noted otherwise.

Constrict (Ex): The creature crushes the opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability (see below), it deals constriction damage in addition to damage dealt by the weapon used to grab.

Damage Reduction (Su): The creature ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A magic weapon or a creature with its own damage reduction can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 25 points) and the type of weapon that negates the ability. For example, the werewolf's damage reduction is "15/silver." Each time a foe hits a werewolf with a weapon, the damage dealt by that attack is reduced by 15 points (to a minimum of 0). However, a silver weapon deals full damage.

Any weapon more powerful than the type listed in the note also negates the ability. A weapon with an enhancement bonus due to magic is considered more powerful than any weapon that does not have such a bonus. For example, a werewolf (damage reduction 15/silver) takes normal damage from weapons with +1 or better magical bonuses, but not from nonmagical weapons made from material other than silver, and not from keen weapons or weapons with other special magical properties.

For purposes of harming other creatures with damage reduction, a creature's natural weapons count as the type that ignores its own innate damage reduction. However, damage reduction from spells, such as *stoneskin,* does not confer this ability. The amount of damage reduction is irrelevant. For example, a gargoyle (damage reduction 15/+1) deals full damage to a werewolf, as if the gargoyle's attack were made with a +1 weapon.

Darkvision (Ex): The creature can see in total darkness, out to the specified range (usually 60 feet). Darkvision is black-and-white only, but is otherwise like normal light.

Energy Drain (Su): This attack saps a living opponent's vital energy. With each successful melee attack, the creature bestows one or more negative levels. If an attack that includes an energy drain scores a critical hit, it drains double the given amount. For each negative level inflicted on an opponent, the draining creature heals 5 points of damage. If the amount of healing is more than the damage the creature has taken, it gains any excess as temporary hit points that remain for a maximum of 1 hour.

For each negative level, the opponent takes a –1 penalty on all skill checks and ability checks, attack rolls, and saving throws, and loses one effective level or Hit Die (whenever





level is used in a die roll or calculation). A Mage, Acolyte, or other character with spellcasting ability loses the ability to cast one spell of the highest level she can cast (player's choice); this loss persists until the negative level is removed.

Negative levels remain until 24 hours have passed or until removed with a spell such as *restoration.* If a negative level is not removed before 24 hours have passed, the afflicted opponent must attempt a Fortitude save with a DC of 10 + ½ draining creature's HD + draining creature's Charisma modifier (the exact DC is given in the creature's Species Traits). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level goes away, but the creature's level is reduced by one. A separate saving throw is required for each negative level. A creature that loses all of its levels or Hit Dice dies and, depending on the source of the energy drain, might rise as an undead creature of some kind.

Fast Healing (Ex): The creature regains hit points at an exceptionally fast rate, usually 1 or more hit points per round. (For example, a vampire has fast healing 5, meaning that it regains 5 hp of damage per round.) Fast healing stops working when a creature is reduced to –10 hp or fewer. Except as noted here, fast healing works just like natural healing (see page 142).

Fast healing doesn't provide any benefit against attack forms that don't deal hit point damage (such as poison). Fast healing also doesn't restore hit points lost to starvation, thirst, or suffocation, and it doesn't allow a creature to regrow or reattach severed body parts.

Fear Aura (Su): A fear aura either operates continuously or can be used at will. In either case, it's a free action. This ability can freeze an opponent (such as a mummy's despair) or function like the *fear* spell. Other effects are possible. Negating the fear effect requires a successful Will save with a DC equal to 10 + ½ fearsome creature's HD + fearsome creature's Charisma modifier (the exact DC is given in the creature's descriptive text).

Gaze (Su): A gaze attack takes effect when opponents look at the creature's eyes. The attack can have almost any sort of effect: petrification, death, charm, and so on. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save. The DC is equal to 10 + ½ gazing creature's HD + gazing creature's Charisma modifier (the exact DC is given in the creature's Species Traits). A successful saving throw negates the effect.

Each opponent within range of the gaze attack must attempt a saving throw each round at the beginning of his or her turn. Opponents can avoid the saving throw by averting their eyes or by using a barrier to sight.

Averting One's Eyes: The opponent avoids looking at the creature's face and instead looks at its body, watching its shadow, tracking it in a reflective surface, or the like. Each round, the opponent has a 50% chance to not need to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains one-half concealment against that opponent.

Barrier to Sight: An opponent that cannot see the creature at all cannot be affected by its gaze attack. This can be accomplished by turning one's back on the creature, shutting one's eyes, or wearing a blindfold or head covering that prevents sight. The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid the gaze as described above. Thus, a target may need to save against a creature's gaze twice during the same round: once before the target's action and once during the creature's turn.

A creature is immune to its own gaze attack unless otherwise noted.

Improved Grab (Ex): If the creature hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action, doing so without provoking attacks of opportunity. No initial touch attack is required. Unless otherwise stated, improved grab works only against opponents at least one size category smaller than the creature. A Small or smaller creature using improved grab does not apply its grapple modifier to its grapple check.

The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on grapple checks but is not considered grappled itself; the creature does not lose its Dexterity bonus to Defense, still threatens an area, and can use its remaining attacks against other opponents.

A successful hold does not deal additional damage unless the creature also has the constrict ability (see above). If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage given for the attack that established the hold.

When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. The creature is not considered grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move, provided it can drag the opponent's weight.

Low-Light Vision (Ex): A creature with low-light vision can see twice as far as normal in poor lightning conditions. The creature can still distinguish colors, even in dim lighting.

Poison (Ex): Poison attacks deal initial damage, such as temporary ability damage (see above) or some other effect, to the opponent on a failed Fortitude save. Unless otherwise noted, another saving throw is required 1 minute later (regardless of the first save's result) to avoid secondary damage.

The Fortitude save against poison has a DC equal to 10 + ½ poisoning creature's HD + poisoning creature's Constitution modifier (the exact DC is given in the creature's Species Traits). A successful save negates the damage.

Power Resistance (Ex): A creature with power resistance can avoid the effects of psionic powers that directly affect it. To determine whether a spell or spell-like ability works, the psionic power manifester must make a level check (1d20 + manifester's level). If the result equals or exceeds the creature's power resistance, the power works normally, although the creature is still allowed a saving throw.

Psionics (Sp): Psionics refers to abilities the creature generates with the power of its mind. Most psionic abilities can be used at will and have no use limit. See Chapter Ten: FX abilities for more on psionics.

Regeneration (Ex): This ability makes the creature impervious to most types of damage. Any damage dealt to the creature that falls below its massive damage threshold doesn't reduce its hit points, unless that damage is of a type it is specifically vulnerable to, as mentioned in the creature's description. (The troll, for example, is vulnerable to acid and fire damage.) Massive damage that doesn't match the creature's vulnerability reduces its hit points, but such damage automatically heals at a fixed rate, as detailed in the creature's description. When the creature takes massive damage from an attack type it isn't vulnerable to, a failed save renders it dazed for 1 round (instead of reducing it to –1 hit points).

Damage the creature is vulnerable to deals damage with every successful attack. Such damage can't be regenerated, and massive damage from such an attack follows the normal massive damage rules (see page 141).

For example, firing a Desert Eagle at a troll won't even cause it to blink unless you deal massive damage in a single attack. For the troll (which has a Constitution of 23), that means dealing 23 or more points of damage in a single attack, and you'll need a critical hit to do that. In the next round, the troll is dazed but begins to regenerate the damage, healing 5 hit points. If you hit the troll with a thermite grenade, which deals fire damage, the damage would not be regenerated.

Regeneration doesn't provide any benefit against attack forms that don't deal hit point damage (such as poison). Regeneration also doesn't restore hit points lost to starvation, thirst, or suffocation.

Regenerating creatures can regrow and reattach severed body parts. Severed parts that aren't reattached wither and die normally. Regeneration continues to work no matter how low the creature's hit points drop, restoring lost hit points from any damage other than from attack forms the creature is specially vulnerable to.

Resistance to Energy (Ex): The creature ignores some damage of the given energy type (acid, cold, electricity, fire, or sonic/concussion) each time the creature is subjected to such damage. The entry indicates the amount and type of damage ignored. For example, a fiend with electricity resistance 10 ignores the first 10 points of damage dealt by an electricity attack.

Scent (Ex): This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location is not revealed—only its presence somewhere within range. The creature can take a move or attack action to note the direction of the scent. If it moves within 5 feet of the source, the creature can pinpoint that source.

A creature with the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on the strength of the quarry's odor, the number of creatures being tracked, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat (see page 88). Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Spell Resistance (Ex): A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine whether a spell or spell-like ability works, the spellcaster must make a level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

Spells (Sp): Some creatures can cast arcane spells or divine spells just as Acolytes, Mages, and other spellcasters (and can activate magic items accordingly). These creatures are subject to the same spellcasting rules as characters.

Spellcasting creatures are not members of an advanced class unless their entries say so, and they do not gain any class features. For example, a creature that casts arcane spells as a Mage cannot acquire a familiar. A creature with access to divine spells must prepare them in the normal manner.

Swallow Whole (Ex): If the creature begins its turn with an opponent held in its mouth (see improved grab, above), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its opponent and deals bite damage. Unless noted otherwise, the opponent can be up to one size category smaller than the swallowing creature.

Being swallowed has various consequences depending on the creature, but a swallowed opponent is considered grappled, while the creature is not. A swallowed opponent can try to cut its way free with any light piercing or slashing weapon (the amount of cutting damage required to get free is noted in the creature's descriptive text), or it can just try to escape the grapple. If the swallowed opponent chooses the latter course, success puts it back in the creature's mouth, where it may be bitten or swallowed again.

Trample (Ex): As an attack action during its turn each round, the creature can run over an opponent at least one size category smaller than itself, entering the opponent's fighting space to do so. The trample deals bludgeoning damage, and the creature's descriptive text lists the amount.

Trampled opponents can attempt attacks of opportunity, but these incur a –4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves for half damage. The save DC equals 10 + ½ trampling creature's HD + trampling creature's Strength modifier (the exact DC is given in the creature's descriptive text).

Turn Resistance (Ex): The creature (usually undead) resists attempts by divine spellcasters to turn it (see Turn or Rebuke Undead, page 324). When resolving a turn or rebuke attempt, add the given bonus to the creature's Hit Dice total.

Allegiances (AL)

This entry lists the creature's most likely allegiances, in order from most important to least important. Fantastic creatures often have allegiances to a moral or ethical philosophy as well as allegiances to masters, groups, organizations, owners, or creators. See Allegiances, page 37, for more information.





Saves (SV)

A creature's Fortitude, Reflex, and Will saving throw modifiers take into account the creature's type, ability score modifiers, feats, and any special qualities.

Action Points (AP)

Creatures have no action points. However, creatures can gain action points by taking levels in a heroic character class. Every time a creature picks up a heroic class level, it gains a number of action points equal to 5 + one-half its heroic character level (not counting the creature's starting Hit Dice). Like most heroic characters, however, creatures with heroic class levels will have spent a certain number of action points in the course of their "heroic" careers.

Assume that a creature has a number of action points remaining equal to one-half of its heroic class levels. For example, a creature with three levels of Tough hero and two levels of Smart hero has 2 action points.

Reputation (Rep)

A creature has a Reputation bonus of +0 but may increase the bonus by taking levels in a character class.

Abilities

Creatures have the same six ability scores as characters: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), Charisma (Cha). Exceptions are noted below.

Strength: Quadrupeds can carry heavier loads than bipedal characters. See Carrying Capacity, page 121.

Intelligence: A creature can speak all the languages mentioned in its descriptive text. Any creature with an Intelligence score of 3 or higher understands at least one language.

Nonabilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are as follows.

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

Dexterity: Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can't move. If it can act (such as by casting spells), the creature applies its Intelligence modifier instead of its Dexterity modifier to initiative checks. The creature fails all Reflex saves and Dexterity checks.

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

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

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

Charisma: Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score.

Skills

This section lists alphabetically all the creature's skills by name along with skill modifiers that include adjustments for ability scores and any bonuses from feats or species abilities (unless otherwise noted in the descriptive text). All listed skills were purchased as class skills unless the creature acquires a character class (see Advancement, below).

Automatic Languages: Some creatures read, write, or speak unique languages that heroes don't know anything about. The GM determines whether a hero is capable of learning one of these unique languages and the method by which that language can be learned.

Feats

This section lists alphabetically all the creature's feats.

Most creatures use the same feats that are available to characters, but some have access to the Multiattack feat (described below).

Multiattack

The creature is adept at using all its natural weapons at once.

Prerequisite: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, the creature's secondary natural attacks take a –5 penalty.

Advancement

The GM can improve a creature by increasing its Hit Dice. The Advancement entry indicates the increased Hit Dice (and often size) of the creature or indicates that the creature can advance by character class.

Increasing Hit Dice

As a creature gains Hit Dice, many of its game statistics change.

Size: Adding Hit Dice to a creature can also increase its size. An increase in size affects a creature's Defense, attack rolls, and grapple checks, as shown on Table 8–1: Creature Sizes, as well as physical ability scores and damage, as shown on Tables 8–3 through 8–17 (see also Type, page 218).

Defense: An increase in size affects a creature's Defense, as shown on Table 8–1: Creature Sizes. An increase in size might also improve a creature's natural armor bonus to Defense, as shown on Table 8–18: Adjustments to Physical Abilities and Natural Armor. Note that a natural armor bonus stacks with an equipment bonus from armor.

TABLE 8–18: ADJUSTMENTS TO PHYSICAL ABILITIES AND NATURAL ARMOR

Old Size [1]	New Size	Str	Dex	Con	Natural Armor Improvement
Fine	Diminutive	—	–2	—	—
Diminutive	Tiny	+2	–2	—	—
Tiny	Small	+4	–2	—	—
Small	Medium-size	+4	–2	+2	—
Medium-size	Large	+8	–2	+4	+2
Large	Huge	+8	–2	+4	+3
Huge	Gargantuan	+8	—	+4	+4
Gargantuan	Colossal	+8	—	+4	+5

1 Repeat the adjustment if the creature moves up more than one size category. For example, a creature that advances from Small to Large gains +12 Strength, –4 Dexterity, +6 Constitution, and a +2 natural armor bonus to Defense.

Attack Bonus: Table 8–2: Creature Saves and Base Attack Bonuses shows how a creature's base attack bonus improves as it gains Hit Dice. A change in the creature's size also modifies its attack rolls, as shown on Table 8–1: Creature Sizes. Both values must be counted when recalculating a creature's attack bonus.

Grapple Modifier: An increase in size affects a creature's grapple modifier, as shown on Table 8–1: Creature Sizes.

Damage: An increase in size also increases the amount of damage a creature deals with its natural weapons, as shown on Tables 8–3 through 8–17.

Saving Throws: Table 8–2: Creature Saves and Base Attack Bonuses shows how a creature's saving throw bonuses improve as it gains Hit Dice.

Ability Scores: An increase in size affects a creature's Strength, Dexterity, and Constitution, as shown on Table 8–18: Adjustments to Physical Abilities and Natural Armor.

Skills and Feats: As shown on Table 8–19: Bonus Skill Points and Feats by Creature Type, a creature may gain additional skill points and feats depending on its type.

Acquiring a Character Class

A creature that acquires a character class follows the rules for multiclass characters (see page 40). The creature's character level equals its Hit Dice plus the number of character class levels it has. Creatures with 1 or fewer Hit Dice count only their character class levels.

Size: Adding character classes to a creature never affects its size.

Skills: Creatures that take levels of a character class do not gain as many skill points as a human character of the same class. Creatures get 4 fewer skill points at 1st level than a human character and 1 fewer skill point each level thereafter; see Table 8–20: Skill Points per Class Level for Nonhumans.

TABLE 8–19: BONUS SKILL POINTS AND FEATS BY CREATURE TYPE

Type	Bonus Skill Points	Bonus Feats
Aberration	+2 per extra HD	+1 per 4 extra HD
Animal	—	—
Construct	—	—
Dragon	6 + Int modifier per extra HD	+1 per 4 extra HD
Elemental	+2 per extra HD	+1 per 4 extra HD
Fey	+2 per extra HD	+1 per 4 extra HD
Giant	+2 per extra HD	+1 per 4 extra HD
Humanoid	+1 per extra HD	+1 per 4 extra HD
Magical beast	+1 per extra HD [1]	+1 per 4 extra HD
Monstrous humanoid	+2 per extra HD	+1 per 4 extra HD
Ooze	—	—
Outsider	8 + Int modifier per extra HD	+1 per 4 extra HD
Plant	—	—
Undead	+2 per extra HD	+1 per 4 extra HD
Vermin	—	—

1 Magical beasts with an Intelligence of 1 or 2 gain no bonus skills as they advance.

TABLE 8–20: SKILL POINTS PER CLASS LEVEL FOR NONHUMANS

Basic Class	Skill Points per Level [1]
Strong	2 + Int modifier
Fast	4 + Int modifier
Tough	2 + Int modifier
Smart	8 + Int modifier
Dedicated	4 + Int modifier
Charismatic	6 + Int modifier

Advanced Class	Skill Points per Level
Soldier	4 + Int modifier
Martial Artist	2 + Int modifier
Gunslinger	4 + Int modifier
Infiltrator	6 + Int modifier
Daredevil	4 + Int modifier
Bodyguard	2 + Int modifier
Field Scientist	6 + Int modifier
Techie	6 + Int modifier
Field Medic	4 + Int modifier
Investigator	4 + Int modifier
Personality	4 + Int modifier
Negotiator	4 + Int modifier

Campaign-Specific Advanced Class [2]	Skill Points per Level
Mage	6 + Int modifier
Acolyte	4 + Int modifier
Shadow Slayer	2 + Int modifier
Occultist	4 + Int modifier
Telepath	4 + Int modifier
Battle Mind	2 + Int modifier

1 Humanoids with 1 or fewer Hit Dice advance as human characters do. At 1st level, multiply the number of skill points per level by 4.

2 See Chapter Nine: Campaign Models for more information on these advanced classes.

Feats: Creatures with 1 or fewer Hit Dice that acquire character class levels advance as human characters do, but they gain only one bonus feat at 1st level instead of two.

Talents and Abilities

Creatures that advance by character class gain special talents and abilities, which are noted here.

EXAMPLE CREATURES

The creatures described in this section include mundane animals as well as fantastic creatures such as medusas, monstrous spiders, trolls, and zombies. The fantastic creatures are intended for campaigns that allow FX abilities, including AGENTS OF PSI, SHADOW CHASERS, and URBAN ARCANA (see Chapter Nine: Campaign Models).

Each entry includes a physical description of the creature, a summary of its nature and common tactics, and suggestions for how it might integrate into modern society or, in the case of a fantastic creature, burrow its way into the typical human's subconscious.

Some creatures are presented as "templates." A template can be acquired or inherited. Acquired templates, such as the vampire template, can be applied to a creature anytime. Inherited templates, such as the replacement template, assume the creature was born with the template. .

A creature's description often includes statistics for both the standard breed and an "improved" version that has levels in one or more heroic classes.

Ape

Apes are powerful omnivores that resemble gorillas but are far more aggressive; they kill and eat anything they can catch. An adult ape stands roughly 8 feet tall and weighs 600 pounds.

Species Traits

Scent (Ex): This ability allows an ape to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See page 228 for more information.

Ape: CR 2; Large animal; HD 4d8+8; hp 26; Mas 14; Init +2; Spd 30 ft., climb 30 ft.; Defense 14, touch 11, flat-footed 12 (–1 size, +2 Dex, +3 natural); BAB +3; Grap +12; Atk +7 melee (1d6+5, claw); Full Atk +7 melee (1d6+5, 2 claws) and +2 melee (1d6+2, bite), or +4 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ low-light vision, scent; AL none; SV Fort +6, Ref +6, Will +2; AP 0; Rep +0; Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills: Climb +18, Listen +6, Spot +6.

Feats: None.

Advancement: 5–8 HD (Large).

Bat

Bats are nocturnal flying mammals. The statistics presented here describe small, insectivorous bats.

Species Traits

Blindsight (Ex): Bats can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 30 feet. Ultrasonic noise forces the bat to rely on its weak vision, which has a maximum range of 5 feet.

Skill Bonuses: Bats receive a +4 species bonus on Listen and Spot checks. These bonuses are lost if the bat's blindsight is negated.

Bat: CR 1/10; Diminutive animal; HD ¼ d8; hp 1; Mas 10; Init +2; Spd 5 ft., fly 40 ft. (good); Defense 16, touch 16, flat-footed 14 (+4 size, +2 Dex); BAB +0; Grap –17; Atk none; Full Atk none; FS 1 ft. by 1 ft.; Reach 0 ft.; SQ blindsight 30 ft.; AL none; SV Fort +2, Ref +4, Will +2; AP 0; Rep +0; Str 1, Dex 15, Con 10, Int 2, Wis 14; Cha 4.

Skills: Listen +9, Move Silently +6, Spot +9.

Feats: None.

Advancement: None.

Bear

These massive carnivores weigh more than 1,800 pounds and stand nearly 12 feet tall when they rear up on their hind legs. They are bad-tempered and territorial. These bear statistics can be used for almost any big bear, including the brown bear and the North American grizzly.

Species Traits

Bears have the following traits.

Improved Grab (Ex): To use this ability, the bear must hit with a claw attack. See page 227 for more information.

Scent (Ex): This ability allows a bear to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See page 228 for more information.

Bear: CR 4; Large animal; HD 6d8+24; hp 51; Mas 19; Init +1; Spd 40 ft.; Defense 15, touch 10, flat-footed 14 (–1 size, +1 Dex, +5 natural); BAB +4; Grap +16; Atk +11 melee (1d8+8, claw); Full Atk +11 melee (1d8+8, 2 claws), +6 melee (2d8+4 bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ improved grab, low-light vision, scent; AL none; SV Fort +9, Ref +6, Will +3; AP 0; Rep +0; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills: Climb +18, Listen +6, Spot +6.

Feats: None.

Advancement: 7–10 HD (Large).

Bugbear

Bugbears are larger, stronger, and more combative relatives of goblins. They survive by hunting and dominating smaller and weaker creatures.

Bugbears are tall and muscular. Their flesh varies in color from light yellow to yellow-brown, with thick, coarse hair ranging from brown to brick red. Their eyes are greenish-white with red pupils, and they have large, wedge-shaped ears. A bugbear has long, sharp fangs, and its nose is blunt and snuffling.

Bugbears have established themselves in the modern world as leg-breakers, enforcers, and bodyguards for organizations and individuals who appreciate their violent dispositions.

Bugbears often hide their savage features beneath heavy coats and slouch hats. To mundane viewers, they appear as oversized, musclebound humans. In rural locations, they might spark reports of large vagrants, sasquatch, or werewolves.

Bugbear adults average 7 feet tall and 450 pounds.

Species Traits

Scent (Ex): This ability allows the bugbear to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See page 228 for more information.

Skill Bonus: Bugbears receive a +4 species bonus on Move Silently checks.

Bonus Feat: Bugbears gain the bonus feat Simple Weapons Proficiency.

Automatic Language: Bugbears read, write, and speak Goblin.

Bugbear: CR 2; Medium-size humanoid; HD 3d8+3; hp 16; Mas 13; Init +1; Spd 30 ft.; Defense 15, touch 11, flat-footed 14 (+1 Dex, +3 natural, +1 leather jacket); BAB +2; Grap +4; Atk +4 melee (1d3+2, slam or 1d6+2/19–20, metal baton); Full Atk +4 melee (1d3+2, slam or 1d6+2/19–20, metal baton), or +3 ranged (2d6, Colt Python); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., scent; AL chaos, evil; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills: Climb +2, Hide +3, Listen +3, Move Silently +6 (includes species bonus), Read/Write Goblin, Speak Goblin, Spot +3.



Bugbear

Feats: Alertness, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Leather jacket, metal baton, Colt Python (.357 revolver), 50 rounds of .357 ammunition, hip holster, casual clothes.

Advancement: By character class.

Bugbear Fast Hero 3: CR 5; Medium-size humanoid; HD 3d8+3 plus 3d8+3; hp 32; Mas 13; Init +1; Spd 30 ft.; Defense 21, touch 15, flat-footed 20 (+1 Dex, +4 class, +3 natural, +3 undercover vest); BAB +4; Grap +6; Atk +6 melee (1d3+2, slam or 1d6+2/19–20, metal baton); Full Atk +6 melee (1d3+2, slam or 1d6+2/19–20, metal baton), or +5 ranged (2d8, Mossberg); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., scent; AL chaos, evil; SV Fort +3, Ref +6, Will +2; AP 1; Rep +1; Str 15, Dex 13, Con 13, Int 10, Wis 10, Cha 9.

Skills: Climb +2*, Drive +3, Escape Artist +3*, Hide +5*, Knowledge (streetwise) +2, Listen +3, Move Silently +8*, Read/Write Goblin, Speak Goblin, Spot +3, Tumble +3*.

*Includes the –2 armor penalty for wearing an undercover vest.

Feats: Alertness, Armor Proficiency (light), Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Talents (Fast Hero): Evasion, uncanny dodge 1.

Possessions: Undercover vest, metal baton, Mossberg (12-gauge shotgun), 20 rounds of 12-gauge ammunition, fatigues, fatigue jacket, car opening kit, climbing gear.

Cat

The statistics given here describe a common housecat.

Species Traits

Skill Bonuses: Cats receive a +8 species bonus on Balance checks and a +4 species bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the cat's Hide bonus rises to +8. Cats use their Dexterity modifier for Climb checks.

Bonus Feats: A cat gains the bonus feats Weapon Finesse (bite) and Weapon Finesse (claw).

Cat: CR ¼; Tiny animal; HD ½ d8; hp 2; Mas 10; Init +2; Spd 30 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap –12; Atk +4 melee (1d2–4, claw); Full Atk +4 melee (1d2–4, 2 claws), –1 melee (1d3–4, bite); FS 2 ½ ft. by 2 ½ ft.; Reach 0 ft.; SQ low-light vision; AL none or owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7.

Skills: Balance +10, Climb +5, Hide +17 (+21 in tall grass or heavy undergrowth), Jump +6, Listen +4, Move Silently +9, Spot +4.

Feats: Weapon Finesse (bite), Weapon Finesse (claw).

Advancement: None.

Crocodile

Aggressive aquatic predators, crocodiles average 11 to 12 feet long. They lie mostly submerged in rivers or marshes with



only their eyes and nostrils showing, waiting for prey to come within reach. Huge crocodiles can be more than 20 feet long and usually live in salt water.

Species Traits

Aquatic: Crocodiles can move in water without making Swim checks and cannot drown in water.

Improved Grab (Ex): To use this ability, a crocodile must hit an opponent of its size or smaller with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom. See page 227 for more information.

Skill Bonus: Crocodiles gain a +12 species bonus on Hide checks when submerged.

Medium-Size Crocodile: CR 2; Medium-size animal; HD 3d8+9; hp 22; Mas 17; Init +1; Spd 20 ft., swim 30 ft.; Defense 15, touch 11, flat-footed 14 (+1 Dex, +4 natural); BAB +2; Grap +6; Atk +6 melee (1d8+6, bite), or +6 melee (1d12+6, tail slap); Full Atk +6 melee (1d8+6, bite), or +6 melee (1d12+6, tail slap); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aquatic, improved grab, low-light vision; AL none; SV Fort +6, Ref +4, Will +2; AP 0; Rep +0; Str 19, Dex 12, Con 17, Int 2, Wis 12, Cha 2.

Skills: Hide +7 (+19 when submerged), Listen +5, Spot +5.
Feats: None.
Advancement: 4–5 HD (Medium-size); 6–7 HD (Large).

Huge Crocodile: CR 4; Huge animal; HD 7d8+28; hp 59; Mas 19; Init +1; Spd 20 ft., swim 30 ft.; Defense 16, touch 9, flat-footed 15 (–2 size, +1 Dex, +7 natural); BAB +5; Grap +21; Atk +11 melee (2d8+12, bite), or +11 melee (1d12+12, tail slap); Full +11 melee (2d8+12, bite), or +11 melee (1d12+12, tail slap); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ aquatic, improved grab, low-light vision; AL none; SV Fort +9, Ref +6, Will +3; AP 0; Rep +0; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

Skills: Hide +0 (+4 while submerged), Listen +5, Spot +5.
Feats: None.
Advancement: 8–16 HD (Huge); 17–32 HD (Gargantuan).

Deinonychus

This fast, carnivorous dinosaur is sometimes called a velociraptor. Despite being 12 feet long, a deinonychus stands only about 6 feet tall. Its tail extends straight out behind itself, held aloft by an intricate structure of bony supports, thus allowing its weight to be carried entirely by the back legs. An adult specimen weighs about 600 pounds.

A deinonychus is bright green, orange, red, or yellow along its back and flanks, with a much lighter shade of the same color on its underside. The body has dark stripes or spots.

In combat, a deinonychus uses a terrible combination of speed, grasping forearms, large teeth, and hind legs with ripping talons. It hunts by running at prey, leaping, and raking with its rear talons as it claws and bites. The rakes count as one attack. The creature has a relatively large brain for a dinosaur, and its pack hunts with cunning tactics. When charging, it uses only its rake attack, dealing 2d6+6 points of damage.

Species Traits

Scent (Ex): This ability allows a deinonychus to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See page 228 for more information.

Deinonychus: CR 3; Large animal; HD 4d8+12; hp 30; Mas 17; Init +2; Spd 60 ft.; Defense 16, touch 11, flat-footed 14 (–1 size, +2 Dex, +5 natural); BAB +3; Grap +11; Atk +6 melee (2d6+4, rake); Full Atk +6 melee (2d6+4, rake), +1 melee (1d3+2, 2 foreclaws), +1 melee (2d4+2, bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ low-light vision, scent; AL none or pack; SV Fort +7, Ref +6, Will +2; AP 0; Rep +0; Str 19, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +7, Jump +13, Listen +11, Spot +11, Survival +9.
Feats: None.
Advancement: 5–8 HD (Large).

Displacer Beast

The displacer beast is a savage and stealthy carnivore that resembles a puma with six legs, glowing green eyes, and two muscular tentacles growing from its shoulders. The tentacles end in pads equipped with horny ridges. A displacer beast has luxurious blue-black fur and a long, feline body and head.

Displacer beasts attack opponents with their tentacles and bite. Displacer beasts favor small game but will eat anything they can catch. They regard all other creatures as prey and tend to attack anything they meet. When spotted, they are often mistaken for giant night-black cats or mastiffs.

Displacer beast adults average 10 feet long and 500 pounds.

Species Traits

Displacement (Su): A light-bending effect continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Keen Sight (Ex): Displacer beasts have darkvision with a range of 60 feet and low-light vision.

Resistance to Ranged Attacks (Su): A displacer beast gains a +2 resistance bonus on saves against any ranged spell or ranged magical attack that specifically targets it (except for ranged touch attacks).

Skill Bonus: A displacer beast receives a +8 species bonus on Hide checks, thanks to its displacement ability.

Displacer Beast: CR 4; Large magical beast; HD 6d10+18; hp 51; Mas 16; Init +2; Spd 40 ft.; Defense 16, touch 11, flat-footed 14 (–1 size, +2 Dex, +5 natural); BAB +6; Grap +14; Atk +9 melee (1d6+4, tentacle); Full Atk +9 melee (1d6+4, 2 tentacles), +4 melee (1d8+2, bite); FS 10 ft. by 10 ft.; Reach 5 ft. (bite), 15 ft. (tentacle); SQ displacement, keen sight, resistance to ranged attacks; AL evil, law; SV Fort +8, Ref +7, Will +3; AP 0; Rep +0; Str 18, Dex 15, Con 16, Int 5, Wis 12, Cha 8.

Skills: Hide +12, Listen +3, Move Silently +7, Spot +6.
Feats: Alertness, Dodge.
Advancement: 7–9 HD (Large); 10–18 HD (Huge).

Advanced Displacer Beast: CR 7; Huge magical beast; HD 10d10+50; hp 105; Mas 20; Init +1; Spd 40 ft.; Defense 17, touch 9, flat-footed 15 (–2 size, +1 Dex, +8 natural); BAB +10; Grap +22; Atk +16 melee (2d4+8, tentacle); Full Atk +16 melee (2d4+8, 2 tentacles), +14 melee (2d6+4, bite); FS 15 ft. by 15 ft.; Reach 10 ft. (bite), 20 ft. (tentacles); SQ displacement, keen sight, resistance to ranged attacks; AL evil, law; SV Fort +12, Ref +8, Will +4; AP 0; Rep +0; Str 26, Dex 13, Con 20, Int 5, Wis 12, Cha 8.

Skills: Hide +8, Listen +5, Move Silently +7, Spot +8.

Feats: Alertness, Dodge, Multiattack.

Dog

The statistics presented here describe both Small and Medium-size dogs. Small dogs include terriers and wild canines such as coyotes, jackals, and African wild dogs. Medium-size dogs include guard dogs and police dogs.

Species Traits

Scent (Ex): This ability allows a dog to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonus: Dogs gain a +2 species bonus on Jump checks. Dogs also gain a +4 species bonus on Survival checks when tracking by scent.

Small Dog: CR 1/3; Small animal; HD 1d8+2; hp 6; Mas 15; Init +3; Spd 40 ft.; Defense 14, touch 14, flat-footed 11 (+1 size, +3 Dex); BAB +0; Grap –3; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; AL none or owner; SV Fort +4, Ref +5, Will +1; AP 0; Rep +0; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills: Jump +3, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5.

Feats: None.

Advancement: None.

Medium-Size Dog: CR 1; Medium-size animal; HD 2d8+4; hp 13; Mas 15; Init +2; Spd 40 ft.; Defense 13, touch 12, flat-footed 11 (+2 Dex, +1 natural); BAB +1; Grap +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; AL none or owner; SV Fort +5, Ref +5, Will +1; AP 0; Rep +0; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Jump +4, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5.

Feats: None.

Advancement: None.

Ferret

Ferrets are aggressive predators but usually confine themselves to smaller prey. The statistics presented here can also apply to weasels.

Species Traits

Attach (Ex): If a ferret hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached ferret loses its Dexterity bonus to Defense and has a Defense of 12.

Scent (Ex): This ability allows a ferret to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See page 228 for more information.

Skill Bonuses: A ferret receives a +8 species bonus on Balance checks and a +4 species bonus on Move Silently checks. It uses its Dexterity modifier for Climb checks.

Bonus Feat: A ferret gains the bonus feat Weapon Finesse (bite).

Ferret: CR 1/4; Tiny animal; HD 1/2 d8; hp 2; Mas 10; Init +2; Spd 20 ft., climb 20 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap –12; Atk +4 melee (1d3–4, bite); Full Atk +4 melee (1d3–4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ attach, low-light vision, scent; AL none; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5.

Skills: Balance +10, Climb +11, Hide +13, Move Silently +9, Spot +4.

Feats: Weapon Finesse (bite).

Advancement: None.

Fiend

Otherworldly beings of terrible power, fiends are physical manifestations of evil and corruption that exist to inflict pain, fuel hatred, or spread despair. They are universally violent, greedy, and perverse. Their greatest pleasure is to tempt mortals to become as depraved as they are.

Fiends appear in countless forms, although their physical characteristics often reflect some sin or other vile aspect. For instance, a fiend of gluttony might take the form of a corpulent humanoid with an insatiable appetite, while a fiend of decay might manifest as a black, skeletal creature with a foul, rotting stench.

All fiends are outsiders. Use the information about outsiders (page 222) to create new fiends.

Species Traits

Fiends have the following traits.

Variable Size: Depending on their size, fiends gain a size bonus or penalty on attack rolls, a size bonus or penalty to Defense, and a size bonus or penalty on Hide checks and grapple checks. See Table 8–1: Creature Sizes for attack and Defense modifiers based on size, as well as for a fiend's typical fighting space and reach.

Natural Armor: A fiend has preternaturally tough skin and gains a natural armor bonus to Defense. The bonus depends on its size, and higher bonuses are allowable: Tiny or smaller +2, Small +5, Medium-size +9, Large +14, Huge +16, Gargantuan +18, Colossal +20.

Immunities (Ex): A fiend is immune to one or more specific types of energy or weapon damage. Roll on Table 8–21: Fiend Immunities, Resistances, and Damage Reduction.

Resistance to Energy (Ex): A fiend is resistant to one or more specific types of energy damage. Roll on Table 8–21: Fiend Immunities, Resistances, and Damage Reduction. See page 228 for more information on resistance to energy.

Damage Reduction (Su): Some fiends have damage reduction. Roll on Table 8–21: Fiend Immunities, Resistances, and Damage Reduction to determine whether a fiend has damage reduction. If the campaign includes few or no



magic weapons, the GM should consider allowing specific types of weapons to ignore a fiend's damage reduction or contrive some other special vulnerability (see Creature Weaknesses, page 268, for suggestions).

Telepathy (Su): Fiends with an Intelligence of 6 or higher can communicate telepathically with any creature within 100 feet that has a language.

Allegiances: All fiends have a primary allegiance to evil. Fiends may also have an allegiance to either chaos or law.

Bonus Feat: Fiends gain either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat.

Automatic Languages: Fiends can speak Abyssal (the language of demons) and a number of additional languages equal to their Intelligence bonus. Fiends with an Intelligence of 8 or higher can also read and write these languages.

Advancement: By character class.

Festergog (Vomit Fiend)

The monstrous, 15-foot-long festergog has the head and upper torso of a horribly obese, sexless humanoid with bulging blue veins and festering sores. Its lower torso resembles that of an enormous brown-black slug. The festergog's distended form exudes horrible, foul-smelling pus that causes nausea and induces vomiting.

Festergog (vomit fiend): CR 9; Huge outsider; HD 12d8+60; hp 114; Mas 20; Init –2; Spd 20 ft., climb 20 ft.; Defense 22, touch 6, flat-footed 22 (–2 size, –2 Dex, +16 natural); BAB +16; Grap +33; Atk +23 melee (2d6+13, slam); Full Atk +23/+18/+13/+8 melee (2d6+9, slam), or +12/+7/+2/–3 ranged; FS 15 ft. by 15 ft.; Reach 10 ft.; SQ stench, immune to electricity and poison, acid and fire resistance 20, damage reduction 10/slashing, telepathy, darkvision 60 ft.; AL evil, chaos; SV Fort +15, Ref +8, Will +14; AP 0; Rep +0; Str 28, Dex 6, Con 20, Int 16, Wis 15, Cha 16.

Skills: Bluff +15, Climb +29, Intimidate +15, Knowledge (any three) +15, Listen +14, Read/Write Abyssal, Read/Write Draconic, Read/Write English, Read/Write Latin, Search +15, Sense Motive +14, Speak Abyssal, Speak Draconic, Speak English, Speak Latin, Spot +14, Survival +14.

Feats: Blind-Fight, Frightful Presence, Iron Will, Power Attack, Simple Weapons Proficiency.

Stench (Ex): A festergog's skin exudes a toxic, foul-smelling pus. Any creature within 10 feet must succeed on a Fortitude save (DC 21) or become nauseated for as long as it remains in the affected area and for 1d4 rounds afterward. A nauseated creature cannot attack, cast spells, use spell-like abilities, or do anything else requiring attention or concentration. The only action a nauseated creature can take is a single move action per turn. Creatures that successfully save are unaffected and cannot be affected again by the same festergog's stench for 24 hours.

Immunities (Ex): A festergog is immune to electricity and poison.

Acid and Fire Resistance 20 (Ex): A festergog ignores the first 20 points of damage from any attack that deals acid or fire damage.

Damage Reduction 10/Slashing (Su): A festergog ignores the first 10 points of damage dealt by any nonslashing weapon.

Rotlord (Carrion Fiend)

A rotlord looks like an 8-foot-tall, humanoid beetle with a glistening blue-black body, six chitinous legs, and two pincered forearms. Set into its triangular head are four lidless black eyes and a drooling maw filled with fangs. A rotlord typically resides atop a mound of corpses—the remains of mortals it has slain. It devours only putrid flesh.

Rotlord (carrion fiend): CR 4; Large outsider; HD 5d8+15; hp 37; Mas 17; Init –1; Spd 20 ft.; Defense 22, touch 8, flat-footed 22 (–1 size, –1 Dex, +14 natural); BAB +5; Grap +14; Atk +9 melee (1d6+7, pincer); Full Atk +9 melee (1d6+5, 2 pincers), +7 melee (1d8+7 plus disease, bite); FS 10 ft. by 10 ft.; Reach 5 ft. (bite), 10 ft. (pincers); SQ disease, fast healing 3, immune to bludgeoning damage and poison, cold and fire resistance 10, telepathy, darkvision 60 ft.; AL evil; SV Fort +7, Ref +3, Will +5; AP 0; Rep +0; Str 20, Dex 8, Con 17, Int 11, Wis 12, Cha 12.

Skills: Climb +10, Hide +4, Knowledge (any one) +5, Listen +6, Move Silently +4, Read/Write Abyssal, Search +5, Speak Abyssal, Speak Latin, Spot +6, Survival +6.

Feats: Multiattack, Simple Weapons Proficiency, Track.

Disease (Ex): Any creature that takes damage from a rotlord's bite must succeed on a Fortitude save (DC 15) or contract a horrible but treatable wasting disease (incubation period 1 day; 1d4 temporary Constitution). A successful Treat Injury check (DC 24) or a *remove disease* spell cures the affliction.

TABLE 8–21: FIEND IMMUNITIES, RESISTANCES, AND DAMAGE REDUCTION

Roll d%	Immunity	Roll d%	Resistance	Roll d%	Damage Reduction
01–06	Acid damage	01–21	None (do not roll again)	01–33	None (do not roll again)
07–12	Cold damage	22–27	Acid resistance 10	34–45	5/specific weapon type [1]
13–18	Sonic/concussion damage	28–30	Acid resistance 20	46–57	10/specific weapon type [1]
19–24	Electricity damage	31–36	Cold resistance 10	58–63	20/specific weapon type [1]
25–30	Fire damage	37–39	Cold resistance 20	64–72	5/+1
31–36	Ballistic damage	40–45	Sonic/concussion resistance 10	73–81	10/+1
37–42	Bludgeoning damage	46–48	Sonic/concussion resistance 20	82–84	15/+1
43–48	Piercing damage	49–54	Electricity resistance 10	85–87	20/+1
49–54	Slashing damage	55–57	Electricity resistance 20	88–90	5/+2
55–60	Poison damage	58–63	Fire resistance 10	91–93	10/+2
61–66	Radiation damage	64–66	Fire resistance 20	94–98	15/+2
67–100	Choose one, and roll again	67–100	Choose one, and roll again	99–100	20/+2

1 Includes weapons made of a specific material (silver or wood, for example) or weapons that deal a specific type of damage (ballistic, bludgeoning, piercing, or slashing).

***Animate Dead* (Sp):** Once per day, as an attack action, a rotlord can use *animate dead* (see page 339) as the spell cast by a 5th-level Acolyte.

Fast Healing 3 (Ex): A rotlord that devours a Small or Medium-size corpse gains the ability to heal damage at a rate of 3 hit points per round. Each devoured corpse provides the rotlord with 24 hours of fast healing. A rotlord can devour a Small corpse as a full-round action or a Medium-size corpse in 2 rounds.

Immunities (Ex): A rotlord is immune to bludgeoning damage and poison.

Cold and Fire Resistance 10 (Ex): A rotlord ignores the first 10 points of damage from any attack that deals cold or fire damage.

Skinhusker (Blade Fiend)

A skinhusker resembles a frightfully gaunt, 9-foot-tall human with red skin. Two slender, white horns protrude from its elongated forehead, and each of its two arms ends in a wicked, 3-foot-long, serrated bone blade. A skinhusker revels in combat and enjoys inflicting pain.

Skinhusker (blade fiend): CR 6; Large outsider; HD 7d8+21; hp 52; Mas 17; Init –1; Spd 30 ft.; Defense 22, touch 8, flat-footed 22 (–1 size, –1 Dex, +14 natural); BAB +7; Grap +16; Atk +11 melee (1d8+7/19–20, bone armblade); Full Atk +11 melee (1d8+5/19–20, 2 bone armblades), or +5 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ improved critical (bone armblade), immune to fire and poison, electricity resistance 20, damage reduction 10/+1, telepathy, darkvision 60 ft.; AL evil, chaos; SV Fort +8, Ref +4, Will +7; AP 0; Rep +0; Str 21, Dex 8, Con 17, Int 13, Wis 14, Cha 14.

Skills: Intimidate +11, Knowledge (any two) +10, Listen +11, Read/Write Abyssal, Read/Write Latin, Search +10, Speak Abyssal, Speak Latin, Spot +11, Survival +11.

Feats: Cleave, Power Attack, Simple Weapons Proficiency.

Improved Critical (Ex): A skinhusker threatens a critical hit on a natural roll of 19 or 20.

Death Explosion (Su): When a skinhusker is reduced to –1 or fewer hit points, it explodes in a ball of flame. All creatures in adjacent squares take 2d6 points of fire damage; a successful Reflex save (DC 12) halves the damage.

Immunities (Ex): A skinhusker is immune to fire and poison

Electricity Resistance 20 (Ex): A skinhusker ignores the first 20 points of damage from any attack that deals electricity damage.

Flesh Golem

A flesh golem is a ghoulish collection of human body parts from numerous donors, stitched together into a single composite form and given animation by the implanting of an elemental spirit. The golem's pallor is the sickly green or yellow of partially decayed flesh, and its skin smells faintly of freshly dug earth. The golem wears whatever clothing its creator desires, usually just a ragged pair of trousers and an overcoat. It normally carries no possessions and no weapons. The golem cannot speak, although it can emit a hoarse rumble or roar when needed. It walks and moves with a stiff-jointed gait, as though not in complete control of its body.

A flesh golem usually serves a creator or master. Some might gain their independence following the death or betrayal of whomever they serve. Flesh golems are sufficiently humanoid that they are often mistaken for big humans or, more colorfully, "escapees from a Frankenstein film festival."

A typical flesh golem stands roughly 8 feet tall and weighs 500 pounds.

Species Traits

Construct: Flesh golems have the traits and immunities common to constructs (see page 218).

Speed: Flesh golems are lumbering constructs that can't take run actions.

Berserk (Ex): When a flesh golem enters combat, there is a cumulative 1% chance each round it will go berserk. An uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a successful Charisma check (DC 19). Following such a successful check, it takes 1 minute of rest by the golem to reset the golem's berserk chance to 0%.

Magic Immunity (Ex): A flesh golem is immune to all spells, psionic powers, spell-like abilities, and supernatural effects, except as follows. Attacks that deal fire or cold damage slow it for 2d6 rounds, with no saving throw (see the *slow* spell, page 356). A *slowed* golem can take only one move or attack action each turn. Additionally, the *slowed* golem takes a –2 penalty to Defense, melee attack rolls, melee damage rolls, and Reflex saves. Any amount of electricity damage dealt to the golem breaks the *slow* effect and cures 1 point of damage for each 3 points of damage it would otherwise deal. The golem rolls no saving throw against effects that deal electricity damage.

Damage Reduction 15/+1 (Su): In campaigns without magic weapons, the GM can either disregard the golem's damage reduction or apply the damage reduction only to certain types of weapons (ballistic, bludgeoning, sonic/concussion, piercing, or slashing).

Flesh Golem: CR 7; Large construct; HD 9d10+20; hp 69; Mas —; Init –1; Spd 30 ft. (can't run); Defense 18, touch 8, flat-footed 18 (–1 size, –1 Dex, +10 natural); BAB +6; Grap +15; Atk +10 melee (2d8+5, slam); Full Atk +10 melee (2d8+5, 2 slams), or +4 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ construct, berserk, magic immunity, damage reduction 15/+1; AL none or owner; SV Fort +3, Ref +2, Will +3; AP 0; Rep +0; Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1.

Skills: None.

Feats: None.

Advancement: 10–18 HD (Large); 19–27 HD (Huge).

Advanced Flesh Golem: CR 13; Huge construct; HD 20d10+40; hp 150; Mas —; Init –2; Spd 30 ft. (can't run); Defense 19, touch 6, flat-footed 19 (–2 size, –2 Dex, +13 natural); BAB +15; Grap +32; Atk +22 melee (4d6+9, slam); Full Atk +22 melee (4d6+9, 2 slams), or +11 ranged; FS 15 ft. by 15 ft.;



Reach 15 ft.; SQ construct, berserk, magic immunity, damage reduction 15/+1; AL none or owner; SV Fort +6, Ref +4, Will +6; AP 0; Rep +0; Str 29, Dex 7, Con —, Int —, Wis 11, Cha 1.

Skills: None.

Feats: None.

Gargoyle

Gargoyles are vicious flying predators that enjoy hunting and torturing weaker creatures. They appear as frightful, seemingly inanimate winged stone statues and use this disguise to surprise their foes. They require no food, water, or air. When not enjoying their favorite pastime, a gang of gargoyles can be found waiting silently for prey or bragging among themselves. Gargoyles speak the local languages and Terran, a language known to elemental creatures of earth and stone.

In combat, gargoyles either remain still, then suddenly attack, or dive onto their prey.

Gargoyles average 5 feet tall and weigh approximately 300 pounds.

Species Traits

Keen Sight (Ex): Gargoyles have darkvision with a range of 60 feet and low-light vision.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a Spot check (DC 20) to notice the gargoyle is alive.

Damage Reduction 15/+1 (Su): In campaigns without magic weapons, the GM can either disregard the gargoyle's damage reduction or apply the damage reduction only to certain types of weapons (ballistic, bludgeoning, sonic/concussion, piercing, or slashing).

Skill Bonus: A gargoyle receives a +8 species bonus on Hide checks when concealed against a background of worked stone.

Bonus Feats: Gargoyles receive the bonus feats Weapon Finesse (bite), Weapon Finesse (claw), and Weapon Finesse (gore).

Automatic Language: Gargoyles speak (but neither read nor write) Terran.

Gargoyle: CR 4; Medium-size magical beast; HD 4d10+16; hp 38; Mas 18; Init +2; Spd 45 ft., fly 75 ft. (average); Defense 16, touch 14, flat-footed 12 (+2 Dex, +4 natural); BAB +4; Grap +4; Atk +6 melee (1d4, claw); Full Atk +6 melee (1d4, 2 claws), +4 melee (1d6, bite), +4 melee (1d6, gore), or +6 ranged; FS 5 ft by 5 ft.; Reach 5 ft.; SQ freeze, keen sight, damage reduction 15/+1; AL chaos, evil; SV Fort +8, Ref +6, Will +1; AP 0; Rep +0; Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills: Hide +9 (+17 when concealed against worked stone), Listen +4, Speak Terran, Spot +4.

Feats: Multiattack, Weapon Finesse (bite), Weapon Finesse (claw), Weapon Finesse (gore).

Advancement: 5–6 HD (Medium-size); 7–12 HD (Large); or by character class.

Gargoyle Tough Hero 3: CR 7; Medium-size humanoid magical beast; HD 4d10+16 plus 3d10+12 plus 3 (robust); hp 69; Mas 18; Init +2; Spd 45 ft., fly 75 ft. (average); Defense 18, touch 14, flat-footed 16 (+2 Dex, +2 class, +4 natural); BAB +6; Grap +6; Atk +8 melee (1d4, claw); Full Atk +8 melee (1d4, 2 claws), +6 melee (1d6, bite), +6 melee (1d6, gore), or +8 ranged; SQ freeze, keen sight, damage reduction 15/+1; AL chaos, evil; SV Fort +10, Ref +7, Will +2; AP 1; Rep +1; Str 11, Dex 15, Con 18, Int 6, Wis 11, Cha 7.

Skills: Hide +11 (+19 when concealed against worked stone), Intimidate +1, Listen +4, Move Silently +4, Speak Terran, Spot +4.

Feats: Multiattack, Power Attack, Simple Weapons Proficiency, Stealthy, Weapon Finesse (bite), Weapon Finesse (claw), Weapon Finesse (gore).

Talents (Tough Hero): Robust, stamina.

Gnoll

A gnoll is a vicious humanoid creature with a hyenalike head and greenish-gray skin covered with thick brown, russet, or brown-gray fur. A gnoll might be mistaken for a hulking biker, while a pack of gnolls could be mistaken for a street gang, a band of squatters, or even a pack of wolves. A gnoll's long, tapered muzzle often results in reports of werewolves as well.



Flesh golem

Gnolls are nocturnal carnivores that tend to think with their stomachs. Their treacherous nature makes them poor allies and irritable minions. They disdain manual labor and do not like bright light, though it causes them no physical harm.

Gnolls like to attack when they have the advantage of numbers, using horde tactics and their great strength to overwhelm and take down their opponents. They show little discipline when fighting unless they have a strong leader. A gnoll chief uses fear, intimidation, and strength to remain in power. If a chief is killed, the stronger members of the tribe vie for control, sometimes fracturing the tribe into smaller packs that go their separate ways.

Gnolls take slaves, and any encampment will have one slave for every ten adults, if not more. Slaves double as emergency provisions and suffer a high attrition rate because of the gnolls' appetites.

Gnolls speak their own language and often learn another (usually Goblin or the language of the street).

Adult gnolls stand 7 ½ feet tall and weigh approximately 300 pounds.

Species Traits

Bonus Feat: Gnolls receive the bonus feat Simple Weapons Proficiency.

Automatic Language: Gnolls read, write, and speak Gnoll.

Gnoll: CR 1; Medium-size humanoid; HD 2d8+2; hp 11; Mas 13; Init +0; Spd 30 ft.; Defense 11, touch 10, flat-footed 11 (+1 natural); BAB +1; Grap +3; Atk +3 melee (1d3+2, unarmed or 1d6+2/19–20, metal baton); Full Atk +3 melee (1d3+2, unarmed or 1d6+2/19–20, metal baton), or +1 ranged (2d6, TEC-9); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft.; AL chaos, evil; SV Fort +4, Ref +0, Will +0; AP 0; Rep +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills: Listen +3, Read/Write Gnoll, Speak Gnoll, Spot +3.

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Metal baton, TEC-9 (9mm machine pistol), 50 rounds of 9mm ammunition, fatigues, fatigue jacket.

Advancement: By character class.

Gnoll Strong Hero 2: CR 3; Medium-size humanoid; HD 2d8+2 plus 2d8+2; hp 22; Mas 13; Init +0; Spd 30 ft.; Defense 13, touch 10, flat-footed 13 (+2 class, +1 natural); BAB +3; Grap +6; Atk +6 melee (1d4+4, unarmed or 1d6+4/19–20, metal baton); Full Atk +6 melee (1d4+4, unarmed or 1d6+4/19–20, metal baton), or +3 ranged (2d6, TEC-9); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft.; AL chaos, evil; SV Fort +6, Ref +0, Will +0; AP 1; Rep +0; Str 16, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills: Climb +4, Jump +4, Listen +3, Read/Write Gnoll, Speak Gnoll, Spot +3.

Feats: Combat Martial Arts, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency.

Talent (Strong Hero): Melee smash.

Possessions: Metal baton, TEC-9 (9mm machine pistol), 50 rounds of 9mm ammunition, fatigues, fatigue jacket, climbing gear.

Goblin

Goblins are short, humanoid nuisances. Left unchecked, their great numbers, rapid reproduction rate, and malignant dispositions enable them to overrun and despoil the neighborhoods they occupy.

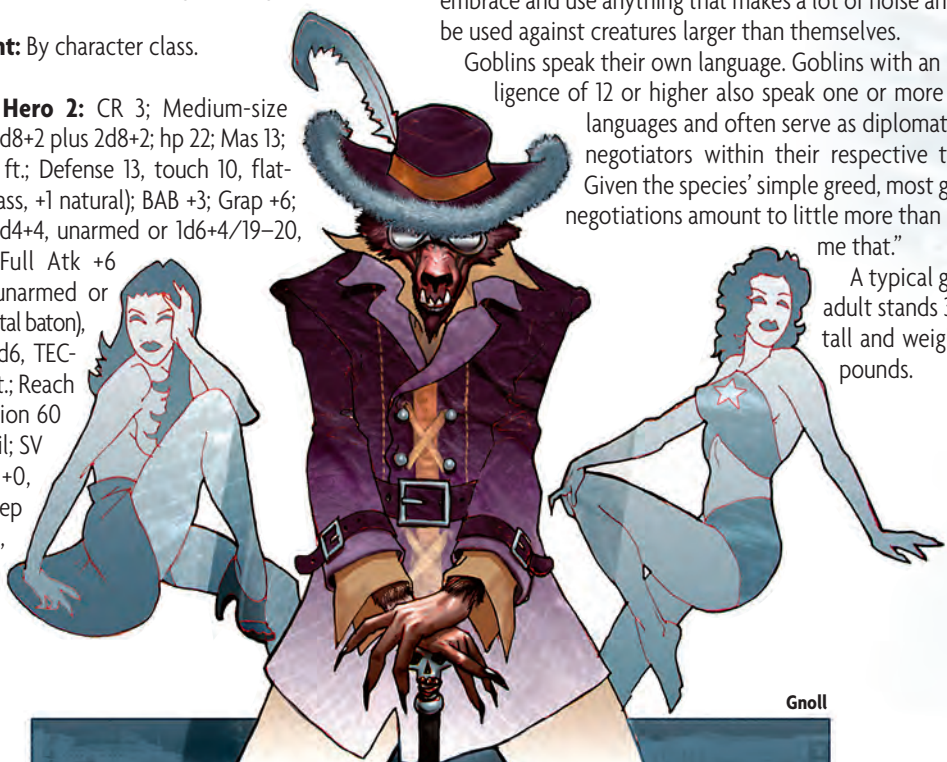
Goblins have flat faces, broad noses, pointed ears, wide mouths, and small, sharp fangs. Their foreheads slope back, and their eyes are usually dull and glazed, varying in color from red to yellow. They walk upright, but their arms hang down almost to their knees. Goblins' skin color ranges from yellow through orange to a deep red; usually all members of a single tribe are about the same color. They prefer dark clothing and have multiple body piercings and tattoos. Normal people tend to view goblins as street hoodlums or bad-tempered little people.

Being bullied by bigger, stronger creatures has taught goblins to exploit what few advantages they have: overwhelming numbers and malicious ingenuity. The concept of a fair fight is meaningless in their society. They favor ambushes, dirty tricks, hasty alliances with more powerful creatures, and any other edge they can conceive. Goblins are cowardly by nature and tend to flee once a battle turns against them. With proper supervision, they can implement reasonably complex plans. They are often used as foot soldiers by larger and more powerful creatures such as bugbears and ogres.

Goblins often thrive in areas that are largely abandoned: warehouses, abandoned buildings, old factories, and industrial parks after dark. They relish modern conveniences, including electronics, vehicles, and firearms. Goblins quickly embrace and use anything that makes a lot of noise and can be used against creatures larger than themselves.

Goblins speak their own language. Goblins with an Intelligence of 12 or higher also speak one or more local languages and often serve as diplomats and negotiators within their respective tribes. Given the species' simple greed, most goblin negotiations amount to little more than "Give me that."

A typical goblin adult stands 3 feet tall and weighs 50 pounds.



Gnoll

Species Traits

Skill Bonus: Goblins gain a +4 species bonus on Move Silently checks.

Bonus Feat: Goblins are keenly aware of their surroundings and receive the bonus feat Alertness.

Automatic Language: Goblins read, write, and speak Goblin.

Goblin: CR 1/4; Small humanoid; HD 1d8; hp 4; Mas 11; Init +1; Spd 30 ft.; Defense 13, touch 12, flat-footed 12 (+1 size, +1 Dex, +1 leather jacket); BAB +0; Grap –5; Atk +0 melee (1d2–1, slam or 1d4–1, knife); Full Atk +0 melee (1d2–1, slam or 1d4–1, knife), or –2 ranged (2d6, Colt Python); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft.; AL evil, tribe; SV Fort +2, Ref +1, Will +0; AP 0; Rep +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Read/Write Goblin, Speak Goblin, Spot +3.

Feats: Alertness, Simple Weapons Proficiency.

Possessions: Knife, Colt Python (.357 revolver), 25 rounds of .357 ammunition, hip holster, basic walkie-talkie.

Advancement: By character class.

Goblin Fast Hero 3: CR 3; Small humanoid; HD 3d8; hp 17; Mas 11; Init +2; Spd 35 ft.; Defense 18, touch 17, flat-footed 16 (+1 size, +2 Dex, +4 class, +1 leather jacket); BAB +2; Grap –3; Atk +2 melee (1d2–1, slam or 1d6–1/19–20, metal baton); Full Atk +2 melee (1d2–1, slam or 1d6–1/19–20, metal baton), or +5 ranged (2d8, Desert Eagle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft.; AL evil, tribe; SV Fort +3, Ref +4, Will +1; AP 1; Rep +1; Str 8, Dex 14, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +8, Knowledge (streetwise) +2, Listen +3, Move Silently +6, Read/Write Goblin, Sleight of Hand +5, Speak Goblin, Spot +3, Tumble +5.

Feats: Alertness, Dodge, Personal Firearms Proficiency, Simple Weapons Proficiency.

Talents (Fast Hero): Evasion, increased speed.

Possessions: Metal baton, Desert Eagle (.50AE autoloader), 25 rounds of .50AE ammunition, windbreaker, concealed carry holster, basic walkie-talkie.

Hawk

Hawks are birds of prey that measure 1 to 2 feet long, with wingspans of 6 feet or less.

Species Traits

Skill Bonus: Hawks gain a +8 species bonus on Spot checks in daylight.

Bonus Feat: Hawks gain the bonus feat Weapon Finesse (claw).

Hawk: CR 1; Tiny animal; HD 1d8; hp 4; Mas 10; Init +3; Spd 10 ft., fly 60 ft. (average); Defense 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); BAB +0; Grap –10; Atk +5 melee (1d4–2, claw); Full Atk +5 melee (1d4–2, claw); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; AL none or owner; SV Fort +2, Ref +5, Will +2; AP 0; Rep +0; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6.

Skills: Listen +6, Spot +6 (+14 in daylight).

Feats: Weapon Finesse (claw).

Advancement: None.

Herd Animal

Herd animals include everything from bulls and cows to bisons and water buffalo. Herd animals can be very aggressive when protecting young and during the mating season, but they generally prefer flight to fighting. A typical herd animal stands 5 to 6 feet tall at the shoulder, measures 7 to 12 feet long, and weighs 1,500 to 2,400 pounds. A herd consists of five or more creatures of the same kind.

Species Traits

Stampede (Ex): A frightened herd flees as a group in a random direction, but always away from the perceived source of danger. It runs over anything of size Large or smaller that gets in its way, dealing 1d12 points of damage for every five animals in the herd. A successful Reflex save (DC 16) halves the damage.

Herd Animal: CR 2; Large animal; HD 5d8+15; hp 37; Mas 16; Init +0; Spd 40 ft.; Defense 13, touch 9, flat-footed 13 (–1 size, +4 natural); BAB +3; Grap +11; Atk +6 melee (1d8+6, butt); Full Atk +6 melee (1d8+6, butt); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ stampede; AL none; SV Fort +7, Ref +4, Will +1; AP 0; Rep +0; Str 18, Dex 10, Con 16, Int 2, Wis 11, Cha 4.

Skills: Listen +8, Spot +5.

Feats: None.

Advancement: 6–7 HD (Large).

Horse

The statistics presented here describe smaller breeds of working horses such as quarter horses and Arabians as well as wild horses. A light load for a horse is up to 230 pounds; a medium load, 231–460 pounds; a heavy load, 461–690 pounds. A horse can drag 3,450 pounds.

A horse cannot fight while carrying a rider.

Species Traits

Scent (Ex): This ability allows a horse to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Horse: CR 1; Large animal; HD 3d8+6; hp 19; Mas 15; Init +1; Spd 60 ft.; Defense 13, touch 10, flat-footed 12 (–1 size, +1 Dex, +3 natural); BAB +2; Grap +7; Atk +2 melee (1d4+1, hoof); Full Atk +2 melee (1d4+1, 2 hooves); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ scent, low-light vision; AL none or owner; SV Fort +6, Ref +4, Will +2; AP 0; Rep +0; Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +6, Spot +6.

Feats: None.

Advancement: None.

Illithid

Illithids, also called mind flayers, are insidious, diabolical, and powerful, with the ability to bend others to their will and shatter their enemies' minds.

An illithid is a roughly humanoid creature with rubbery mauve flesh. The creature's head looks like a four-tentacled octopus, made all the more horrible by a pair of bloated, white eyes. Its mouth, a revolting thing like a lamprey's maw,

constantly drips an oily slime when it is not siphoning out the brains of living prey.

Illithids frequently ensconce themselves in large organizations, using their powers of suggestion to assume positions of leadership or control. Illithids prefer to work from a superior and advantageous position, like secret masters operating from behind the curtain. A mind flayer would rather use capable underlings to destroy a foe than undertake the task personally.

Illithids are vain, imperious, sadistic, and utterly self-serving. If an encounter turns against an illithid, it flees, caring nothing for the fate of its companions or servitors. In situations where multiple illithids are encountered, they may be working toward a common goal but remain secret rivals, each waiting for its fellows to trip up and be destroyed.

Illithids like to fight from a distance, using their psionic abilities (particularly their mind blast). If pressed into melee combat, a mind flayer lashes its enemies with the tentacles ringing its mouth.



Illithid

Illithids speak the local languages but prefer to communicate telepathically. They stand roughly 6 feet tall and weigh 200 pounds.

Species Traits

***Mind Blast* (Sp):** This psionic attack extends from the illithid in a 60-foot cone. Anyone caught in this cone must succeed on a Will save (DC 17) or be stunned for 3d4 rounds.

Psionics (Sp): An illithid can use the following psionic powers at will, as though manifested by an 8th-level Telepath (save DC = 10 + Telepath's key ability modifier + power level): *charm person, detect psionics, levitate,* and *suggestion*.

Improved Grab (Ex): To use this ability, the illithid must hit a Small to Large creature with its tentacle attack. If it gets a hold, it attaches the tentacle to the opponent's head. An illithid can grab a Huge or larger creature, but only if it can somehow reach the foe's head.

After a successful grab, the illithid can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but the illithid gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn. See Improved Grab, page 227.

Extract (Ex): An illithid that begins its turn with all four tentacles attached and makes a successful grapple check automatically extracts the opponent's brain, instantly killing that creature. An illithid can extract the brain of any Small to Large creature that is not a construct, elemental, ooze, plant, or undead.

Spell Resistance (Ex): An illithid can avoid the effects of spells and spell-like abilities (including psionics) that directly affect it. To determine whether a spell or spell-like ability works, the spellcaster must make a level check (1d20 + caster level) against DC 25. If successful, the spell works normally, although the illithid is still allowed a saving throw.

Telepathy (Su): An illithid can communicate telepathically with any creature within 100 feet that has a language.

Bonus Feat: Illithids receive the bonus feat Simple Weapons Proficiency.

Automatic Languages: An illithid reads, writes, and speaks any four languages.

Illithid: CR 8; Medium-size aberration; HD 8d8+8; hp 44; Mas 12; Init +6; Spd 30 ft.; Defense 15, touch 12, flat-footed 13 (+2 Dex, +3 natural); BAB +6; Grap +7; Atk +8 melee (1d4+1, tentacle); Full Atk +8 melee (1d4+1, 4 tentacles), or +8 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ *mind blast,* psionics, improved grab, extract, spell resistance 25, darkvision 60 ft., telepathy; AL evil, law; SV Fort +3, Ref +4, Will +9; AP 0; Rep +0; Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17.



Skills: Bluff +8, Concentration +12, Hide +8, Intimidate +10, Knowledge (any two) +9, Listen +10, Move Silently +7, Read/Write English, Read/Write German, Read/Write Japanese, Read/Write Spanish, Speak English, Speak German, Speak Japanese, Speak Spanish, Spot +10.

Feats: Alertness, Combat Casting, Dodge, Improved Initiative, Simple Weapons Proficiency, Weapon Finesse (tentacle).

Possessions: Business clothes, cell phone, notebook computer with cellular modem.

Advancement: By character class.

Illithid Dedicated Hero 2/Smart Hero 1: CR 11; Medium-size aberration; HD 8d8+8 plus 2d6+2 plus 1d6+1; hp 57; Mas 12; Init +6; Spd 30 ft.; Defense 17, touch 14, flat-footed 15 (+2 Dex, +2 class, +3 natural); BAB +7; Grap +8; Atk +10 melee (1d4+1, tentacle); Full Atk +10 melee (1d4+1, 4 tentacles), or +9 ranged (2d6, Colt .45); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ *mind blast,* psionics, improved grab, extract, spell resistance 25, darkvision 60 ft., telepathy; AL evil, law; SV Fort +5, Ref +4, Will +12; AP 1; Rep +2; Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17.

Skills: Bluff +8, Computer Use +8, Concentration +12, Craft (writing) +8, Hide +8, Investigate +8, Intimidate +10, Knowledge (business) +9, Knowledge (current events) +12, Knowledge (technology) +9, Listen +12, Move Silently +7, Read/Write English, Read/Write German, Read/Write Japanese, Read/Write Spanish, Research +8, Sense Motive +7, Speak English, Speak German, Speak Japanese, Speak Spanish, Spot +12.

Feats: Alertness, Combat Casting, Dodge, Improved Initiative, Personal Firearms Proficiency, Simple Weapons Proficiency, Weapon Finesse (tentacle), Weapon Focus (tentacle).

Talent (Dedicated Hero): Empathy.

Talent (Smart Hero): Linguist.

Possessions: Business clothes, cell phone, notebook computer with cellular modem, Colt .45, 20 rounds of .45 ammunition.

Invisible Stalker

Invisible stalkers are morally and ethically ambivalent beings that manifest to serve the will of other beings. Their airy, amorphous forms are naturally invisible, making them nearly impossible to see even when they attack. A *see invisibility* spell shows only the dim outline of a cloud, while a *true seeing* spell reveals an 8-foot-diameter roiling cloud of vapor.

An invisible stalker attacks with a sudden, intense vortex of wind that pounds a single target. An invisible stalker reduced to –10 hit points or lower vanishes, leaving behind no trace of its presence.

Species Traits

Invisible stalkers have the following traits.

Elemental (Air): Invisible stalkers have the traits and immunities common to elementals (see page 219).

Natural Invisibility (Su): An invisible stalker remains invisible even when attacking. Creatures that correctly discern the stalker's location despite being unable to see it have a 50% miss chance on melee and ranged attacks.

Improved Tracking (Ex): Invisible stalkers are consummate trackers and make Spot checks instead of Survival checks to track a creature's passage.

Automatic Language: Invisible stalkers speak (but neither read nor write) Auran. They understand (but do not speak, read, or write) two other languages.

Invisible Stalker: CR 7; Large elemental (air); HD 8d8+16; hp 52; Mas —; Init +8; Spd 30 ft., fly 30 ft. (perfect); Defense 17, touch 13, flat-footed 13 (–1 size, +4 Dex, +4 natural); BAB +6; Grap +14; Atk +10 melee (1d8+6, slam); Full Atk +10/+5 melee (1d8+6, slam), or +9 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ elemental, natural invisibility, improved tracking, darkvision 60 ft.; AL none or master; SV Fort +4, Ref +10, Will +4; AP 0; Rep +0; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11.

Skills: Listen +11, Move Silently +15, Search +11, Spot +13.

Feats: Combat Reflexes, Improved Initiative, Weapon Focus (slam).

Advancement: 9–16 HD (Huge); 17–24 HD (Gargantuan).

Advanced Invisible Stalker: CR 11; Huge elemental (air); HD 12d8+48; hp 102; Mas —; Init +7; Spd 30 ft., fly 30 ft. (perfect); Defense 18, touch 11, flat-footed 15 (–2 size, +3 Dex, +7 natural); BAB +9; Grap +21; Atk +15 melee (2d6+12, slam); Full Atk +15/+10 melee (2d6+12, slam), or +10 ranged; FS 15 ft. by 15 ft.; Reach 10 ft.; SQ elemental, natural invisibility, improved tracking, darkvision 60 ft.; AL none or master; SV Fort +8, Ref +11, Will +6; AP 0; Rep +0; Str 26, Dex 17, Con 18, Int 14, Wis 15, Cha 11.

Skills: Listen +13, Move Silently +17, Search +13, Spot +15.

Feats: Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (slam).

Kobold

Kobolds are short, cold-blooded, reptilian humanoids with cowardly and sadistic tendencies. Their scaly skin ranges from dark rusty brown to black. They have doglike heads, small light-colored horns, glowing red eyes, and ratlike tails. Kobolds wear ragged clothing, favoring red and orange, and speak with voices that sound like yapping dogs. Normal people might mistake them for wild animals or giant rats.

Kobolds like to attack with overwhelming odds. If they do not outnumber their opponents two to one, they usually flee. They prefer to begin a fight with ranged weapons from hiding, closing only when they can see that their foes have been weakened.

Whenever they can, kobolds set up ambushes and traps. They aim to drive enemies into the traps, where other kobolds wait to catch them in crossfires or drop poisonous vermin onto them. They spend most of their time fortifying the land around their lairs with traps and warning devices (such as spiked pits, tripwires attached to grenades, and other mechanical contraptions).

Kobolds live in dark places, including sewers, subway tunnels, and empty tenements. They are good miners and can dig tunnels linking several underground lairs. They usually kill prisoners for food but occasionally sell them as slaves to creatures like gnolls. Their nasty habits and distrust of most other beings mean that they have many enemies.

Kobolds speak Draconic. An adult kobold stands 2 to 4 feet tall and weighs 25 to 50 pounds.

Species Traits

Light Sensitivity (Ex): Kobolds take a –1 penalty on attack rolls in sunlight or in brightly lit areas.

Skill Bonuses: Kobolds receive a +2 species bonus on Craft (mechanical) and Search checks.

Bonus Feat: Kobolds are keenly aware of their surroundings and receive the bonus feat Alertness.

Automatic Language: Kobolds read, write, and speak Draconic.



Kobold

Kobold: CR 1/6; Small humanoid; HD 1/2 d8; hp 2; Mas 11; Init +1; Spd 30 ft.; Defense 13, touch 12, flat-footed 12 (+1 size, +1 Dex, +1 natural); BAB +0; Grap –6; Atk –1 melee (1d2–2, slam or 1d3–2, knife); Full Atk –1 melee (1d2–2, slam or 1d3–2, knife), or –2 ranged (2d4, Pathfinder); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., light sensitivity; AL evil, law; SV Fort +0, Ref +1, Will +2; AP 0; Rep +0; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills: Craft (mechanical) +2, Hide +8, Listen +2, Move Silently +4, Read/Write Draconic, Search +2, Speak Draconic, Spot +2.

Feats: Alertness, Simple Weapons Proficiency.

Possessions: Knife, Pathfinder (.22 revolver), 10 rounds of .22 ammunition.

Advancement: By character class.

Kobold Smart Hero 4: CR 4; Small humanoid; HD 4d6; hp 16; Mas 11; Init +1; Spd 30 ft.; Defense 15, touch 13, flat-footed 14 (+1 size, +1 Dex, +1 class, +1 natural, +1 leather jacket); BAB +2; Grap –4; Atk +1 melee (1d2–2, slam or 1d3 electricity plus paralysis, stun gun); Full Atk +1 melee (1d2–2, slam or 1d3 electricity plus paralysis, stun gun), or +4 ranged (2d4, Pathfinder), or +4 ranged (2d6, dynamite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., light sensitivity; AL evil, law; SV Fort +1, Ref +2, Will +4; AP 2; Rep +2; Str 6, Dex 13, Con 11, Int 12, Wis 10, Cha 10.

Skills: Craft (electronic) +7, Craft (mechanical) +8, Decipher Script +9, Demolitions +9, Disable Device +9, Knowledge (streetwise) +7, Knowledge (tactics) +7, Listen +2, Read/Write Draconic, Read/Write English, Repair +11, Research +9, Search +9, Speak Draconic, Speak English, Spot +2.

Feats: Alertness, Cautious, Personal Firearms Proficiency, Simple Weapons Proficiency, Studious.

Talents (Smart Hero): Plan, savant (Repair).

Possessions: Leather jacket, stun gun, Pathfinder (.22 revolver), 20 rounds of .22 ammunition, 3 sticks of dynamite, tool belt, lockpick set, basic electrical toolkit, basic mechanical toolkit, demolitions kit.

Medusa

The medusa is a hateful, repulsive creature that petrifies living beings with its gaze. It prizes art objects, fine jewelry, and wealth, and its activities often revolve around obtaining these items.

A medusa is indistinguishable from a normal human at distances greater than 30 feet (or closer, if its face is concealed). Once the creature is clearly visible, its true nature becomes apparent. Its hideous face is crowned with a mass of writhing, hissing snakes instead of hair, and its eyes glow a deep, feral red. In contrast, its body is perfectly proportioned and exceptionally attractive, although scaly and earthen-colored. The creature often wears garments that enhance its body while hiding its face behind a hood, mask, or veil.

A medusa tries to disguise its true nature until the intended victim is within range of its petrifying gaze. It uses normal weapons to attack those who avert their

eyes or survive its gaze, while its poisonous snakes strike at adjacent opponents.

Medusas have taken to urban life well, becoming active in the criminal underworld. They move among the human herd, taking that which they desire.

Medusas speak two local languages and can be male or female. A male medusa averages 6 feet tall and weighs 190 pounds. A female medusa averages 5 feet, 6 inches tall and weighs 160 pounds.

Species Traits

Gaze (Su): A medusa's gaze permanently turns to stone any creature within 30 feet that fails its Fortitude save (DC 15). See Special Qualities for more information on gaze attacks. A *break enchantment* spell can remove the effect of petrification. In a campaign where heroes have limited access to spells, the GM can make the petrification a temporary effect (lasting 1d6 hours).

Poison (Ex): Any creature bitten by the medusa's snaky hair must succeed on a Fortitude save (DC 14) or succumb to the poison (initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength).

Bonus Feat: Medusas receive the bonus feat Simple Weapons Proficiency.

Automatic Languages: Medusas read, write, and speak any two languages.

Medusa: CR 7; Medium-size monstrous humanoid; HD 6d8+6; hp 33; Mas 12; Init +2; Spd 30 ft.; Defense 15, touch 12, flat-footed 13 (+2 Dex, +3 natural); BAB +6; Grap +6; Atk +6/+1 melee (1d4, knife); Full Atk +6 melee (1d4, knife), +3 melee (1d4 plus poison, snakes), or +9/+4 ranged (2d6, Glock 17); FS 5 ft. by 5 ft.; Reach 5 ft.; SA darkvision 60 ft., gaze, poison; AL Evil, law; SV Fort +3, Ref +7, Will +6; AP 0; Rep +0; Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15.

Skills: Bluff+11, Disguise +11, Move Silently +9, Read/Write English, Read/Write Spanish, Speak English, Speak Spanish, Spot +10.

Feats: Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Weapon Finesse (snakes).

Possessions: Knife, Glock 17 (9mm autoloader), 50 rounds of 9mm ammunition, concealed carry holster, firearms license, casual clothing, overcoat.

Advancement: By character class.

Medusa Charismatic Hero 2: CR 9; Medium-size monstrous humanoid; HD 6d8+6 plus 2d6+2; hp 42; Mas 12; Init +2; Spd 30 ft.; Defense 16, touch 13, flat-footed 14 (+2 Dex, +1 class, +3 natural); BAB +7; Grap +7; Atk +7/+2 melee (1d4, knife); Full Atk +7 melee (1d4, knife), +4 melee (1d4 plus poison, snakes), or +10/+5 ranged (2d6, Glock 17); FS 5 ft. by 5 ft.; Reach 5 ft.; SA darkvision 60 ft., gaze, poison; AL Evil, law; SV Fort +4, Ref +8, Will +6; AP 1; Rep +2; Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 16.

Skills: Bluff+15, Diplomacy +7, Disguise +15, Gather Information +7, Intimidate +7, Move Silently +9, Read/Write English, Read/Write Spanish, Speak English, Speak Spanish, Spot +10.

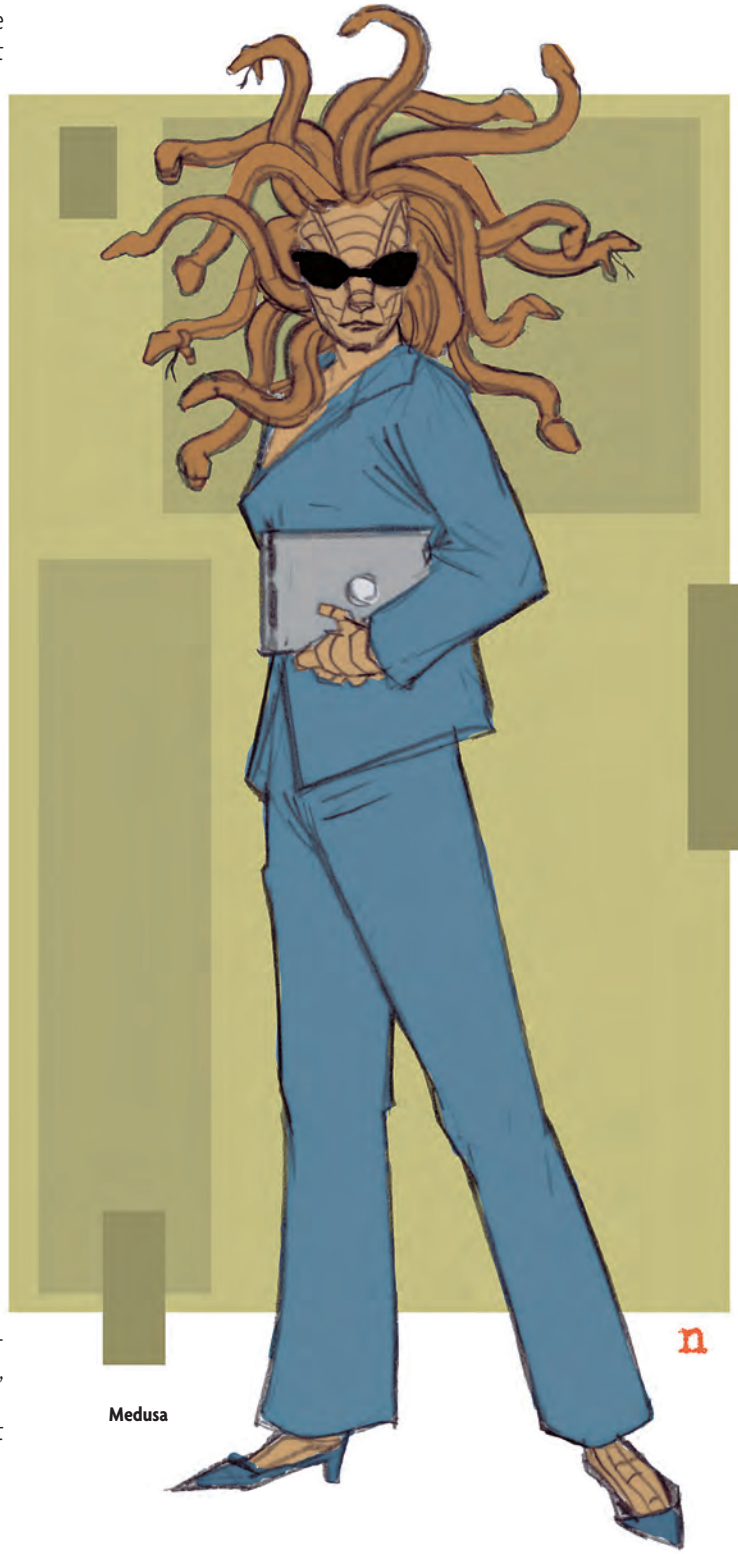
Feats: Deceptive, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Weapon Finesse (snakes).

Talent (Charismatic Hero): Coordinate.

Possessions: Knife, Glock 17 (9mm autoloader), 50 rounds of 9mm ammunition, concealed carry holster, firearms license, casual clothing, overcoat, cell phone, PDA (with addresses of various contacts and acquaintances), disguise kit.

Minotaur

Minotaurs are strong, fiercely territorial creatures. They are often found in sewers and other labyrinthine complexes, including garden mazes and vast cornfields.



Medusa

A minotaur looks like a powerfully muscled human with the head of a bull and a thick hide covered in shaggy fur. Its dark eyes gleam with savage fury. A minotaur could be mistaken for a burly street thug, a man wearing a horned helmet, or a "street crazy."

A minotaur's natural cunning and feral instincts enable it to find its way easily through even the most confusing sewers and tunnel complexes—an ability it puts to great use in hunting, tormenting, and ultimately destroying those who cross its path. Minotaurs are often enlisted as guardians, mercenaries, and brute muscle.

Minotaurs speak Giant or a local language. They typically stand 7 feet tall and weigh approximately 600 pounds.

Species Traits

Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, the beast can make a single gore attack that deals 4d6+6 points of damage.

Scent (Ex): This ability allows the minotaur to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical reasoning ability. This prevents them from ever becoming lost. Further, they are never caught flat-footed.

Skill Bonuses: Minotaurs receive a +4 species bonus on Search, Spot, and Listen checks.

Bonus Feat: A minotaur gains the bonus feat Archaic Weapons Proficiency or Simple Weapons Proficiency.

Automatic Language: Minotaurs speak (but neither read nor write) Giant or one other language.

Minotaur: CR 4; Large monstrous humanoid; HD 6d8+12; hp 39; Mas 15; Init +0; Spd 30 ft.; Defense 14, touch 9, flat-footed 14 (–1 size, +5 natural); BAB +6; Grap +14; Atk +9 melee (2d6+6, Huge lead pipe); Full Atk +9/+4 melee (2d6+4, Huge lead pipe), +4 melee (1d8+2, gore), or +9/+4 melee (1d4+4, slam), +4 melee (1d8+2, gore), or +5 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ charge 4d6+6, scent, natural cunning, darkvision 60 ft.; AL chaos, evil; SV Fort +6, Ref +5, Will +5; AP 0; Rep +0; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills: Intimidate +5, Jump +8, Listen +8, Search +6, Speak Giant, Spot +8.

Feats: Archaic Weapons Proficiency, Great Fortitude, Power Attack.

Possessions: Huge lead pipe (6 feet long, 4 inches thick).

Advancement: By character class.

Minotaur Strong Hero 3: CR 7; Large monstrous humanoid; HD 6d8+12 plus 3d8+6; hp 58; Mas 15; Init +0; Spd 30 ft.; Defense 16, touch 11, flat-footed 16 (–1 size, +2 class, +5 natural); BAB +10; Grap +18; Atk +13 melee (3d6+9, chain saw); Full Atk +13/+8 melee (3d6+7, chain saw), +8 melee (1d8+4, gore), or +13/+8 melee (1d4+7, slam), +8 melee (1d8+4, gore), or +8 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ charge 4d6+7, scent, natural cunning, darkvision 60 ft.; AL chaos, evil; SV Fort +8, Ref +6, Will +6; AP 1; Rep +0; Str 20, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills: Intimidate +5, Jump +8, Knowledge (streetwise) +3, Listen +8, Search +6, Speak English (or other local language), Speak Giant, Spot +8.

Feats: Archaic Weapons Proficiency, Combat Reflexes, Exotic Weapon Proficiency (chain saw), Great Fortitude, Power Attack, Simple Weapons Proficiency.

Talents (Strong Hero): Melee smash, improved melee smash.

Possessions: Chain saw, bloodstained smock.



Minotaur

Monkey

The statistics presented here can describe any arboreal monkey that is no bigger than a housecat, such as a colobus or a capuchin.

Species Traits

Bonus Feat: Monkeys gain the bonus feat Weapon Finesse (bite).

Monkey: CR 1/6; Tiny animal; HD 1d8; hp 4; Mas 10; Init +2; Spd 30 ft., climb 30 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap –12; Atk +4 melee (1d3–4, bite); Full Atk +4 melee (1d3–4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; AL none or owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5.

Skills: Balance +10, Climb +13, Hide +13, Listen +4, Spot +4.

Feats: Weapon Finesse (bite).

Advancement: 2–3 HD (Small).

Monstrous Flytrap

Monstrous flytraps are giant cousins of the carnivorous Venus flytrap. These cunning plants can uproot themselves to amble about, but they lose 1d4 hit points every hour they remain uprooted. A monstrous flytrap can stop the loss of hit points by rooting itself in nourishing soil. The creature also heals damage by consuming food.

A monstrous flytrap has a bulbous, leafy "head" capable of swallowing a Medium-size or smaller creature. It uses the hollow teeth lining the inside of its mouth to drain every last drop of blood from its victim before spitting out the husk.

Including its thick stalk and roots, the monstrous flytrap stands 16 feet tall and weighs 400 pounds.

Species Traits

Plant: Monstrous flytraps have the traits and immunities common to plants (see page 222).

Improved Grab (Ex): To use this ability, a monstrous flytrap must hit with its bite attack. If it gets a hold, it can attempt to swallow its opponent (see below), provided its opponent is at least two size categories smaller than it. See Improved Grab, page 227.

Swallow Whole (Ex): A monstrous flytrap can swallow a grabbed opponent two size categories smaller than it by making a successful grapple check. The swallowed creature can attack the flytrap from inside its mouth using claws or a Small or Tiny slashing weapon. The flytrap does not release its opponent until it is slain or its swallowed prey is completely drained of blood (that is, dead). A monstrous flytrap's mouth can swallow only one opponent at a time and cannot attack while it drains a creature's blood.

Blood Drain (Ex): A creature swallowed by a monstrous flytrap takes 1d6+13 points of damage every round due to blood loss. For every 3 hit points it drains, the monstrous flytrap heals 1 hit point of damage. After draining its swallowed prey to death, it expectorates the lifeless husk and seeks out its next meal.

Automatic Language: Monstrous flytraps raised from seedlings can be taught to speak (but neither read nor write) one language.

Monstrous Flytrap: CR 7; Huge plant; HD 11d8+55; hp 104; Mas —; Init –2; Spd 20 ft.; Defense 14, touch 6, flat-footed 14 (–2 size, –2 Dex, +8 natural); BAB +8; Grap +25; Atk +16 melee (1d6+13, bite); Full Atk +16/+11 melee (1d6+13, bite), or +5 ranged; FS 15 ft. by 15 ft.; Reach 10 ft.; SQ plant, improved grab, swallow whole, blood drain 1d6+13, blindsight 60 ft.; AL none or owner; SV Fort +12, Ref +1, Will +5; AP 0; Rep +0; Str 28, Dex 7, Con 21, Int 10, Wis 14, Cha 14.

Skills: None.

Feats: None.

Advancement: 12–16 HD (Huge); 17–32 HD (Gargantuan); 33–48 HD (Colossal).

Advanced Monstrous Flytrap: CR 12; Gargantuan plant; HD 22d8+154; hp 253; Mas —; Init –2; Spd 20 ft.; Defense 16, touch 4, flat-footed 16 (–4 size, –2 Dex, +12 natural); BAB +16; Grap +41; Atk +25 melee (1d8+19, bite); Full Atk +25/+20/+15/+10 melee (1d8+19, bite), or +9 ranged; FS 20 ft. by 20 ft.; Reach 15 ft.; SQ plant, improved grab, swallow whole, blood drain 1d8+19, blindsight 60 ft.; AL none or owner; SV Fort +20, Ref +5, Will +9; AP 0; Rep +0; Str 36, Dex 7, Con 25, Int 10, Wis 14, Cha 14.

Skills: None.

Feats: None.

Monstrous Spider

Monstrous spiders are aggressive predators that come in two general types: hunters and web spinners. Hunters rove about, while web spinners usually attempt to trap prey.

Species Traits

Monstrous spiders have the following traits.

Speed: Hunting spiders are speedier than their web-spinning counterparts. Increase the normal speed of hunting spiders by 10 feet. Climb speed remains unchanged.

Poison (Ex): A monstrous spider injects poison into its victim with a successful bite. The victim must succeed on a Fortitude save or take the initial damage; a second Fortitude save must be made 1 minute later to negate the poison's secondary damage. The DC of the Fortitude saves and the effects vary depending on the monstrous spider's size, as shown on Table 8–22: Monstrous Spider Poison.

TABLE 8–22: MONSTROUS SPIDER POISON

Spider Size	Fort Save DC	Initial/Secondary Damage
Colossal	35	2d8 Str
Gargantuan	31	2d6 Str
Huge	22	1d8 Str
Large	17	1d6 Str
Medium-size	14	1d4 Str
Small	11	1d3 Str
Tiny	11	1d2 Str

Web (Ex): Monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size.

Web-spinning spiders can cast a web eight times per day. Casting a web is a melee touch attack with a maximum range of 50 feet and a range increment of 10 feet, and the web is effective against targets up to one size category larger than the spider. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are attack actions whose DCs are given in Table 8–23: Monstrous Spider Webs.

Web-spinning spiders often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Spot check (DC 20) to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points listed on Table 8–23 and damage reduction 5/fire.

A monstrous spider can move across its own sheet web at

its climb speed and can determine the exact location of any creature touching the web.

TABLE 8–23: MONSTROUS SPIDER WEBS

Spider Size	Escape DC	Break DC	Hit Points
Colossal	32	34	18
Gargantuan	30	32	16
Huge	28	30	14
Large	26	28	12
Medium-size	20	22	6
Small	18	20	4
Tiny	16	18	2

Resistance to Massive Damage: Monstrous spiders gain a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Skill Bonuses: Monstrous spiders receive a +4 species bonus on Hide and Move Silently checks and a +8 species bonus on Spot checks. Hunting spiders receive a +6 species bonus on Jump checks.

Bonus Feat: Medium-size or smaller monstrous spiders gain the bonus feat Weapon Finesse (bite).

Tiny Monstrous Spider: CR ¼; Tiny vermin; HD ½ d8; hp 2; Mas 10; Init +3; Spd 20 ft. (30 ft. for hunting spider), climb 10 ft.; Defense 15, touch 15, flat-footed 12 (+2 size, +3 Dex); BAB +0; Grap –12; Atk +5 melee (1d3–4 plus poison, bite); Full Atk +5 melee (1d3–4 plus poison, bite); FS 2 ½ ft. by 2 ½ ft.; Reach 0 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +2, Ref +3, Will +0; AP 0; Rep +0; Str 3, Dex 17, Con 10, Int —, Wis 10, Cha 2.

Skills: Climb +8, Hide +17, Jump –4 (+2 for hunting spiders), Move Silently +9, Spot +12.

Feat: Weapon Finesse (bite).

Advancement: None.

Small Monstrous Spider: CR ½; Small vermin; HD 1d8; hp 4; Mas 10; Init +3; Spd 20 ft. (30 ft. for hunting spider), climb 10 ft.; Defense 13, touch 13, flat-footed 11 (+1 size, +3 Dex); BAB +0; Grap –6; Atk +4 melee (1d4–2 plus poison, bite); Full Atk +4 melee (1d4–2 plus poison, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +2, Ref +3, Will +0; AP 0; Rep +0; Str 7, Dex 17, Con 10, Int —, Wis 10, Cha 2.

Skills: Climb +10, Hide +13, Jump –2 (+4 for hunting spiders), Move Silently +9, Spot +12.

Feats: Weapon Finesse (bite).

Advancement: None.

Medium-size Monstrous Spider: CR 1; Medium-size vermin; HD 2d8+2; hp 11; Mas 12; Init +3; Spd 30 ft. (40 ft. for hunting spider), climb 20 ft.; Defense 14, touch 13, flat-footed 11 (+3 Dex, +1 natural); BAB +1; Grap +1; Atk +4 melee (1d6 plus poison, bite); Full Atk +4 melee (1d6 plus poison, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +4, Ref +3, Will +0; AP 0; Rep +0; Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 2.

Skills: Climb +12, Hide +9, Jump +0 (+6 for hunting spiders), Move Silently +9, Spot +12.

Feat: Weapon Finesse (bite).

Advancement: None.

Large Monstrous Spider: CR 2; Large vermin; HD 4d8+4; hp 22; Mas 12; Init +3; Spd 30 ft. (40 ft. for hunting spider), climb 20 ft.; Defense 14, touch 12, flat-footed 11 (–1 size, +3 Dex, +2 natural); BAB +3; Grap +9; Atk +4 melee (1d8+3 plus poison, bite); Full Atk +4 melee (1d8+3 plus poison, bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +5, Ref +4, Will +1; AP 0; Rep +0; Str 15, Dex 17, Con 12, Int —, Wis 10, Cha 2.

Skills: Climb +14, Hide +5, Jump +2 (+8 for hunting spiders), Move Silently +9, Spot +12.

Feats: None.

Advancement: None.

Huge Monstrous Spider: CR 4; Huge vermin; HD 10d8+10; hp 55; Mas 12; Init +3; Spd 30 ft. (40 ft. for hunting spider), climb 20 ft.; Defense 16, touch 11, flat-footed 13 (–2 size, +3 Dex, +5 natural); BAB +7; Grap +19; Atk +4 melee (2d6+6 plus poison, bite); Full Atk +4 melee (2d6+6 plus poison, bite); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +8, Ref +6, Will +3; AP 0; Rep +0; Str 19, Dex 17, Con 12, Int —, Wis 10, Cha 2.

Skills: Climb +16, Hide +1, Jump +4 (+10 for hunting spiders), Move Silently +9, Spot +12.

Feats: None.

Advancement: None.

Gargantuan Monstrous Spider: CR 7; Gargantuan vermin; HD 24d8+24; hp 132; Mas 12; Init +3; Spd 30 ft. (40 ft. for hunting spider), climb 20 ft.; Defense 18, touch 9, flat-footed 15 (–4 size, +3 Dex, +9 natural); BAB +18; Grap +36; Atk +20 melee (2d8+9 plus poison, bite); Full Atk +20 melee (2d8+9 plus poison, bite); FS 20 ft. by 20 ft.; Reach 15 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +15, Ref +11, Will +8; AP 0; Rep +0; Str 23, Dex 17, Con 12, Int —, Wis 10, Cha 2.

Skills: Climb +18, Hide –3, Jump +6 (+12 for hunting spiders), Move Silently +9, Spot +12.

Feats: None.

Advancement: None.

Colossal Monstrous Spider: CR 10; Colossal vermin; HD 48d8+48; hp 264; Mas 12; Init +3; Spd 30 ft. (40 ft. for hunting spider), climb 20 ft.; Defense 20, touch 5, flat-footed 17 (–8 size, +3 Dex, +15 natural); BAB +36; Grap +60; Atk +36 melee (4d6+12 plus poison, bite); Full Atk +36 melee (4d6+12 plus poison, bite); FS 30 ft. by 30 ft.; Reach 15 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +27, Ref +19, Will +16; AP 0; Rep +0; Str 27, Dex 17, Con 12, Int —, Wis 10, Cha 2.

Skills: Climb +20, Hide –7, Jump +8 (+14 for hunting spiders), Move Silently +9, Spot +12.

Feats: None.

Advancement: None.





Moreau

Moreaus are animal–human hybrids, created by grafting specific sequences of animal DNA to human DNA. To date, all successful hybrids are mammals. Reports of strange creatures glimpsed in wilderness areas, or of bizarre corpses washing ashore, may be the results of unsuccessful attempts to create reptilian or amphibian hybrids.

Government laboratories sterilize their moreaus, but there are reports that some sterilizations were botched and moreaus are now reproducing on their own. Only time will tell whether the offspring resemble their parents.

Geneticists built three "degrees" of moreau: covert, moderate, and overt.

Covert moreaus appear human until they demonstrate superior strength, agility, endurance, or senses. Some nations tattoo their coverts with discrete identifying marks easily covered by hair or clothing. Others prefer to imbed microchips, just like veterinarians imbed microchips in dogs and cats. All are Medium-size and have low-light vision.

Modert moreaus are all bipedal and can pass as human if they wear hoods or hats and keep to the shadows (–10 penalty on Disguise checks to pass for human). Some appear to be accident victims or suffering from birth defects rather than members of a separate species. They generally have abundant body hair, but lack true pelts. All are Medium-size and possess low-light vision.

Overt moreaus are clearly nonhuman. Their size and body shapes vary widely, and they grow pelts rather than normal human hair. They find human clothing uncomfortable and prefer to work without it. Their pronounced muzzles heavily accent their speaking voices, but they can speak human languages easily. Overt moreaus have opposable thumbs and can use most human equipment without modification. They possess many of the cranial features of their animal ancestors, including whiskers, enlarged ears, and teeth. Overt moreaus can pass for human only if they wear bulky clothing under very dark conditions (–20 penalty on Disguise checks to pass for human). Most travel as easily on all fours as they walk upright.

Moreau Characters

Moreaus can be powerful characters, but they have weaknesses. Smart opponents take advantage of such flaws. Even if the GM allows moreau characters, some facets of the campaign might make players uncomfortable or unwilling to play moreau heroes:

- Most humans view moreaus with fear. Moreaus are subject to prejudice and racial violence all over the world.
- The initial attitude of animals toward moreaus is never better than unfriendly. Moreaus take a –4 penalty on all Charisma checks to improve an animal's attitude.
- Governments regard their moreaus as property, not as people. They are valuable as long as they accomplish the tasks set before them. Ultimately, all moreaus are expendable.
- Most moreaus who escape government control try to reach the United States. The United States categorically denies that it experiments with moreaus, claiming that all moreaus working for the United States government are immigrants. In fact, the United States has extensive facilities for developing and training moreaus scattered across the country. However, moreaus have the same rights under United States law as humans do, and that makes the country a popular destination for those seeking asylum. Of course, the Immigration and Naturalization Service (INS) and FBI assume all moreaus immigrating to the United States are current or former spies, and treat them accordingly.

Skills: Moreaus get 4 fewer skill points than human characters at 1st level and 1 fewer skill point than human characters each level thereafter. Use Table 8–20: Skill Points per Class Level for Nonhumans to determine how many skill points a moreau receives.

Feats: A moreau character gets one bonus feat at 1st level (humans get two bonus feats at 1st level).

Height and Weight: Use Table 8–24 to determine a moreau character's height and weight, or choose the char-

TABLE 8–24: MOREAU HEIGHT AND WEIGHT

Species [1]	Base Height	Height Modifier	Base Weight	Weight Modifier
Bat				
Moderate	4 ft., 6 in.	+2d6 in.	80 lb.	× (2d4) lb.
Overt	4 ft.	+2d6 in.	70 lb.	× (2d4) lb.
Bear				
Moderate	5 ft., 2 in.	+2d12 in.	130 lb.	× (2d8) lb.
Overt	6 ft., 10 in.	+4d8 in.	200 lb.	× (2d8) lb.
Canine				
Moderate	4 ft., 10 in.	+1d10 in.	100 lb.	× (2d4) lb.
Overt	4 ft., 6 in.	+1d10 in.	90 lb.	× (2d4) lb.
Dolphin				
Moderate	4 ft., 10 in.	+2d10 in.	130 lb.	× (2d4) lb.
Overt	5 ft., 2 in.	+2d10 in.	170 lb.	× (2d4) lb.
Feline				
Moderate	4 ft., 10 in.	+1d10 in.	100 lb.	× (2d4) lb.
Overt	4 ft., 6 in.	+1d10 in.	90 lb.	× (2d4) lb.
Rat				
Moderate	4 ft., 5 in.	+2d6 in.	85 lb.	× (1d6) lb.
Overt	4 ft.	+2d6 in.	75 lb.	× (2d4) lb.

1 Covert moreaus have heights and weights as humans.

TABLE 8–25: MOREAU AGE

Species	Starting Ages	
	Adulthood	Additional Years
Bat	14	+1d4
Bear	14	+1d6
Canine	14	+1d4
Dolphin	17	+1d6
Feline	14	+1d4
Rat	12	+1d2

Species	Middle Age [1]	Old [2]	Venerable [3]	Max Age
Bat	30	48	66	+1d10
Bear	30	48	66	+1d10
Canine	30	48	66	+1d12
Dolphin	25	53	71	+1d6
Feline	30	48	66	+1d12
Rat	25	42	59	+1d6

1 –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha
2 –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha
3 –3 to Str, Dex, and Con, +1 to Int, Wis, and Cha

acter's height and weight from the indicated ranges. The dice roll given in the Height Modifier column determines the character's extra height beyond the base height. The same number multiplied by the dice roll given in the Weight Modifier column determines the character's extra weight beyond the base weight. Covert moreaus have normal human heights and weights.

Age: To determine the appropriate starting age for moreau heroes, refer to Table 8–25: Moreau Age. When a character reaches venerable age, the GM secretly rolls the bonus indicated by the Max Age column and adds that to the number from the Venerable column. The GM records the result, which the player does not know. When the character reaches her personal maximum age, she dies of old age at some time during the following year, as determined by the GM.

Bat Moreau Species Traits

Bat moreaus are a blend of human and brown bat. They tend to be small, quiet people with high-pitched voices. Because of their unique ability to hear ultra high frequency sounds they can echolocate and are quite comfortable in darkness. As a result, they are heavily used as scouts by unconventional warfare units. Originally developed in North America, bat moreaus quickly appeared in forces all over the world. Bat moreaus have the blindsight ability out to a 120-foot range, but suffer light blindness.

Overt bat moreaus have large, triangular ears set high on their heads. Many have pronounced webbing between their elongated fingers, and a few have vestigial flaps of skin reaching from their ankles to their wrists. Their noses lack the cartilage and prominent arch of human noses.

Light Sensitivity (Ex): Bat moreaus are blinded by sunlight, flashlights, fluorescent lights, halogen lamps, and other sources of bright illumination. They can counter the blindness and see normally by wearing dark-tinted sunglasses or tinted visors, or they can rely on their blindsight ability.

Ability Scores: Bat moreaus have the following species modifiers to ability scores:

Covert: –2 Int, +2 Wis.

Moderate: +2 Dex, –2 Con, –2 Int, +2 Wis.

Overt: +2 Dex, –2 Con, –4 Int, +4 Wis.

Moderate Bat Moreau Dedicated Hero 1: CR 1; Medium-size humanoid; HD 1d6; hp 6; Mas 11; Init +3; Spd 30 ft.; Defense 16, touch 14, flat-footed 13 (+3 Dex, +1 class, +2 light undercover shirt); BAB +0; Grap +0; Atk +0 melee (1d4/19–20, knife); Full Atk +0 melee (1d4/19–20, knife), or +3 ranged (2d8, Desert Eagle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ light sensitivity, blindsight 120 ft., skill emphasis (Survival); AL government or any other; SV Fort +1, Ref +3, Will +4; AP 0; Rep +1; Str 10, Dex 16, Con 11, Int 10, Wis 17, Cha 8.

Occupation: Military (bonus class skills: Hide and Move Silently).

Skills: Hide +5, Listen +6, Move Silently +5, Read/Write Language (any one), Speak Language (any one), Spot +6, Survival +9, Treat Injury +6.

Feats: Armor Proficiency (light), Personal Firearms Proficiency, Simple Weapons Proficiency.

Talent (Dedicated Hero): Skill emphasis (Survival).

Possessions: Light undercover shirt, Desert Eagle (.50AE autoloader), 30 rounds of .50AE ammunition, knife, casual clothing, overcoat, medical kit, sunglasses, firearms license, concealed carry holster.

Bear Moreau Species Traits

Bear moreaus are a blend of human and bear (in North America, the grizzly bear). They tend to be slow but extraordinarily powerful. They are most often used as shock troops. Reports of overt bear moreaus acting as riot police in the People's Republic of China remain unconfirmed.



Moreaus



Overt bears have small, triangular ears set high on their skulls and sharp, nonretractable claws that serve well as weapons.

Variable Size: Covert and moderate bear moreaus are Medium-size. Coverts and moderates have a 5-foot-by-5-foot fighting space and a 5-foot reach.

Overt bear moreaus are Large. An overt has a 10-foot-by-10-foot fighting space and a 10-foot reach.

Claws (Ex): Overt bear moreaus have pronounced, nonretractable claws that function as natural weapons. Each claw deals 1d6 points of slashing damage (plus the moreau's Strength modifier) and threatens a critical hit on a natural 20.

Poor Vision (Ex): Bear moreaus have bad eyesight. They take a –2 penalty on Spot checks and take a –4 penalty on range attacks for each range increment (instead of the normal –2 penalty).

Ability Scores: Bear moreaus have the following species modifiers to ability scores:

Covert: +2 Str, –2 Dex.
Moderate: +2 Str, –2 Dex, +2 Con, –2 Int.
Overt: +4 Str, –4 Dex, +2 Con, –2 Int.

Covert Bear Moreau Strong Hero 1: CR 1; Medium-size humanoid; HD 1d8+2; hp 10; Mas 14; Init +0; Spd 30 ft.; Defense 14, touch 10, flat-footed 14 (+1 class, +3 undercover vest); BAB +1; Grap +4; Atk +4 melee (1d6+3/19–20, metal baton); Full Atk +4 melee (1d6+3/19–20, metal baton), or +2 ranged (2d6, HK MP5); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ poor vision; AL government or any other; SV Fort +3, Ref +0, Will +0; AP 0; Rep +0; Str 17, Dex 10, Con 14, Int 8, Wis 10, Cha 13.

Occupation: Military (bonus class skills: Drive and Navigate).

Skills: Climb +3*, Knowledge (any one) +1, Read/Write Language (any one), Speak Language (any one).

*Includes –2 armor check penalty for undercover vest.

Feats: Armor Proficiency (light), Personal Firearms Proficiency, Simple Weapons Proficiency.

Talent (Strong Hero): Extreme effort.

Possessions: Undercover vest, HK MP5 (9mm submachine gun), 50 rounds of 9mm ammunition, metal baton, casual clothing, coat, night-vision goggles, restricted firearms license, concealed carry holster.

Canine Moreau Species Traits

Canine moreaus are a blend of human and hound. They tend to be lithe and well muscled with narrow, elongated skulls. These moreaus are most common in North America and the Russian Federation but also are used extensively by Central Asian nations. Most nations use canines in military and paramilitary roles, and many serve as snipers.

An overt canine moreau generally has the physical traits of its canine component.

Scent (Ex): Canine moreaus can detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Ability Scores: Canine moreaus have the following species modifiers to ability scores:

Covert: +2 Con, –2 Int.
Moderate: +2 Con,–2 Int, +2 Wis, –2 Cha.
Overt: +4 Con, –4 Int, +2 Wis, –2 Cha.

Covert Canine Moreau Tough Hero 1: CR 1; Medium-size humanoid; HD 1d10+3; hp 13; Mas 17; Init +2; Spd 30 ft.; Defense 13, touch 13, flat-footed 11 (+2 Dex, +1 class); BAB +0; Grap +1; Atk +2 melee (1d6+1 nonlethal, unarmed strike), or +2 melee (1d4+1, pistol whip); Full Atk +2 melee (1d6+1 nonlethal, unarmed strike), or +2 melee (1d4+1, pistol whip), or +2 ranged (2d6, Colt M1911), or +2 ranged (4d6, fragmentation grenade); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent, low-light vision; AL government or any other; SV Fort +4, Ref +2, Will +0; AP 0; Rep +0; Str 13, Dex 14, Con 17, Int 10, Wis 10, Cha 8.

Occupation: Military (bonus class skills: Hide and Move Silently).

Skills: Drive +4, Hide +3, Knowledge (any one) +2, Move Silently +3, Read/Write Language (any one), Speak Language (any one), Spot +1, Survival +1.

Feats: Brawl, Personal Firearms Proficiency, Simple Weapons Proficiency.

Talent (Tough Hero): Remain conscious.

Possessions: Colt M1911 (.45 autoloader), 50 rounds of .45 ammunition, 2 fragmentation grenades, casual clothing, fatigue jacket, firearms license, concealed carry holster, professional walkie-talkie, tactical map.

Dolphin Moreau Species Traits

Dolphin moreaus are a blend of human and common dolphin. Their physical power combined with a high intelligence frightens humans and most other moreaus. Dolphins are most often found in unconventional warfare units, particularly those with maritime missions such as the United States Navy SEALs.

Overt dolphin moreaus have distinctive skin patterns, with a dark blue or black back, a white front, and golden stripes down their arms, ribs, and legs. They have pronounced webbing between their fingers. Overt dolphins have tiny external ears. Unlike other overt moreaus, overt dolphins tend to be hairless.

Hold Breath (Ex): A dolphin moreau can remain submerged for a number of minutes equal to its Constitution score before needing to surface for air.

Blindsight (Ex): Overt dolphin moreaus have blindsight with a range of 60 feet on land or water.

Ability Scores: Dolphin moreaus have the following species modifiers to ability scores:

Covert: +2 Int, –2 Wis.
Moderate: +2 Str, –2 Dex, +2 Int, –2 Wis.
Overt: +2 Str, –2 Dex, +4 Int, –4 Wis.

Overt Dolphin Moreau Smart Hero 1: CR 1; Medium-size humanoid; HD 1d6+2; hp 8; Mas 15; Init +0; Spd 30 ft.; Defense 13, touch 10, flat-footed 13 (+3 undercover vest); BAB +0; Grap +0; Atk +0 melee (1d4, pistol whip); Full Atk +0 melee (1d4, pistol whip), or +0 ranged (2d6, SITES M9); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ hold breath, low-light vision, blindsight 60 ft.; AL government or any other; SV Fort +2, Ref +0, Will +0; AP 0; Rep +1; Str 10, Dex 11, Con 15, Int 18, Wis 8, Cha 10.

Occupation: Military (bonus class skills: Drive and Swim).

Skills: Computer Use +8, Demolitions +8, Disable Device +5, Drive +3, Investigate +8, Knowledge (any two) +4, Read/Write Language (any five), Repair +8, Research +8, Search +5, Speak Language (any five), Swim +3.

Feats: Armor Proficiency (light), Personal Firearms Proficiency, Simple Weapons Proficiency.

Talent (Smart Hero): Exploit weakness.

Possessions: Undercover vest, SITES M9 (9mm autoloader) with laser sight, 50 rounds of 9mm ammunition, 3 slabs of C4/Semtex with timed detonators, casual clothing, overcoat, firearms license, concealed carry holster, professional walkie-talkie, PDA, cell phone.

Feline Moreau Species Traits

Feline moreaus are a blend of human and panther or leopard. They tend to be agile and quick, and many humans find them attractive. As such, they are most commonly used by intelligence agencies, and their human side may be of any ethnicity. They generally possess a commanding, regal bearing and don't appreciate being reminded of deficiencies in their intelligence. First seen in the People's Republic of China, they are also found in the service of the Japanese and Indian governments. All possess retractable claws that function as natural weapons (1d4/20, slashing).

Overt feline moreaus have yellow, buff, or gray fur, patterned with black spots and rings. A few have the excessive pigmentation of the black leopard, but close inspection reveals the typical pattern. They have tails.

Claws (Ex): Overt feline moreaus have retractable claws that function as natural weapons. Each claw deals 1d4 points of slashing damage (plus the moreau's Strength modifier) and threatens a critical hit on a natural 20.

Ability Scores: Feline moreaus have the following species modifiers to ability scores:

Covert: –2 Int, +2 Cha.

Moderate: +2 Dex, –2 Con, –2 Int, +2 Cha.

Overt: +2 Dex, –2 Con, –4 Int, +4 Cha.

Moderate Feline Moreau Charismatic Hero 1: CR 1; Medium-size humanoid; HD 1d6; hp 6; Mas 12; Init +2; Spd 30 ft.; Defense 12, touch 12, flat-footed 10 (+2 Dex); BAB +0; Grap –1; Atk –1 melee (1d4–1, pistol whip); Full Atk –1 melee (1d4–1, pistol whip), or +3 ranged (2d6, Glock 17); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ low-light vision; AL government or any other; SV Fort +1, Ref +3, Will +0; AP 0; Rep +2; Str 8, Dex 15, Con 10, Int 12, Wis 10, Cha 17.

Occupation: Military (bonus class skills: Drive and Hide).

Skills: Bluff +7, Diplomacy +7, Disguise +7, Drive +6, Hide +6, Intimidate +7, Gather Information +7, Read/Write Language (any two), Speak Language (any two).

Feats: Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Talent (Charismatic Hero): Charm.

Possessions: Glock 17 (9mm autoloader), 50 rounds of 9mm ammunition, casual clothing, windbreaker, firearms license, concealed carry holster, cell phone, disposable camera, disguise kit.



Moreaus

AR

Rat Moreau Species Traits

Rat moreaus are a blend of human and brown rat. Governments that make extensive use of rat moreaus keep breeding stock under heavy guard and make intense use of the rapid breeding cycle of the rat. This makes rat moreaus a quick, cheap source of troops. They are most common in Third World nations where they serve in military and espionage capacities.

Overt rat moreaus have sleek fur except on their hands, feet, and tails. Their fur may have any color or pattern found in rats but is commonly brown with white on the chest and abdomen. They have black eyes and small, triangular ears high on their heads.

Ability Scores: Rat moreaus have the following species modifiers to ability scores:

Covert: –2 Str, +2 Dex.
Moderate: –2 Str, +2 Dex, +2 Int, –2 Cha.
Overt: –4 Str, +4 Dex, +2 Int, –2 Cha.

Overt Rat Moreau Fast Hero 1: CR 1; Medium-size humanoid; HD 1d8+1; hp 9; Mas 13; Init +4; Spd 30 ft.; Defense 19, touch 17, flat-footed 15 (+4 Dex, +3 class, +2 light undercover shirt); BAB +0; Grap +0; Atk +0 melee (1d4/19–20, knife); Full Atk +0 melee (1d4/19–20, knife), or +4 ranged (2d6, Beretta 93R), or +4 ranged (special, pepper spray), or +4 ranged (4d6, fragmentation grenade); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ low-light vision; AL government or any other; SV Fort +1, Ref +5, Will +0; AP 0; Rep +0; Str 10, Dex 19, Con 13, Int 14, Wis 10, Cha 6.

Occupation: Military (bonus class skills: Knowledge [tactics] and Survival).

Skills: Craft (mechanical) +5, Drive +7, Hide +7, Knowledge (tactics) +5, Move Silently +7, Read/Write Language (any two), Sleight of Hand +7, Speak Language (any two), Survival +3, Tumble +7.

Feats: Armor Proficiency (light), Personal Firearms Proficiency, Simple Weapons Proficiency.

Talent (Charismatic Hero): Evasion.

Possessions: Light undercover shirt, Beretta 93R (9mm machine pistol), 50 rounds of 9mm ammunition, pepper spray, fragmentation grenade, fatigues, fatigue jacket, restricted firearms license, night-vision goggles.

Mummy

Mummies are preserved corpses animated through rituals best forgotten. Originally they inhabited great tombs or temple complexes, maintaining a timeless vigil and destroying would-be despoilers. In recent years, a few mummies have duped graverobbers into transporting them far from their tombs to distant cities, where they cull sacrifices or build secret temples dedicated to their ancient gods.

Physically, mummies are withered and desiccated, their features often hidden beneath centuries-old funereal wrappings. They move with a slow, shambling gait and groan with the weight of the ages. These horrid creatures are often marked with symbols of the dire gods they serve. While other undead often stink of carrion, the herbs and powders used to create a mummy give off a sharp, pungent odor like that of a spice cabinet.

Mummies attack intruders without pause or mercy. They rarely attempt to communicate with their enemies and never retreat. They stand between 5 and 6 feet tall and weigh between 100 to 300 pounds.

Species Traits

Undead: Mummies have the traits and immunities common to undead (see page 223).

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a Will save (DC 15) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day.

Mummy Rot (Su): A mummy's touch carries a horrible rotting disease (Fort save DC 20 negates; incubation period 1 day; damage 1d6 temporary Constitution). The GM may



Mummy RS

allow characters to create medicine to treat the disease using the Craft (pharmaceutical) skill. In a campaign that uses magic, a *remove disease* spell can cure this disease. The only other way to halt the disease's advance is to amputate whatever appendage the mummy touched (usually a hand, arm, leg, or foot). Amputating a limb deals 1d4+1 points of temporary Constitution damage, although a successful Treat Injury check (DC 25) reduces the temporary Constitution damage to 1 point.

An afflicted creature that dies of mummy rot shrivels away and turns to dust.

Fire Vulnerability (Ex): A mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage, and a failure doubles it.

Resistant to Blows (Ex): Physical attacks deal only half damage to mummies. Apply this effect before damage reduction.

Damage Reduction 5/+1 (Su): In campaigns without magic weapons, the GM can either disregard the mummy's damage reduction or apply the damage reduction only to certain types of weapons (ballistic, bludgeoning, sonic/concussion, piercing, or slashing).

Bonus Feat: Mummies receive the bonus feat Archaic Weapons Proficiency.

Automatic Language: Mummies read, write, and speak one language.

Mummy: CR 4; Medium-size undead; HD 6d12 plus 3 (Toughness feat); hp 42; Mas —; Init –1; Spd 20 ft.; Defense 17, touch 9, flat-footed 17 (–1 Dex, +8 natural); BAB +3; Grap +6; Atk +6 melee (1d6+4 plus mummy rot, slam); Full Atk +6 melee (1d6+4 plus mummy rot, slam), or +2 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, despair, mummy rot, fire vulnerability, resistant to blows, damage reduction 5/+1, darkvision 60 ft.; AL evil, law; SV Fort +2, Ref +1, Will +7; AP 0; Rep +0; Str 17, Dex 8, Con —, Int 6, Wis 14, Cha 15.

Skills: Hide +8, Listen +9, Move Silently +8, Read/Write Egyptian, Speak Egyptian, Spot +9.

Feats: Alertness, Archaic Weapons Proficiency, Toughness.

Advancement: 7–12 HD (Medium-size); 13–18 HD (Large); or by character class.

Mummy Dedicated Hero 3: CR 7; Medium-size undead; HD 9d12 plus 3 (Toughness feat); hp 58; Mas —; Init –1; Spd 20 ft.; Defense 19, touch 11, flat-footed 19 (–1 Dex, +2 class, +8 natural); BAB +5; Grap +8; Atk +8 melee (1d6+4 plus mummy rot, slam); Full Atk +8 melee (1d6+4 plus mummy rot, slam), or +4 ranged (1d10/19–20, crossbow); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, despair, mummy rot, fire vulnerability, resistant to blows, damage reduction 5/+1, darkvision 60 ft.; AL evil, law; SV Fort +4, Ref +2, Will +9; AP 1; Rep +1; Str 17, Dex 8, Con —, Int 7, Wis 14, Cha 15.

Skills: Hide +8, Listen +12, Move Silently +8, Read/Write Egyptian, Speak Egyptian, Spot +12, Survival +11.

Feats: Alertness, Archaic Weapons Proficiency, Blind-Fight, Simple Weapons Proficiency, Toughness, Track.

Talents (Dedicated Hero): Skill emphasis (Survival), aware.

Possessions: Crossbow, 15 crossbow bolts.



Ogre

Ogre

Ogres are big, ugly, greedy creatures that live by raiding and scavenging. They dominate weaker creatures and heed the commands of stronger or smarter ones.

Ogres have thick hides covered with dark, warty bumps. Their hair is usually long, unkempt, and greasy. Their skin color ranges from dull yellow to dull brown. Their clothing consists of unwashed garments, which add to their naturally repellent odor. People sometimes mistake ogres for extremely large humans with poor personal hygiene.

Lazy and bad-tempered, ogres prefer to solve problems by pulverizing them; what they can't destroy, they either ignore or flee. Ogres sometimes serve greater masters as mercenaries, enforcers, and legbreakers.

Although they rely on brute strength, dirty tactics, and superior numbers, ogres are intelligent enough to fire ranged weapons first to soften up their foes



before closing. They use improvised weapons when necessary, wielding parking meters and signposts like great clubs.

Ogres speak Giant or a local language. Adult ogres average 9 feet, 6 inches tall and weigh about 400 pounds.

Species Traits

Bonus Feat: An ogre gains the bonus feat Archaic Weapons Proficiency or Simple Weapons Proficiency.

Automatic Language: Ogres speak (but neither read nor write) Giant or one other language.

Ogre: CR 2; Large giant; HD 4d8+8; hp 26; Mas 15; Init –1; Spd 40 ft.; Defense 13, touch 8, flat-footed 13 (–1 size, –1 Dex, +5 natural); BAB +3; Grap +12; Atk +8 melee (2d6+7, Huge club), or +7 melee (1d4+5, slam); Full Atk +8 melee (2d6+7, Huge club), or +7 melee (1d4+5, slam), or +1 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ low-light vision; AL chaos, evil; SV Fort +6, Ref +0, Will +1; AP 0; Rep +0; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills: Climb +4, Listen +2, Speak Giant, Spot +2.

Feats: Simple Weapons Proficiency, Weapon Focus (Huge club).

Advancement: By character class.

Possessions: Huge club (6 feet long, 8 inches thick).

Ogre Tough Hero 6/Bodyguard 1: CR 9; Large giant; HD 4d8+12 plus 6d10+18 plus 1d12+3; hp 90; Mas 16; Init –1; Spd 40 ft.; Defense 20, touch 12, flat-footed 20 (–1 size, –1 Dex, +4 class, +5 natural, +3 undercover vest); BAB +7/+2; Grap +16; Atk +12/+7 melee (2d6+7, Huge club), or +12/+7 melee (1d6+5, slam); Full Atk +12/+7 melee (2d6+7, Huge club), or +12/+7 melee (1d6+5, slam), or +5/+0 ranged (2d10, Browning BPS); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ low-light vision; AL chaos, evil, employer; SV Fort +11, Ref +4, Will +3; AP 3; Rep +2; Str 21, Dex 8, Con 16, Int 6, Wis 10, Cha 7.

Skills: Climb +2*, Concentration +9, Listen +2, Speak Giant, Spot +3.

*Includes armor check penalty for undercover vest.

Feats: Armor Proficiency (light), Brawl, Knockout Punch, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency, Weapon Focus (great club).

Talents (Tough Hero): Damage reduction 1/—, 2/—, and 3/—.

Talent (Bodyguard): Harm's way.

Possessions: Huge club (6 feet long, 8 inches thick), undercover vest, overcoat, Browning BPS 10-gauge shotgun, 20 10-gauge shotgun shells, standard flashlight.

Owl

The statistics presented here describe nocturnal birds of prey from 1 to 2 feet long, with wingspans up to 6 feet.

Species Traits

Skill Bonuses: Owls receive a +8 species bonus on Listen checks and a +14 species bonus on Move Silently checks. They receive a +8 species bonus on Spot checks in dusk and darkness.

Bonus Feat: Owls gain the bonus feat Weapon Finesse (claw).

Owl: CR ¼; Tiny animal; HD ½ d8; hp 2; Mas 10; Init +3; Spd 10 ft., fly 40 ft. (average); Defense 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); BAB +0; Grap –10; Atk +5 melee (1d2–2, claw); Full Atk +5 melee (1d2–2, claw); FS 2 ½ ft. by 2 ½ ft.; Reach 0 ft.; SQ low-light vision; AL none or owner; SV Fort +2, Ref +5, Will +2; AP 0; Rep +0; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 4.

Skills: Listen +14, Move Silently +20, Spot +6 (+14 in dusk and darkness).

Feats: Weapon Finesse (claw).

Advancement: 1 HD (Small); 2 HD (Medium-size); 3–4 HD (Large).

Puppeteer

Puppeteers are psionic parasites that vicariously experience the lives of their victims by taking control of their minds. They are sometimes called "spider ETs," though they are not truly spiders.

A puppeteer resembles a dark brown arthropod with vestigial limbs and a needlelike proboscis. The creature is nonintelligent, relying on instinct and blindsight to find a host. Once a host is detected, the puppeteer uses its *lesser domination* psionic power to subjugate the creature, rendering it motionless and compliant. Once one establishes mental control over its victim, it glides to the victim and attaches itself to the victim's skin in a spot hidden by fur, hair, or clothing. If it successfully latches onto its victim, the puppeteer takes the victim as its host, drawing nutrients from the host's blood. The puppeteer's blood requirements are minimal and do not damage the host. Only when several puppeteers prey on a single host is there direct risk to the host's health (see Species Traits, below). Only one puppeteer can control a given host; other puppeteers attached to the same host are merely "along for the ride."

Once in control of a host, a puppeteer gains the host's Intelligence and relies on the host's mental and physical abilities for survival. It can also continue to use its psionic powers and may attempt to dominate other creatures around it.

Puppeteers quietly and secretly invade the societies of other creatures, using their newfound intelligence and bodies to enslave entire populations. They do not speak and have no means of communicating with one another except through host bodies. Puppeteers average 4 inches long and weigh one-tenth of a pound.

Species Traits

Combined Challenge Rating: The Challenge Rating of a puppeteer with a host is equal to the host's Challenge Rating +1.

***Glide* (Sp):** A puppeteer can glide through the air at a speed of 20 feet for up to 16 minutes at a time, with poor maneuverability. The puppeteer cannot manifest psionic powers while gliding.

Psionics (Sp): 3/day—*brain lock*, *lesser domination*. These abilities are as the psionic powers manifested by a 8th-level Telepath.

***Thrall* (Sp):** If a puppeteer successfully uses *lesser domination* on its host seven times, the final effect is permanent, bonding the host to the puppeteer. The thralled host

will carry out the orders of the puppeteer, including self-destructive orders. Actions against the host's original nature allow the host a Will save (DC 22) to resist, with a –10 penalty on the roll. A successful save negates that particular action (or future occurrences of that action), but the host remains the puppeteer's thrall.

Shared Host (Ex): When multiple puppeteers prey on a single host, the blood drain can be too great for the host to bear. The extensive blood drain deals 1 point of temporary Constitution damage per day, and a host reduced to 0 Constitution in this fashion dies. The minimum number of puppeteers needed to cause temporary Constitution damage depends on the host's size: Diminutive 2, Tiny 4, Small 12, Medium-size 20, Large 30, Gargantuan 50, Colossal 90.

Blindsight (Ex): A puppeteer can ascertain creatures by nonvisual means within 60 feet. The puppeteer confers blindsight upon its host.

Host Protection (Ex): An attached puppeteer uses its host's base saving throw bonuses if they're better than its own. Effects that target vermin can't affect a puppeteer riding a humanoid host.

Immunities: Puppeteers are immune to mind-influencing effects. This ability is conferred upon the puppeteer's host as well.

Resistance to Massive Damage (Ex): Puppeteers gain a +5 species bonus on Fortitude saves to negate the effects of massive damage. This ability is conferred upon the puppeteer's host as well.

Shared Skills: The puppeteer retains its skills when it takes a host. The host gains a +4 bonus on Listen and Spot checks.

Puppeteer: CR 1; Fine vermin; HD 1/16 d8–1; hp 1; Mas 9; Init +4; Spd 5 ft., fly 20 ft. (poor); Defense 22, touch 22, flat-footed 18 (+8 size, +4 Dex); BAB +0; Grap –13; Atk +3 melee (1, bite); Full Atk +3 melee (1, bite); FS 6 in. by 6 in.; Reach 0 ft.; SQ *glide, psionics, thrall,* shared host, blindsight 60 ft., host protection, immune to mind-influencing effects, resistance to massive damage; AL evil; SV Fort +1, Ref +4, Will +3; AP 0; Rep +0; Str 1, Dex 19, Con 9, Int — (or as host), Wis 16, Cha 14.

Skills: Hide +20, Listen +7, Spot +7.
Feats: None.
Advancement: None.

Puppeteer Host (Human Charismatic Ordinary 5): CR 5; Medium-size humanoid; HD 5d6; hp 19; Mas 10; Init +0; Spd 30 ft.; Defense 13, touch 13, flat-footed 12 (+1 Dex, +2 class); BAB +2; Grap +1; Atk +1 melee (1d3 electricity plus paralysis, stun gun); Full Atk +1 melee (1d3 electricity plus paralysis, stun gun), or +3 ranged (2d6, Beretta 92F); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ blindsight 60 ft., immune to mind-influencing effects, resistance to massive damage; AL puppeteer; SV Fort +3*, Ref +4*, Will +0*; AP 0; Rep +3; Str 8, Dex 12, Con 10, Int 11, Wis 9, Cha 14.

*While attached to its host, the puppeteer's saving throw bonuses are as follows: Fort +2, Ref +7, Will +4.

Occupation: White collar (bonus class skills: Computer Use and Knowledge [business]).

Skills: Bluff +10, Computer Use +4, Diplomacy +12, Disguise +6, Gather Information +12, Intimidate +10, Knowledge (business) +8, Knowledge (current events) +8, Listen +3**, Read/Write English (or other language), Speak English (or other language), Spot +3**.

**Skill bonus conferred by puppeteer.

Feats: Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Trustworthy.

Possessions: Business clothes, cell phone, PDA, briefcase, stun gun, Beretta 92F (9mm autoloader)†, 15 rounds of 9mm ammunition†, firearms license†, wallet with ID and credit cards, BMW M3 sports coupe with car alarm, car alarm keychain.

†These items are stored in the BMW's glove compartment.



Puppeteer

Rat

Rats are omnivorous rodents that thrive almost anywhere. A typical rat measures 6 inches to 1 foot long.

Species Traits

Scent (Ex): This ability allows a rat to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonuses: Rats receive a +8 species bonus on Balance checks and a +4 species bonus on Hide and Move Silently checks. They use their Dexterity modifier for Climb checks.

Bonus Feat: Rats gain the bonus feat Weapon Finesse (bite).

Rat: CR 1/8; Tiny animal; HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 15 ft., climb 15 ft., swim 10 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap –12; Atk +4 melee (1d3–4, bite); Full Atk +4 melee (1d3–4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ scent, low-light vision; AL none or owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills: Balance +10, Climb +12, Hide +18, Move Silently +10, Swim +10.

Feats: Weapon Finesse (bite).

Advancement: 1/2 HD (Small); 1 HD (Medium-size); 2–4 HD (Large).

Raven

These glossy black birds are about 2 feet long and have wingspans of about 4 feet. They combine both claws into a single attack. The statistics presented here can describe most nonpredatory birds of similar size.

Species Traits

Bonus Feat: Ravens gain the bonus feat Weapon Finesse (claw).

Raven: CR 1/4; Tiny animal; HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 10 ft., fly 40 ft. (average); Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap –13; Atk +4 melee (1d2–5, claw); Full Atk +4 melee (1d2–5, claw); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; AL none or owner; SV Fort +2, Ref +4, Will +2; AP 0; Rep +0; Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6.

Skills: Listen +6, Spot +6.

Feats: Weapon Finesse (claw).

Advancement: 1/2 HD (Small); 1 HD (Medium-size); 2–4 HD (Large).

Replacement (Template)

Replacements (sometimes called duplicants) are manufactured clones of living people. A replacement makes an ideal decoy or spy and can easily take the place of someone who is kidnapped or murdered.

A replacement is a physical duplicate of a specific humanoid, called a primary. Although a replacement does not gain the specific life experiences of its primary, it can easily mimic the demeanor and general behavior of the primary, enabling it to fill the same general role as the primary. A replacement is identical in appearance to the primary except it has jet-black eyes with no visible irises. Some replacements wear special contact lenses (purchase DC 12) to conceal this sinister physical divergence.

Replacements are bred in laboratories. A sample of the primary's subdermal tissue is required to create a replacement (dead skin cells or hair follicles will not do), and an adult replacement takes two months to grow. Creating a replacement requires a successful Craft (pharmaceutical) check (DC 50). The check must be made 1 month into the replacement's growth period, and a failed roll indicates the premature death of the replacement. Financing the growth and development of a replacement also requires a successful Wealth check against a purchase DC of 48, rolled before the process of growing the clone commences.

Template Traits

"Replacement" is an inherited template that can be added to any humanoid (referred to hereafter as the original). A replacement uses all the primary's statistics except as noted here.

Challenge Rating: Same as the original –1.

Hit Dice: Change to one die type smaller than the primary (for example, from d8 to d6).

Special Qualities: A replacement gains all of the original's extraordinary abilities but none of its supernatural or spell-like abilities (including psionics). A replacement gains none of the original's other special qualities or talents. A replacement knows that it lacks some of the abilities of the original and occasionally feels resentful toward the original for this reason.

In addition to its inherited extraordinary abilities, a replacement has the following special quality:

Limited Existence (Ex): A replacement has a programmed natural life span of one to four years (the creator must specify the life span when the project to create the replacement begins). Once the replacement reaches the end of its programmed life span, it must make a Fortitude save (DC 25) once per day. Each failed save drains the replacement of 1d6 points of Constitution. This ability drain cannot be restored by any means. When its Constitution drops to 0, the replacement dissolves into a mass of protoplasmic goo. A replacement that dies before this time retains the shape of the original.

Allegiances: A replacement's primary allegiance is to its creator or owner. This allegiance cannot be broken unless the creator or owner does something to break it (such as by attacking the replacement).

Saves: As the original, modified by altered ability scores (see Abilities, below).

Action Points: Replacements do not acquire or amass action points.

Abilities: As the original, except ability scores cannot exceed 12. Ability scores of 13 or higher for the original are reduced to 12 for the replacement. A replacement that gains levels can never raise an ability score above 12.

Skills: A replacement has access to any skill in which the original has ranks, and all of a replacement's skills are class skills even if they are cross-class skills for the original. A replacement gets a number of skill points per Hit Die equal to 4 + the replacement's Intelligence modifier (minimum 1 skill point per Hit Die). The replacement can never have more ranks in a skill than the original.

The replacement gains a +4 species bonus on Disguise checks when impersonating the original. The bonus increases to +10 if the replacement wears contact lenses that hide its distinctive black eyes.

Feats: A replacement gains the original's feats but cannot use any feat for which it no longer meets the prerequisites.

Automatic Languages: A replacement can read, write, and speak any language known by the original.

Advancement: By character class.

Replacement Scientist (Human Smart Ordinary 5/ Charismatic Ordinary 2): CR 6; Medium-size humanoid; HD 7d6+7; hp 31; Mas 12; Init +1; Spd 30 ft.; Defense 14, touch 14, flat-footed 13 (+1 Dex, +3 class); BAB +3; Grap +3; Atk +3 melee (1d3, unarmed strike); Full Atk +3 melee (1d3, unarmed strike), or +4 ranged (2d6, SITES M9); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Creator; SV Fort +4, Ref +4, Will +3; AP 0; Rep +4; Str 10, Dex 12, Con 12, Int 12, Wis 11, Cha 9.

Skills: Bluff +4, Computer Use +4, Craft (chemical) +5, Decipher Script +3, Disguise +5 (+11 with contact lenses), Disable Device +3, Investigate +3, Knowledge (current events) +3, Knowledge (earth and life sciences) +7, Profession +3, Read/Write English, Read/Write Korean, Research +11, Search +3, Speak English, Speak Korean.

Feats: Dodge*, Educated, Personal Firearms Proficiency, Simple Weapons Proficiency, Studious.

*The replacement does not meet the prerequisite for this feat and therefore cannot use it.

Possessions: SITES M9 (9mm autoloader pistol), 16 rounds of 9mm ammunition, firearms license, notebook computer, briefcase, cellphone, corporate security pass, overcoat, business clothing, wallet.

Robot

Robots are manufactured, remote-controlled constructs powered by batteries. They come in a variety of sizes and shapes and can be fitted with tools, appendages, and other attachments. Robots can also be programmed to perform tasks that require precision or tasks that carry the risk or bodily harm.

A Diminutive robot measures 6 to 12 inches long (or tall) and weighs about 1 pound. A Tiny robot measures 13 to 24 inches long (or tall) and weighs up to 3 pounds. A robot can be controlled by remote from up to 300 feet away.

Species Traits

Construct: Robots have the traits and immunities common to constructs (see page 218).

Speed: A robot's speed depends on its size and method of locomotion (bipedal, quadrupedal, tracked, or wheeled). The different speeds are given with each robot's statistics (below).

Attacks: A robot is not normally equipped with weapons. Robots fitted with arms or similar manipulators can attempt to grapple things, but the manipulators are too small to deal damage.

Skills: A character with four or more levels in the Techie advanced class (see page 177) can program one or more ranks of a single skill into a Diminutive or Tiny robot. Otherwise, a robot has no skills.

Diminutive Robot: CR 1/10; Diminutive construct; HD ¼ d10; hp 1; Mas —; Init +2; Spd 10 ft. (treads), 20 ft. (bipedal), 30 ft. (quadrupedal), or 40 ft. (wheels); Defense 16, touch 16, flat-footed 14 (+4 size, +2 Dex); BAB +0; Grap –15; Atk +1 melee; Full Atk +1 melee or +6 ranged; FS 1 ft. by 1 ft.; Reach 0 ft.; SQ construct; AL none; SV Fort +0, Ref +2, Will +0; AP 0; Rep +0; Str 4, Dex 14, Con —, Int —, Wis 10, Cha 10.

Skills: None (unless programmed by a Techie, as described on page 178).

Feats: None.

External Components: Audio/visual sensor.

Tiny Robot: CR ¼; Tiny construct; HD ½ d10; hp 2; Mas —; Init +2; Spd 20 ft. (treads), 30 ft. (bipedal), 40 ft. (quadrupedal), or 50 ft. (wheels); Defense 13, touch 13, flat-footed 12 (+2 size, +1 Dex); BAB +0; Grap –10; Atk +0 melee; Full Atk +0 melee or +3 ranged; FS 2 ½ ft. by 2 ½ ft.; Reach 0 ft.; SQ construct; AL none; SV Fort +0, Ref +1, Will +0; AP 0; Rep +0; Str 6, Dex 12, Con —, Int —, Wis 10, Cha 10.

Skills: None (unless programmed by a Techie, as described on page 178).

Feats: None.

External Components: Audio/visual sensor, manipulator arms.

Shark

These carnivorous fish are aggressive and liable to make unprovoked attacks against anything that approaches them. Sharks rarely attack prey larger than themselves. When spurred by hunger to attack, sharks circle and observe potential prey, then dart in and bite with their powerful jaws.

Species Traits

Aquatic: Sharks can move in water without making Swim checks and cannot drown in water.

Keen Scent (Ex): A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to one mile.

Bonus Feat: Sharks gain the bonus feat Weapon Finesse (bite).

Shark: CR 1; Medium-size animal; HD 3d8+3; hp 16; Mas 13; Init +2; Spd swim 60 ft.; Defense 15, touch 12, flat-footed 13 (+2 Dex, +3 natural); BAB +2; Grap +3; Atk +4 melee (1d6+1, bite); Full Atk +6 melee (1d6+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aquatic, keen scent, low-light vision; AL none; SV Fort +4, Ref +5, Will +2; AP 0; Rep +0; Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7, Swim +9.

Feats: Weapon Finesse (bite).

Advancement: 4–7 HD (Large); 8–16 (Huge).

Skeleton (Template)

Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their evil masters. They are seldom garbed with anything more than the rotting clothes they were wearing when exhumed. Pinpoints of red light smolder in their empty eye sockets.

Skeletons follow orders to the letter, drawing no conclusions of their own and rarely making decisions. Because of this limitation, their instructions must always be simple, such as "Kill anyone who enters this graveyard."

Skeletons attack until destroyed, for that is what they were created to do. The threat posed by a group of skeletons depends primarily on its size. A skeleton weighs approximately half as much as the base creature.



Template Traits

"Skeleton" is an acquired template that can be added to any living corporeal creature that has a skeletal structure (referred to hereafter as the base creature). A skeleton uses all the base creature's statistics except as noted here.

Challenge Rating: A skeleton's Challenge Rating depends on its size: Tiny or smaller 1/10, Small 1/6, Medium-size 1/3, Large 2, Huge 5, Gargantuan 9, Colossal 12.

Type: The creature's type changes to undead (see page 223).

Hit Dice: Drop any Hit Dice gained from attaining levels, and raise the remaining Hit Dice to d12.

Speed: Winged skeletons can't use their wings to fly. If the base creature flew magically, so can the skeleton.

Defense: A skeleton's natural armor bonus to Defense changes to a value based on its size: Tiny or smaller +0, Small +1, Medium-size +2, Large +3, Huge +4, Gargantuan +6, Colossal +10.

Attacks: A skeleton retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature, except for attacks that can't work without flesh (such as an illithid's tentacle attacks). A creature with hands gains one claw attack per hand; the skeleton can strike with all of them at its full attack bonus. (If the base creature already had claw attacks, it can use the skeleton claw attack and damage, if they're better.)

Damage: Natural and manufactured weapons deal damage normally. A claw attack deals damage depending on the skeleton's size (use the base creature's claw damage if it's greater): Diminutive or Fine 1, Tiny 1d2, Small 1d3, Medium-size 1d4, Large 1d6, Huge 1d8, Gargantuan 2d6, Colossal 2d8.

Special Qualities: A skeleton loses all of the base creature's special qualities except for immunity or resistance to specific energy types. In addition to gaining the undead type, a skeleton has the following special quality.

Skeleton Immunities (Ex): A skeleton has cold immunity. Because it lacks flesh and internal organs, a skeleton takes only half damage from ballistic, piercing, or slashing weapons.

Allegiances: A skeleton loses any previous allegiances and adopts a new allegiance to its creator. This allegiance cannot be broken.

Saves: A skeleton's saving throw modifiers are based on Hit Dice and given in Table 8–2: Creature Saves and Base Attack Bonuses.

Action Points: A skeleton does not acquire or amass action points. It loses any action points possessed by the base creature.

Reputation Bonus: A skeleton has a +0 Reputation bonus.

Ability Scores: A skeleton gains the following ability score increase: Dexterity +2. In addition, a skeleton has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.

Skills: A skeleton loses all skills.

Feats: A skeleton loses all feats except those that confer armor or weapon proficiency (Archaic Weapons Proficiency, Armor Proficiency, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Personal Firearms Proficiency, and Simple Weapons Proficiency). A skeleton gains the feat Improved Initiative.

Human Skeleton: CR 1/3; Medium-size undead; HD 1d12; hp 6; Mas —; Init +5; Spd 30 ft.; Defense 13, touch 11, flat-footed 12 (+1 Dex, +2 natural); BAB +0; Grap +0; Atk +0 melee (1d4, claw); Full Atk +0 melee (1d4, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, skeleton immunities; AL creator; SV Fort +0, Ref +1, Will +2; AP 0; Rep +0; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 1.

Skills: None.

Feats: Improved Initiative, Simple Weapons Proficiency.

Ogre Skeleton: CR 2; Medium-size undead; HD 4d12; hp 22; Mas —; Init +4; Spd 30 ft.; Defense 12, touch 9, flat-footed 12 (–1 size, +3 natural); BAB +0; Grap +8; Atk +4 melee (1d6+5, claw); Full Atk +4 melee (1d6+5, 2 claws), or +4 melee (2d6+7, great club); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ undead, skeleton immunities; AL creator; SV Fort +0, Ref +0, Will +3; AP 0; Rep +0; Str 21, Dex 10, Con —, Int —, Wis 10, Cha 1.

Skills: None.

Feats: Improved Initiative, Simple Weapons Proficiency.

Snake

Constrictor snakes hunt by grabbing prey with their mouths and then squeezing it with their powerful bodies. Vipers rely on their venomous bites to kill prey and defend themselves. In general, snakes do not attack creatures larger than themselves except in self-defense.

Species Traits

Snakes have the following traits.

Variable Size: See Table 8–1: Creature Sizes for attack and Defense modifiers based on size, as well as for a snake's fighting space (assuming the creature is coiled) and reach.

Improved Grab (Ex): Only constrictor snakes have this ability. To use this ability, a constrictor snake must hit with its bite attack. If it gets a hold, it can constrict (see below). See Improved Grab, page 227.

Constrict (Ex): With a successful grapple check against a creature of its size or smaller, a constrictor snake deals damage equal to its bite damage.

Poison (Ex): A viper injects venom with a successful bite. The victim must succeed on a Fortitude save or take 1d6 points of temporary Constitution damage; a second Fortitude save must be made 1 minute later to negate the venom's secondary damage (same as the initial damage). The save DC is equal to 11 + 1/2 the snake's Hit Dice + the snake's Constitution modifier (DC 11 for a Tiny viper).

Scent (Ex): This ability allows a snake to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonuses: Snakes receive a +8 species bonus on Balance checks and a +4 species bonus on Hide, Listen, and Spot checks. Snakes apply either their Strength or Dexterity modifier, whichever is higher, to Climb checks.

Bonus Feat: Vipers gain the bonus feat Weapon Finesse (bite).

Constrictor Snake: CR 2; Medium-size animal; HD 3d8+3; hp 16; Mas 13; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; Defense 15, touch 13, flat-footed 12 (+3 Dex, +2 natural); BAB +2; Grap +5; Atk +5 melee (1d6+4, bite); Full Atk +5 melee

(1d6+4, bite); FS 5 ft. by 5 ft. (coiled); Reach 5 ft.; SQ improved grab, constrict 1d6+4, scent, low-light vision; AL none; SV Fort +4, Ref +6, Will +2; AP 0; Rep +0; Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +14, Hide +11, Listen +9, Spot +9, Swim +11.

Feats: None.

Advancement: 4–8 HD (Large); 9–16 HD (Huge); 17–32 HD (Gargantuan).

Tiny Viper: CR 1/3; Tiny animal; HD 1/4 d8; hp 1; Mas 11; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; Defense 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); BAB +0; Grap –10; Atk +5 melee (1d3–2 plus poison, bite); Full Atk +5 melee (1d3–2 plus poison, bite); FS 2 1/2 ft. by 2 1/2 ft. (coiled); Reach 0 ft.; SQ poison, scent, low-light vision; AL none; SV Fort +2, Ref +5, Will +1; AP 0; Rep +0; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8, Swim +11.

Feat: Weapon Finesse (bite).

Advancement: 1/2–1 HD (Small); 2 HD (Medium-size); 3–4 HD (Large); 5–16 HD (Huge).

Terrestrial Effluvium

Sometimes referred to as "black blood of the Earth," terrestrial effluvium is a primordial abomination that originates somewhere deep underground. Sometimes, either by accident or design, terrestrial effluvium finds its way into sewer systems, where it discovers nourishment in the form of living creatures smaller than itself.

Terrestrial effluvium attacks by slamming opponents with a long, slick pseudopod. Acidic enzymes coating the pseudopod continue to dissolve a victim even after the initial attack.

Terrestrial effluvium measures 30 feet in diameter and weighs approximately 8,000 pounds.

Species Traits

Ooze: Terrestrial effluvium has the traits and immunities common to oozes (see page 222).

Acidic Enzymes (Ex): Any creature that takes damage from a terrestrial effluvium's slam attack also takes 1d6 points of acid damage from the ooze's digestive enzymes. The enzymes continue to dissolve the victim, dealing 1d6 points of acid damage every round until the wound is washed with at least 1 pint of water (or some other appropriate liquid).

Immunities (Ex): Terrestial effluvium is immune to ballistic and piercing weapons.

Vulnerabilities (Ex): Terrestial effluvium takes double damage from attacks that deal sonic or concussion damage. Direct sunlight deals 50 points of damage to the creature each round.

Terrestrial Effluvium: CR 15; Colossal ooze; HD 32d10+256 plus 40 (extra hit points); hp 472; Mas —; Init –2; Spd 10 ft.; Defense 6, touch 0, flat-footed 6 (–8 size, –2 Dex, +6 natural); BAB +24; Grap +53; Atk +37 melee (2d8+19 plus 1d6 acid, slam); Full Atk +37/+32/+27/+22 melee (2d8+19 plus 1d6 acid, slam); FS 30 ft. by 30 ft.; Reach 15 ft.; SQ ooze, acidic enzymes, immunities, vulnerabilities, blindsight 60 ft.; AL none; SV Fort +18, Ref +8, Will +5; AP 0; Rep +0; Str 44, Dex 6, Con 26, Int —, Wis 1, Cha 1.

Skills: None.

Feats: None.

Advancement: 33–56 HD (Colossal).

Tiger

These great cats stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh from 400 to 600 pounds.

Species Traits

Pounce (Ex): If a tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the tiger must hit with a claw or bite attack. If it gets a hold, it can rake (see below). See Improved Grab, page 227.

Rake (Ex): A tiger that gets a hold of its target can make two rake attacks (+9 melee) with its hind legs for 1d8+6 points of damage each. If the tiger pounces on an opponent, it can also rake.

Skill Bonuses: Tigers receive a +4 species bonus on Balance, Hide, and Move Silently checks. In areas of tall grass or heavy undergrowth, their Hide bonus improves to +8.

Tiger: CR 4; Large animal; HD 6d8+18; hp 45; Mas 17; Init +2; Spd 40 ft.; Defense 14, touch 11, flat-footed 12 (–1 size, +2 Dex, +3 natural); BAB +4; Grap +14; Atk +9 melee (1d8+6, claw); Full Atk +9 melee (1d8+6, 2 claws), +4 melee (2d6+3, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ pounce, improved grab, rake 1d8+3, low-light vision; AL none; SV Fort +8, Ref +7, Will +3; AP 0; Rep +0; Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6.

Skills: Balance +6, Hide +5 (+9 in tall grass or undergrowth), Listen +3, Move Silently +9, Spot +3, Swim +11.

Feats: None.

Advancement: 7–12 HD (Large); 13–18 HD (Huge).

Toad

These diminutive amphibians are innocuous and beneficial, since they eat insects.

Species Traits

Skill Bonuses: A toad's coloration gives it a +4 species bonus on Hide checks.

Toad: CR 1/10; Diminutive animal; HD 1/4 d8; hp 1; Mas 11; Init +1; Spd 5 ft.; Defense 15, touch 15, flat-footed 14 (+4 size, +1 Dex); BAB +0; Grap –17; Atk none; Full Atk none; FS 1 ft. by 1 ft.; Reach 0 ft.; AL none; SV Fort +2, Ref +3, Will +2; AP 0; Rep +0; Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4.

Skills: Hide +21 (includes +4 species bonus), Listen +5, Spot +4.

Feats: None.

Advancement: None.

Tooth Fairy

Although their name frequently conjures images of benign fey that leave money under children's bed pillows in the



night, real tooth fairies are wicked, horridly deformed creatures that antagonize and occasionally torment mortals for their own amusement or out of spite. A tooth fairy usually appears only at night, sleeping in an attic and other out-of-the-way location during the day.

A tooth fairy has an emaciated body, distended stomach, sharply pointed ears, small sunken eyes, and crooked, oversized teeth. Its limbs are gnarled, and its tangled hair resembles a nest of roots and thickets. A tooth fairy's small, gossamer wings are similar to those of a dragonfly but ghostly white. Tooth fairies stand 5 feet tall and weigh 80 to 100 pounds.

Species Traits

***Fey Rod* (Sp):** A tooth fairy's preferred weapon is a 1-foot-long rod of ash wood. A *fey rod* allows its wielder to cast the following spells as a 3rd-level Mage (save DC 10 + spell level): *daze* (DC 10), *knock, light, magic missile,* and *sleep* (DC 11). Using any of the rod's powers is an attack action. The *fey rod* can cast seven spells per day and has a hardness of 5, 1 hit point, and a break DC of 11. A tooth fairy that loses its *fey rod* fights to the death to retrieve it or takes 1d4 points of temporary Wisdom damage every 24 hours the fairy and the rod remain separated. Destroying the rod instantly slays the tooth fairy, turning both to dust.

***Invisibility* (Sp):** A tooth fairy can turn itself invisible at will, as a move action. This ability works only after sunset and before sunrise, but the duration of the invisibility is otherwise unlimited. An invisible tooth fairy becomes visible when it attacks.

***Anyspeak* (Sp):** A tooth fairy can speak, read, and write any spoken language.

Bonus Feat: Tooth fairies gain the bonus feat Simple Weapons Proficiency.

Tooth Fairy: CR 1; Medium-size fey; HD 2d6; hp 7; Mas 10; Init +5; Spd 30 ft., fly 30 ft. (average); Defense 11, touch 11, flat-footed 10 (+1 Dex); BAB +0; Grap +0; Atk +0 melee (1d4, knife); Full Atk +0 melee (1d4, knife), or +1 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ *fey rod, invisibility, anyspeak,* low-light vision; AL evil; SV Fort +0, Ref +1, Will +4; AP 0; Rep +3; Str 10, Dex 12, Con 10, Int 13, Wis 12, Cha 13.

Skills: Bluff +4, Craft (any one) +3, Decipher Script +4, Disguise +4, Escape Artist +4, Hide +4, Intimidate +4, Listen +4, Move Silently +4, Search +4, Sense Motive +4, Sleight of Hand +4, Spot +4, Tumble +4.

Feats: Improved Initiative, Renown, Simple Weapons Proficiency.

Possessions: *Fey rod*, knife.

Advancement: By character class.

Tooth Fairy Fast Hero 3/Smart Hero 1: CR 5; Medium-size fey; HD 2d6 plus 3d8 plus 1d6; hp 23; Mas 10; Init +1; Spd 30 ft., fly 30 ft. (average); Defense 15, touch 15, flat-footed 15 (+1 Dex, +4 class); BAB +2; Grap +2; Atk +2 melee touch (1d4, knife); Full Atk +2 melee (1d4, knife), or +3 ranged (2d6, Colt Double Eagle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ *fey rod, invisibility, anyspeak,* low-light vision; AL evil; SV Fort +1, Ref +3, Will +6; AP 2; Rep +5; Str 10, Dex 13, Con 10, Int 13, Wis 12, Cha 13.

Skills: Bluff +4, Computer Use +4, Craft (chemical) +3, Decipher Script +4, Disguise +4, Escape Artist +7, Hide +9, Intimidate +4, Listen +4, Move Silently +9, Repair +4, Research +5, Search +4, Sense Motive +4, Sleight of Hand +7, Spot +4, Tumble +7.

Feats: Heroic Surge, Improved Initiative, Personal Firearms Proficiency, Renown, Simple Weapons Proficiency, Stealthy.

Talents (Fast Hero): Evasion, uncanny dodge 1.

Talent (Smart Hero): Savant (Research).

Possessions: Colt Double Eagle (10mm autoloader), 18 rounds of 10mm ammunition, hip holster, *fey rod*, knife, day pack, bag of 25 caltrops, 3 sticks of dynamite, lighter, disguise kit, steel handcuffs.

Troglodyte

Troglodytes are revolting, warlike, reptilian humanoids that savor the taste of their enemies' flesh—especially human flesh. They have spindly but muscular arms and walk erect on their squat legs, trailing a long, slender tail. Their heads are lizardlike and crowned with a frill that extends from the forehead to the base of the neck. Their eyes are black, beady, and able to see even in the dimmest light.

Troglodytes are not especially bright, but their ferocity and natural cunning more than compensate for their low intelligence. They guard their lairs aggressively, lashing out at anyone who comes too near. They also stage raids to acquire food and loot.

Troglodytes prefer to ambush prey with ranged weapons, weakening their opponents from a safe distance before closing to attack. If the battle goes against them, they retreat and attempt to hide. They may carry firearms salvaged from past victims but are rarely proficient in their use.

Troglodytes rule the sewers they inhabit and prefer the more rancid and fetid areas that other creatures avoid. A typical troglodyte lair contains various discarded items. Trogs prize steel above all else, and their bodies may be festooned with trinkets of looted metal.

Troglodytes speak Draconic. Most have no ability, desire, or need to speak the local languages. An adult specimen stands approximately 5 feet tall and weighs roughly 150 pounds.

Species Traits

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, muskilke chemical that most animal life finds offensive. All living creatures (except troglodytes) within 30 feet of the troglodyte must succeed on a Fortitude save (DC 13) or take a –2 morale penalty on attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws for 10 rounds. Characters subjected to stench from multiple troglodytes make only one saving throw. Characters affected by a troglodyte's stench cannot be affected again by any troglodyte's stench until the current effect expires.

Species Bonus: A troglodyte's skin changes color somewhat, allowing it to blend in with its surroundings like a chameleon. A troglodyte gains a +4 species bonus on Hide checks (+8 in a rocky or subterranean setting).

Bonus Feat: Troglodytes receive the bonus feat Simple Weapons Proficiency.

Automatic Language: Troglodytes read, write, and speak Draconic.

Troglodyte: CR 1; Medium-size humanoid; HD 2d8+4; hp 13; Mas 14; Init –1; Spd 30 ft.; Defense 15, touch 9, flat-footed 15 (–1 Dex, +6 natural); BAB +1; Grap +1; Atk +1 melee (1d4, claw); Full Atk +1 melee (1d4, 2 claws), –1 melee (1d4, bite), or +1 melee (1d6 nonlethal, sap), –4 melee (1d4, bite), or +0 ranged (1d6, javelin); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ stench, darkvision 90 ft.; AL chaos, evil; SV Fort +5, Ref –1, Will +0; AP 0; Rep +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

Skills: Hide +6, Listen +3.

Feats: Multiattack, Simple Weapons Proficiency.

Possessions: Sap, 1d4 javelins, backpack containing food and assorted items.

Advancement: By character class.

Troglodyte Dedicated Hero 3/Field Medic 1: CR 5; Medium-size humanoid; HD 2d8+4 plus 3d6+6 plus 1d8+2; hp 35; Mas 14; Init +0; Spd 30 ft.; Defense 19, touch 13, flat-footed 19 (+3 class, +6 natural); BAB +3; Grap +3; Atk +3 melee (1d4, claw); Full Atk +3 melee (1d4, 2 claws), +1 melee (1d4, bite), or +3 melee (1d6 nonlethal, sap), –2 melee (1d4, bite), or +4 ranged (1d4 electricity plus paralysis, taser); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ stench, darkvision 90 ft.; AL chaos, evil; SV Fort +9, Ref +2, Will +3; AP 2; Rep +2; Str 10, Dex 10, Con 14, Int 8, Wis 10, Cha 10.

Skills: Craft (pharmaceutical) +1, Hide +7, Listen +3, Spot +3, Treat Injury +10.

Feats: Armor Proficiency (light), Multiattack, Simple Weapons Proficiency, Surgery, Weapon Focus (taser).

Talents (Dedicated Hero): Healing knack, healing touch 1.

Talents (Field Medic): Medical specialist +1.

Possessions: Sap, taser, medical kit, first aid kit, backpack containing food and assorted items.



Troglodyte

Troll

Trolls are horrid, fearless carnivores that ravenously devour any organic matter, from trash to pets and humans. They prefer to lair near civilization, usually in abandoned or desolate locations such as condemned tenements, old factories, and under highway bridges.

A troll's rubbery hide is moss green, mottled green and gray, or putrid gray. A writhing, hairlike mass grows out of the creature's skull and is usually greenish black or iron gray. Its arms end in wide, powerful hands with sharpened claws, its legs in great three-toed feet. A troll's thin and frail appearance belies surprising strength.

Trolls have a hunched posture and sagging shoulders. Their gait is uneven, and when they run, the arms dangle and drag along the ground. For all this seeming awkwardness, trolls are very agile.

Trolls have no fear of death. They launch themselves into combat without hesitation, flailing wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack.

Trolls speak Giant or one local language. A typical adult male stands 9 feet tall and weighs 500 pounds. Females are usually larger, heavier, and more powerful than their male counterparts, standing 10 feet tall and weighing approximately 600 pounds.

Species Traits

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): A troll regenerates 5 points of damage each round but cannot regenerate acid or fire damage. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Scent (Ex): This ability allows a troll to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See page 228 for more information.

Darkvision (Ex): Instead of the low-light vision normally possessed by creatures of the giant type, trolls have darkvision with a range of 90 feet.

Bonus Feat: A troll gains either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat.

Automatic Language: Trolls speak (but neither read nor write) Giant or one other language.

Troll: CR 5; Large giant; HD 6d8+36; hp 63; Mas 23; Init +2; Spd 30 ft.; Defense 18, touch 11, flat-footed 15 (–1 size, +2 Dex, +7 natural); BAB +4; Grap +14; Atk +9 melee (1d6+6, claw); Full Atk +9 melee (1d6+6, 2 claws), +7 melee (1d6+3 bite), or +5 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ rend 2d6+9, regeneration 5 (cannot regenerate acid or fire damage), scent, darkvision 90 ft.; AL chaos, evil; SV Fort +11, Ref +4, Will +1; AP 0; Rep +0; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Speak Giant, Spot +5.

Feats: Alertness, Multiattack, Simple Weapons Proficiency.

Advancement: By character class.



Troll Tough Hero 7: CR 12; Large giant; HD 6d8+42 plus 7d10+49 plus 7 (robust); hp 163; Mas 25; Init +2; Spd 30 ft.; Defense 22, touch 15, flat-footed 19 (–1 size, +2 Dex, +4 class, +7 natural); BAB +9; Grap +19; Atk +14 melee (1d6+6, claw); Full Atk +14 melee (1d6+6, 2 claws), +12 melee (1d6+3 bite), or +10/+5 ranged (2d8, M16A2); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ rend 2d6+9, regeneration 5 (cannot regenerate acid or fire damage), scent, darkvision 90 ft.; AL chaos, evil; SV Fort +15, Ref +6, Will +3; AP 3; Rep +2; Str 23, Dex 14, Con 25, Int 6, Wis 9, Cha 6.

Skills: Climb +8, Drive +7, Listen +5, Read/Write English, Speak English, Speak Giant, Spot +5.

Feats: Advanced Firearms Proficiency, Alertness, Heroic Surge, Improved Bull Rush, Multiattack, Power Attack, Simple Weapons Proficiency, Vehicle Expert.

Talents (Tough Hero): Acid resistance 7, fire resistance 7, robust, second wind.

Possessions: M16A2 (5.56mm assault rifle), 200 rounds of 5.56mm ammunition, mesh vest, 8-person dome tent in backpack.

Vampire (Template)

Forever anchored to their coffins and the unholy earth of their graves, these nocturnal predators exist only to strengthen themselves and fill the world with their foul progeny. Vampires appear just as they did in life, although their features are often hardened and feral. When they attack, their teeth become sharp fangs.

Human vampires that have survived for centuries often embrace elegance and decadence, donning expensive clothes and carrying themselves like aristocrats. Wealthy vampires like to host parties and masquerades, attracting local dilletantes and using such occasions to safely prowl for victims. A human vampire can lose itself in a crowd but cannot conceal telltale signs of its sinister nature: It casts no shadow and throws no reflection in a mirror.

Vampires speak, read, and write the languages they knew in life.

Template Traits

"Vampire" is an acquired template that can be added to any humanoid, or monstrous humanoid (referred to hereafter as the base creature). The creature's type changes to undead. It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +2.

Undead: Vampires have the traits and immunities common to undead (see page 223).

Hit Dice: Change to d12. Vampires have no Constitution score.

Speed: Same as the base creature. If the base creature has a swim speed, the vampire retains the ability to swim and is not vulnerable to immersion in running water (see below).

Defense: The base creature's natural armor improves by +6.

Attacks: A vampire retains all the attacks of the base creature and gains a slam attack if it didn't already have one. The vampire's slam attack deals damage according to its size: Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium-size 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6.

Special Qualities: A vampire retains all the special qualities of the base creature and gains the additional special qualities described below.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of temporary Constitution damage each round the pin is maintained.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain attack rises as a vampire loyal to its creator (called the master vampire, or simply "master"). The new vampire gains three allegiances (in any order): chaos, evil, and master. All previous allegiances are lost permanently. A vampire loses its allegiance to its master (and may adopt a new allegiance to replace it) only when the master vampire is destroyed.

Domination (Su): As an attack action, a vampire can crush an opponent's will just by gazing into his or her eyes. The vampire can attempt to dominate only one target at a time, and the target must be within 30 feet and able to see the vampire. A target that fails a Will save (DC 10 + ½ vampire's Hit Dice + vampire's Charisma modifier) becomes the vampire's thrall for 1 day per Hit Die of the vampire. The thrall temporarily loses all previous allegiances and adopts a singular, unswerving allegiance to the vampire. If the vampire commands its thrall to do something blatantly self-destructive, the target can make a Will save to break the vampire's control. If the save succeeds, the target becomes free-willed and regains its previous allegiances.

Energy Drain (Su): A living creature hit by a vampire's slam attack gains two negative levels. See page 226 for more information on energy drain and negative levels. A creature killed by a vampire's energy drain attack rises as a vampire under its creator's control (see Create Spawn, above).

Alternate Form (Su): A vampire can assume the form of a bat, rat, or wolf as a move action. The vampire can remain in that form until it assumes another form or until the next sunrise.

Children of the Night (Su): Vampires command the lesser creatures of the world and, once per day, can call forth a pack of 4d8 rats, a swarm of 10d10 bats, or a pack of 3d6 wolves as a full-round action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Damage Reduction 15/+1 (Su): In campaigns without magic weapons, the GM can disregard the vampire's damage reduction, change it to 15/silver or 15/wood, or apply the damage reduction only to certain types of weapons (ballistic, bludgeoning, piercing, slashing, or sonic/concussion).

Fast Healing 5 (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points or lower, a vampire automatically assumes gaseous form (see below) and attempts to escape. It must reach its coffin home within 2 hours or be destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, its hit points rise to 1 hit point after 1 hour; the vampire then resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a move action, the vampire (and all its gear) becomes insubstantial, misty, and translucent. The vampire gains damage reduction 20/+1 in this form. Its armor (including natural armor) ceases to modify its Defense, though other modifiers (such as from Dexterity

and size) still apply. The vampire cannot attack or use supernatural abilities while in gaseous form.

A vampire in this form can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability. It can pass through small holes or narrow openings, even mere cracks. Its gaseous form is subject to wind and cannot enter water or other liquid.

Cold Resistance 20 (Ex): A vampire ignores the first 20 points of cold damage from any cold-based attack.

Electricity Resistance 20 (Ex): A vampire ignores the first 20 points of electricity damage from any electricity-based attack.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Darkvision (Ex): Vampires have darkvision with a range of 60 feet.

Weaknesses (Ex): A vampire has several weaknesses, described below. A vampire can have fewer weaknesses, but each lost weakness costs a vampire one of its other special qualities. For example, a vampire that is immune to the effects of garlic might be unable to summon children of the night.

Direct Sunlight: The merest sliver of sunlight deals 2d6 points of damage to a vampire. A vampire exposed to direct sunlight for 1 full round must succeed on a Fortitude save (DC 20) or be consumed by fire and destroyed utterly.

Garlic: A vampire cannot enter or pass through any 5-foot square containing garlic. A vampire takes a –2 penalty on melee attack rolls against a target wearing garlic.

Holy Symbol: A vampire takes a –2 penalty on melee attack rolls against a creature prominently wearing or brandishing a holy symbol. The symbol's touch deals 1d4 points of holy damage to a vampire, and a vampire reduced to 0 hit points in this fashion is destroyed utterly. This holy damage can be healed only by *inflict* spells (see page 348).

Inviolate Sanctuary: A vampire cannot enter a privately owned residence unless invited in by the rightful owner or tenant.

Mirror: A vampire in view of a mirror cannot use its domination special quality (see above).

Running Water: A vampire cannot cross running water (but may be carried across). A vampire immersed in running water loses one-third of its remaining hit points each round until it is destroyed at the end of the third round.

Wooden Stake: Wooden weapons that deal piercing damage (such as wooden stakes, arrows, pool cues, spear shafts, and table legs) threaten a critical hit against a vampire on a natural 20 (unless noted otherwise), even though vampires are normally immune to critical hits. A successful critical hit destroys a vampire instantly, turning it to dust.

Allegiances: Previous allegiances are lost, replaced by allegiances to chaos, evil, and master (or simply chaos and evil if the master vampire has been destroyed). Changed allegiances might cause the loss of particular class abilities (see Allegiances, page 37).

Ability Scores: Vampires gain the following ability score increases: Str +6, Dex +4, Int +2, Wis +2, Cha +4. As undead creatures, vampires have no Constitution score.

Skills: Same as the base creature (human vampires retain the extra skill points afforded to all humans). Vampires receive a +8 species bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Feats: Vampires gain the bonus feats Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites and doesn't already have these feats. Human vampires keep the extra feat they gained as a 1st-level human character.

Advancement: By character class.

Vampire (Human Fast Hero 2/ Charismatic Hero 3): CR 7; Medium-size undead; HD 5d12; hp 32; Mas —; Init +8; Spd 30 ft.; Defense 25, touch 19, flat-footed 21 (+4 Dex, +5 class, +6 natural); BAB +2; Grap +6; Atk +6 melee (1d6+4, slam); Full Atk +6 melee (1d6+4, slam) +7 melee (2d6/19–20, mastercraft katana), or +6 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ blood drain, create spawn, domination (DC 17), energy drain, alter-



Vampire



nate form, children of the night, damage reduction 15/+1, fast healing 5, gaseous form, cold and electricity resistance 20, spider climb, +4 turn resistance, darkvision 60 ft., weaknesses; AL evil, chaos, master; SV Fort +2, Ref +10, Will +3; AP 2; Rep +5; Str 19, Dex 18, Con —, Int 14, Wis 10, Cha 20.

Skills: Bluff +17*, Diplomacy +9*, Disguise +9, Drive +8, Gather Information +9*, Hide +18, Intimidate +9*, Knowledge (art) +6, Knowledge (current events) +7, Knowledge (popular culture) +7, Perform (stringed instruments) +9*, Listen +10, Move Silently +18, Read/Write Language (any two), Search +10, Sense Motive +8, Speak Language (any two), Spot +10.

*The vampire gains a +3 bonus on these Charisma-based skill checks when influencing members of its chosen gender (see Charm, page 30).

Feats: Alertness, Combat Reflexes, Dodge, Exotic Melee Weapon (katana), Improved Initiative, Iron Will, Lightning Reflexes, Renown, Simple Weapons Proficiency, Stealthy, Windfall.

Talent (Fast Hero): Evasion.

Talents (Charismatic Hero): Charm, favor.

Possessions: Aston-Martin Vanquish sports coupe, eight-bedroom mansion, designer formal wear, mastercraft katana (+1), cell phone, desktop computer (with cellular modem, printer, and scanner), mastercraft violin (+1).

Werewolf (Template)

Werewolves are humanoids who can transform into wolves or bipedal humanoid-wolf hybrids. Werewolves often hide among normal folk, emerging in wolf form at night (especially under the full moon) to spread terror and bloodshed.

Natural werewolves are humanoids born with the ability to assume wolf and hybrid forms. A humanoid who contracts lycanthropy after being wounded by a werewolf becomes an afflicted werewolf. In its humanoid form, a natural or afflicted werewolf looks like any other member of its people. In wolf form, a natural or afflicted werewolf resembles a powerful wolf, although its eyes show a faint spark of unnatural intelligence and often glow red in the dark.

Template Traits

"Werewolf" is a template (inherited for natural werewolves, acquired for afflicted werewolves) that can be added to any humanoid creature (referred to hereafter as the character).

A werewolf uses either the character's or the wolf's statistics and special abilities in addition to those described below.

Challenge Rating: Same as the character +2.

Hit Dice: Same as the character plus the wolf's Hit Dice (2d8).

Speed: Same as the character, or 50 feet for hybrid and wolf form.

Defense: Same as the character while in humanoid form. In hybrid and animal form, the creature gains a +2 natural armor bonus. This bonus does not stack with other natural armor bonuses.

Base Attack: Same as the character +1.

Grapple Bonus: Apply modifiers for Strength depending on the lycanthrope's form.

Attacks: Same as the character while in humanoid form. In hybrid and animal form, a werewolf attacks with its powerful bite, dealing 1d6 points of damage plus its Strength modifier.

Special Qualities: A werewolf retains all the special qualities of the character and gains the additional special qualities listed below.

Alternate Form (Su): A werewolf can assume wolf or hybrid form, but its gear is not absorbed into the new form. The bipedal hybrid form is about 6 feet tall, with a short tail and thick fur. The legs are like those of a wolf, and the head combines humanoid and lupine features in degrees that vary from one werewolf to the next. The animal form is that of a fully-grown wolf without any trace of human features.

Changing to or from wolf or hybrid form is a move action. Upon assuming either form, the werewolf regains hit points as if having rested for a day. A slain werewolf reverts to its humanoid form, although it remains dead. Afflicted werewolves find this ability difficult to control (see the Lycanthropy as an Affliction sidebar), but natural lycanthropes have full control over this power.

Curse of Lycanthropy (Su): Any humanoid hit by a werewolf's bite attack (in wolf or hybrid form) must succeed on a Fortitude save (DC 15) or contract lycanthropy.

Trip (Ex): A werewolf in wolf form that hits with a bite attack can attempt to trip its opponent as a free action (see page 152) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

Scent (Ex): This ability allows a werewolf in wolf or hybrid form to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Damage Reduction 15/Silver (Su): A werewolf in wolf or hybrid form ignores the first 15 points of damage dealt by a nonsilver or nonmagical weapon but takes full damage from silvered weapons or weapons with a +1 or better magic bonus.

Wolf Empathy (Ex): A werewolf can communicate with wolves in any form and gains a +4 species bonus on Diplomacy checks when influencing a wolf's attitude. A friendly wolf understands and heeds simple commands, such as "wait," "chase," "flee," and "attack."

Darkvision (Ex): In their wolf and hybrid forms, werewolves have darkvision with a range of 60 feet.

Saves: Same as the character, with a +3 bonus on Fortitude and Reflex saves.

Ability Scores: Werewolves gain the following ability score increases: Con +4, Wis +2. Additionally, a werewolf that assumes wolf and hybrid form gains the following additional benefits for as long as it remains in either form: Str +2, Dex +4.

Allegiances: A natural werewolf typically has allegiance to chaos and evil. An afflicted werewolf gains the chaos and evil allegiances (displacing other allegiances, if need be). These allegiances can be removed only when the werewolf has the ability to control the curse of lycanthropy by taking 10 on a Control Shape check (see page 264).

Skills: Same as the character, with a +1 species bonus on Hide checks, a +2 species bonus on Move Silently checks, a +3 species bonus on Spot checks, and a +5 species bonus on Listen checks. A werewolf in wolf or hybrid form also gains a +4 species bonus on Survival checks when tracking by scent.

Lycanthropy as an Affliction

When a character contracts lycanthropy through a werewolf's attack, no symptoms appear until the first night of the next full moon. On that night, the afflicted character involuntarily assumes animal form and becomes a ravenous beast, forgetting his or her own identity. The character remains in animal form until dawn and remembers nothing about the incident.

Thereafter, the character is subject to involuntary transformation under the full moon and whenever damaged in combat. He or she feels an overwhelming rage building up and must succeed on a Control Shape check to resist changing into animal form.

Curing Lycanthropy

An afflicted character who eats a sprig of belladonna (also called wolfsbane) within an hour of a lycanthrope's attack can attempt a Fortitude save (DC 20) to shake off the affliction. If someone with ranks in the Treat Injury skill administers the herb, use the character's saving throw or the healer's Treat Injury check, whichever is higher. The character gets only one chance, no matter how much belladonna is consumed. The belladonna must be reasonably fresh (picked within the last week).

Fresh or not, belladonna is toxic. A character consuming the herb must succeed on a Fortitude save (DC 13) or take initial damage of 1d6 points of temporary Strength. One minute later, the character must succeed on a second save (same DC) or take an additional 2d6 points of temporary Strength damage.

The only other way to remove the curse of lycanthropy is to cast *remove curse* or *break enchantment* on the character during one of the three days of the full moon. After receiving the spell, the character must succeed on a Will save (DC 20) to break the curse (the caster knows whether the spell works). Otherwise, the process must be repeated. Characters undergoing this cure are often kept bound or confined in cages until the cure takes effect.

Only afflicted lycanthropes can be cured of lycanthropy. Natural lycanthropy cannot be cured.

New Skill: Control Shape (Wis) *Trained Only*

Any character who has contracted lycanthropy and is aware of his condition can learn Control Shape as a class skill. This determines whether the afflicted werewolf can voluntarily control his shape. Natural lycanthropes have control over their shapeshifting abilities.

Check: The afflicted character must make a check at moonrise each night of the full moon to resist involuntarily assuming animal form. An injured character must also check for an involuntary change after accumulating enough damage to reduce his hit point total to three-quarters of its full normal value and again after each additional one-quarter lost (save DC same as for full moon).

Task	DC
Resist involuntary change	25
Return to humanoid form (full moon [1])	25
Return to humanoid form (not full moon)	20
Voluntary change (full moon)	10
Voluntary change (not full moon)	15

1 For game purposes, the full moon lasts three days every month.

Try Again?: Check for an involuntary change once each time a triggering event occurs. On a failed check to return to humanoid form (see below), the character must remain in animal or hybrid form until the next dawn, when he or she automatically returns to humanoid form.

Special: You can take 10, but you cannot take 20.

When returning to normal form after an involuntary change, the character attempts a Wisdom check (DC 15) to realize what has happened. If the check succeeds, the character becomes aware of the affliction and can now voluntarily attempt to change to animal or hybrid form, using the appropriate DC. An attempt is a standard action and can be made each round. Any voluntary change to animal or hybrid form immediately and permanently changes the character's two strongest allegiances to chaos and evil.

An afflicted character who is aware of his or her condition can also try to return to humanoid from after assuming animal or hybrid form, using the appropriate DC. Only one attempt is allowed, however, as described above.

Time: Attempting to control one's shape is a full-round action.

Feats: Same as the character. A werewolf gains the bonus feats Iron Will and Weapon Finesse (bite).

Talents: Same as the character.

Werewolf in Humanoid Form (Human Strong Hero 5): CR 7; Medium-size humanoid; HD 5d8+15 plus 2d8+6; hp 52; Mas 17; Init +2; Spd 30 ft.; Defense 15, touch 15, flat-footed 13 (+2 Dex, +3 class); BAB +5; Grap +8; Atk +8 melee (1d6+6/19–20, cleaver); Full Atk +8 melee (1d6+6/19–20, cleaver), or +7 ranged (2d8, Mossberg); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ alternate form, trip, scent, wolf empathy; AL evil, chaos; SV Fort +9, Ref +6, Will +2; AP 2; Rep +1; Str 16, Dex 14, Con 17, Int 12, Wis 12, Cha 8.

Skills: Climb +9, Handle Animal +3, Hide +3, Jump +7, Knowledge (current events) +5, Knowledge (popular culture) +5, Knowledge (streetwise) +5, Listen +6, Move Silently +4, Profession +5, Read/Write Language (any two), Speak Language (any two), Spot +4, Swim +9.

Feats: Athletic, Heroic Surge, Iron Will, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency, Weapon Finesse (bite).

Talents (Strong Hero): Melee smash, improved melee smash, advanced melee smash.

Possessions: Mossberg (12-gauge shotgun), 12 rounds of 12-gauge ammunition, cleaver, casual clothes.

Werewolf in Hybrid or Wolf Form (Human Strong Hero 5): As humanoid form except: Init +4; Spd 50 ft.; Defense 17, touch 15, flat-footed 15 (+2 Dex, +3 class, +2 natural); Grap +9; Atk +9 melee (1d6+7, bite); Full Atk +9 melee (1d6+7, bite), or





+9 ranged; SQ alternate form, curse of lycanthropy, trip, scent, damage reduction 15/silver, wolf empathy, darkvision 60 ft.; SV Ref +8; Str 18, Dex 18.

Adjusted Skills: Climb +10, Hide +5, Jump +8, Move Silently +6, Swim +10, Survival +5 (when tracking by scent).

Wolf

Wolves are pack hunters infamous for their persistence and cunning. Adults average 3 feet tall at the shoulder and weigh 200 to 250 pounds.

Species Traits

Scent (Ex): This ability allows a wolf to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 152) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skill Bonuses: Wolves receive a +4 species bonus on Survival checks when tracking by scent.

Wolf: CR 1; Medium-size animal; HD 2d8+4; hp 13; Mas 15; Init +2; Spd 50 ft.; Defense 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); BAB +1; Grap +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); FS 5 ft. by 5 ft.; Reach5 ft.; SQ scent, trip, low-light vision; AL none; SV Fort +5, Ref +5, Will +1; AP 0; Rep +0; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide+3, Listen +6, Move Silently +4, Spot +4, Survival +1 (+5 when tracking by scent).

Advancement: 3–4 HD (Large).

Wyrm

A wyrm is a 30-foot-long flying lizard with russet scales. Its long, sinewy tail is tipped with a thick knot of cartilage from which a scorpionlike stinger protrudes. Its leathery bat wings measure 50 feet from tip to tip. Its monstrous jaws are filled with long, sharp teeth, and its eyes flare like smoldering embers. A wyrm makes only two sounds: a loud hiss and a deep-throated growl much like that of a bull alligator.

Wyrms are stupid, aggressive creatures that attack nearly anything. A wyrm dives from the air, snatching its opponent in its claws and stinging it to death.

Although they have a voracious appetite, wyrms spend much of their lives hibernating in deep subterranean caverns. They can live hundreds of years, and their eggs take decades to hatch. Archaeologists or spelunkers who stumble upon a wyrm's subterranean "egg enclave" might suffer the misfortune of finding several wyrm eggs, mistaking them for fossils, hauling them to the surface, and unleashing a fiery plague upon humanity.

Species Traits

Breath Weapon (Su): A wyrm can breathe a 60-foot-long, 5-foot-wide line of fire every 1d4 rounds as an attack action. Any creature in the line of fire takes 10d10 points of damage, or half damage if a Reflex save (DC 25) succeeds.

Improved Grab (Ex): To use this ability, a wyrm must hit with both claw attacks. If it gets a hold, it hangs on and stings. If a wyrm grabs a creature two or more size categories smaller, it automatically deals damage with both claws and its sting each round the hold is maintained. See Improved Grab, page 227.

Fling (Ex): A wyrm can drop a creature it has grabbed or use an attack action to fling it aside. A flung creature travels 30 feet and takes 3d6 points of damage. If the wyrm flings it while flying, the creature takes this amount or falling damage, whichever is greater.

Poison (Ex): A creature stung by a wyrm must succeed on a Fortitude save (DC 25) or take 2d6 points of temporary Constitution damage. After 1 minute has elapsed, the creature must succeed on a second save (DC 25) or take another 2d6 points of temporary Constitution damage.

Scent (Ex): This ability allows a wyrm to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Immunities (Ex): Wyrms are immune to *sleep*, *hold*, and paralysis effects.

Skill Bonus: Wyrms receive a +3 species bonus on Spot checks during daylight hours.

Wyrm (Adult): CR 17; Huge dragon; HD 19d12+114; hp 237; Mas 23; Init –2; Spd 20 ft., fly 60 ft. (poor), burrow 20 ft.; Defense 21, touch 6, flat-footed 21 (–2 size, –2 Dex, +15 natural); BAB +19; Grap +37; Atk +28 melee (1d8+10 plus poison, sting); Full Atk +28 melee (1d8+10 plus poison, sting), +26 melee (2d8+5, bite), +26 melee (2d6+5, 2 claws); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ breath weapon, improved grab, fling, poison, scent, immunities, darkvision 60 ft.; AL evil; SV Fort +17, Ref +9, Will +12; AP 0; Rep +0; Str 31, Dex 7, Con 23, Int 6, Wis 12, Cha 10.

Skills: Listen +22, Move Silently +17, Search +17, Spot +22 (+25 during daylight).

Feats: Alertness, Cleave (bite), Multiattack, Power Attack, Weapon Focus (sting).

Advancement: 20–26 HD (Huge); 27–38 HD (Gargantuan); 39–45 HD (Colossal).

Wyrm (Hatchling): CR 6; Medium-size dragon; HD 7d12+14; hp 59; Mas 15; Init +0; Spd 20 ft., fly 60 ft. (poor), burrow 20 ft.; Defense 18, touch 10, flat-footed 18 (+8 natural); BAB +7; Grap +9; Atk +10 melee (1d4+2 plus poison, sting); Full Atk +10 melee (1d4+2 plus poison, sting), +4 melee (1d8+1, bite), +4 melee (1d6+1, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ breath weapon (DC 15; 3d10 points of fire damage), improved grab, poison (save DC 15; initial and secondary 2d6 Con), scent, immunities, darkvision 60 ft.; AL evil; SV Fort +7, Ref +5, Will +6; AP 0; Rep +0; Str 15, Dex 10, Con 15, Int 6, Wis 12, Cha 10.

Skills: Listen +10, Move Silently +7, Search +5, Spot +10 (+13 during daylight).

Feats: Alertness, Weapon Focus (sting).

Yuan-ti

Yuan-ti are the vile descendants of humans whose bloodlines have been mingled with those of snakes. All yuan-ti possess snakelike features, and their cunning and ruthlessness are legendary.

Yuan-ti constantly scheme to advance their own dark agendas. They are calculating and suave enough to form alliances with other evil creatures when necessary, but they always put their own interests first. They use reptilian humanoids such as kobolds and troglodytes as agents but care little if they are destroyed.

Yuan-ti have lost many of their innate spell-like abilities over the centuries, but they have learned to integrate into human society and adapt modern technology for personal gain. They use their sharp intellects to plan elaborate traps and use their surroundings superbly in combat, preferring ambushes to direct confrontation. They also prefer ranged attacks to melee, and they liberally use their *cause fear* and *aversion* abilities to keep foes at a distance.

Yuan-ti often meet at temples dedicated to dark, forgotten gods, and their rituals often involve bloody sacrifices. Yuan-ti capable of concealing their reptilian features periodically infiltrate and take over criminal enterprises, displacing (and often consuming) the humans formerly in charge.

Yuan-ti appear human at first glance. Their snakelike features tend to be subtle: reptilian eyes, forked tongues, pointed teeth, scaly patches on the neck or limbs, and the like. Yuan-ti speak their own language, one local language, Draconic (a language shared by kobolds and troglodytes), and Abyssal (an evil, harsh-sounding tongue spoken by demons). Yuan-ti are similar to humans in both height and weight.

Species Traits

***Aversion* (Sp):** As an attack action, a yuan-ti can telepathically plant a powerful aversion in the mind of one creature. A failed Will save (DC 17) means the subject cannot stand to be within 20 feet of any snake and yuan-ti, alive or dead; the subject must use her next action to move at least 20 feet away. The aversion lasts for 10 minutes and can be overcome by succeeding at another Will save. If the averted subject succeeds at a subsequent Will save or is unable to move at least 20 feet from the nearest snake or yuan-ti, she takes a –4 penalty to Dexterity so long as the aversion persists or she remains within 20 feet of a snake or yuan-ti. A yuan-ti can use this mind-affecting ability at will.

***Produce Acid* (Sp):** A yuan-ti can exude acid from its body as a free action. The acid deals 1d6 points of damage to anything it touches. The acid becomes inert seconds after it leaves the yuan-ti's body. A yuan-ti can produce acid at will.

***Alternate Form* (Sp):** As a full-round action, a yuan-ti can transform itself into a Tiny viper (see page 257). It retains its yuan-ti Hit Dice, hit points, action points, special qualities, allegiances, Will save bonus, Reputation bonus, Intelligence, Wisdom, Charisma, skills, and feats. It gains the snake's size, type, massive damage threshold, initiative modifier, Defense, speed, base attack bonus, grapple bonus, attacks, damage, fighting space, reach, Fortitude and Reflex save bonuses, Strength, Dexterity, and Constitution. It gains the snake's Balance, Climb, Hide, Listen, and Spot skill bonuses, if they are higher, as well as the snake's poisonous bite and Weapon Finesse (bite) feat. Reverting to its natural form is a full-round action. A yuan-ti can use this ability at will.

***Chameleon Power* (Sp):** As a move action, a yuan-ti can change its coloration to match its surroundings, granting a +8 circumstance bonus on Hide checks.

***Detect Poison* (Sp):** As an attack action, a yuan-ti can determine whether a creature, object, or area within 40 feet has been poisoned or is poisonous. The yuan-ti determines the exact type of poison with a successful Wisdom check (DC 20). This ability can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. A yuan-ti can use this ability at will.

Species Bonus: A yuan-ti gains a +5 species bonus on Disguise checks when impersonating a human.

Bonus Feat: Yuan-ti gain the bonus feat Archaic Weapons Proficiency or Simple Weapons Proficiency.

Automatic Language: Yuan-ti read, write, and speak Yuan-ti, Draconic, Abyssal, and one local language.

Yuan-ti: CR 4; Medium-size monstrous humanoid; HD 6d8; hp 27; Init +5; Spd 30 ft.; Defense 12, touch 11, flat-footed 11 (+1 Dex, +1 natural); BAB +6/+1; Grap +6; Atk +6 melee (1d6/19–20, machete); Full Atk +6/+1 melee (1d6/19–20, machete), or +8/+3 ranged (2d6, Colt Python); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ *aversion, produce acid, alternate form, chameleon power, detect poison,* spell resistance 16, darkvision 60 ft.; AL evil, chaos; SV Fort +3, Ref +6, Will +9; AP 0; Rep +0; Str 11, Dex 13, Con 11, Int 18, Wis 18, Cha 16.

Skills: Concentration +9, Craft (any one) +9, Disguise +3 (+8 when impersonating a human), Knowledge (any one) +9, Hide +7 (+15 when using *chameleon power*), Listen +13, Spot +13.

Feats: Archaic Weapons Proficiency, Blind-Fight, Dodge, Combat Expertise, Improved Initiative, Personal Firearms Proficiency.

Possessions: Machete, Colt Python (.357 revolver), 24 rounds of .357 ammunition, firearms license, concealed carry holster, business clothes, cell phone, PDA, disguise kit.

Advancement: By character class.

Yuan-ti Dedicated Hero 1/Charismatic Hero 2: CR 7; Medium-size monstrous humanoid; HD 6d8+6 plus 1d6+1 plus 2d6+2; hp 46; Init +5; Spd 30 ft.; Defense 16, touch 13, flat-footed 15 (+1 Dex, +2 class, +1 natural, +2 light undercover vest); BAB +7/+2; Grap +7; Atk +7 melee (1d6/19–20, sword cane); Full Atk +7/+2 melee (1d6/19–20, sword cane), or +9/+4 ranged (2d6, Colt Python); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ *aversion, produce acid, alternate form, chameleon power, detect poison,* spell resistance 16, darkvision 60 ft.; AL evil, chaos; SV Fort +6, Ref +8, Will +10; AP 1; Rep +6; Str 11, Dex 13, Con 12, Int 18, Wis 18, Cha 16.

Skills: Bluff +8, Concentration +9, Craft (writing) +11, Disguise +9 (+14 when impersonating a human; includes +3 bonus for skill emphasis), Knowledge (business) +9, Knowledge (civics) +6, Knowledge (current events) +6, Knowledge (technology) +6, Hide +7 (+15 when using *chameleon power*), Listen +13, Read/Write Abyssal, Read/Write Draconic, Read/Write English, Read/Write Yuan-ti, Sense Motive +6, Speak Abyssal, Speak Draconic, Speak English, Speak Yuan-ti, Spot +13.

Feats: Armor Proficiency (light), Archaic Weapons Profi-



ciency, Blind-Fight, Dodge, Combat Expertise, Improved Initiative, Personal Firearms Proficiency, Renown, Simple Weapons Proficiency.

Talent (Dedicated Hero): Skill emphasis (Disguise).

Talent (Charismatic Hero): Coordinate.

Possessions: Light undercover vest, sword cane, Colt Python (.357 revolver), speed loader, 24 rounds of .357 ammunition, firearms license, concealed carry holster, business or casual clothes, cell phone, PDA, cellular modem, disguise kit.

Zombie (Template)

Zombies are corpses animated by some sinister power or magic. Maggots and worms infest their rotting flesh, and a rank odor of death hangs heavy in the air around them. They wear the tattered remains of their burial clothes.

Zombies are mindless and obey their creators without fear or hesitation. Bereft of intelligence, they can follow only simple instructions, such as "Kill anyone who enters this room." Zombies usually hammer enemies with their unnaturally strong fists.

Zombies do not speak, but they understand the orders of their creators.

Template Traits

"Zombie" is a template that can be added to any corporeal creature other than an undead (referred to hereafter as the base creature. It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: A zombie's challenge rating depends on its size: Tiny or smaller 1/8, Small 1/4, Medium-size 1/2, Large 3, Huge 6, Gargantuan 10, Colossal 13.

Type: The creature's type changes to undead (see page 223).

Hit Dice: Drop any Hit Dice gained from experience, double the number of Hit Dice left, and raise them to d12.

Speed: If the base creature could fly, its maneuverability rating as a zombie drops to clumsy.

Defense: A zombie's natural armor bonus to Defense increases to a value based on the zombie's size (but use the base creature's natural armor bonus, if it's higher): Tiny or smaller +0, Small +1, Medium-size +2, Large +3, Huge +4, Gargantuan +7, Colossal +11.

Attacks: The zombie retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature. A zombie also gains a slam attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the zombie's size (but use the base creature's slam damage if it's greater): Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium-size 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6.

For purposes of Strength bonuses to damage, a slam attack is considered a two-handed attack.

Special Qualities: A zombie loses all of the base creature's supernatural and spell-like qualities except for immunity or resistance to specific energy types. A zombie may retain any or all of the base creature's



Yuan-ti

extraordinary abilities (like the troglodyte's stench ability), at the GM's discretion. In addition to gaining the undead type, a zombie has the following special quality:

Move or Attack Action Only (Ex): A zombie has poor reflexes and can perform only a single move action or attack action on its turn. It can only move and attack if it charges.

Allegiances: A zombie loses any previous allegiances and adopts a new allegiance to its creator. This allegiance cannot be broken.

Saves: A zombie's saving throw modifiers are based on Hit Dice and given in Table 8–2: Creature Saves and Base Attack Bonuses.

Action Points: A zombie does not acquire or amass action points. It loses any action points gained by the base creature.

Reputation Bonus: A zombie has a +0 Reputation bonus.

Ability Scores: A zombie's ability scores change as follows: Str +2, Dex –2. Additionally, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma decreases to 1.

Skills: The zombie loses all skills.

Feats: The zombie loses all of the base creature's feats and gains the Toughness feat.

Human Zombie: CR ½; Medium-size undead; HD 2d12 plus 3 (Toughness feat); hp 16; Init –1; Spd 30 ft.; Defense 11, touch 9, flat-footed 11 (–1 Dex, +2 natural); BAB +0; Grap +1; Atk +1 melee (1d6+1, slam); Full Atk +1 melee (1d6+1, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, move or attack action only; AL none or creator; SV Fort +0, Ref –1, Will +3; AP 0; Rep +0; Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1.

Skills: None.

Feats: Toughness.

Possessions: Burial clothes.

Huge Crocodile Zombie: CR 6; Huge undead; HD 14d12 plus 3 (Toughness feat); hp 94; Init +0; Spd 20 ft., swim 30 ft.; Defense 15, touch 8, flat-footed 15 (–2 size, +7 natural); BAB +5; Grap +22; Atk +12 melee (2d8+13, bite), or +12 melee (1d6+13, tail slap); Full Atk +12 melee (2d8+13, bite), or +12 melee (1d6+13, tail slap); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ undead, move or attack action only, aquatic, improved grab, low-light vision; AL none or creator; SV Fort +9, Ref +6, Will +3; AP 0; Rep +0; Str 29, Dex 10, Con —, Int —, Wis 10, Cha 1.

Skills: None.

Feats: Toughness.

RESEARCHING CREATURES

In a world of werewolves, demons, and other creatures of Shadow, the key to survival is simple: Know your enemy. Against these evils, the mortal coil is a frail thing. Researching a creature and learning its weaknesses will increase the likelihood of victory in the ultimate confrontation, whereas he who peers into the proverbial Abyss without any knowledge of what he might find there is doomed by ignorance.

A hero can uncover secrets about a particular creature or type of creature through research. Whether this information is culled from texts in a university library, deciphered from ancient Babylonian scrolls in a museum archive, or plucked from the dark recesses of the Internet, the success of any such endeavor is measured with Research skill checks.

Researching a creature takes 1d4 hours plus an additional 1d4 hours if the creature is unique or has traits unlike other members of its species. The type of information gleaned in this amount of time depends on the hero's Research check result, as shown below.

Type of Information	Research Check DC
Type Traits	
Reveals a creature's type and any traits common to that type. *Example: A troll is classified as a giant. Giants are large creatures that see well even in the dimmest light. Giants are usually proficient with simple or archaic weapons and are much stronger than humans.*	15
Species Traits	
Reveals a specific creature's species traits. *Example: Trolls have thick hides and can see in complete darkness. They use their keen sense of smell to track prey and wicked claws to rend their victims. Trolls are best known for their regenerative ability, including the power to reattach severed limbs. Trolls cannot regenerate damage from acid or fire.*	20
Unique Traits	
Reveals the unique attributes and weaknesses (if any) of a specific creature. *Example: Dhorrgak, an ancient demon-troll of myth, can regenerate even acid and fire damage. However, sunlight turns Dhorrgak to stone, whereupon its body can be shattered and slain.*	25

CREATURE WEAKNESSES

Any self-respecting monster hunter will tell you that the quickest way to a creature's heart isn't always through its chest. Although a creature's type and species determine many of its traits and abilities, GMs are encouraged to alter a creature's physiology, behavior, abilities, tactics, and defenses when it serves the story or to confound players who think they know everything about trolls, fiends, and other things of Shadow.

The Creature Factory allows you to build custom monsters and ascribe special qualities to them. When designing a creature, you should also think of ways the creature can be defeated. A gargoyle with damage reduction can be a terrible foe for heroes bereft of magic weapons—unless they can discover the creature's secret vulnerability, such as an aversion to playgrounds, an attraction to heavy metal music, or a fear of triangles. From the heroes' point of view, a creature's weaknesses are more important than its abilities. In the modern world, insecticides and radio waves can be as deadly to creatures of Shadow as swords and assault rifles. Assigning weaknesses to creatures gives under-powered or poorly equipped heroes a fighting chance.

Table 8–26: Sources of Weakness lists many sources to which a creature may be vulnerable. A source can be a specific object, location, substance, sound, sensation, or activity. How the creature interacts with a source of weakness is left up to the GM, although most sources must be in close





proximity to the creature (if not touching the creature) to affect it. GMs may roll randomly on the table, choose a source that suits the creature, or devise their own.

Source Effects

After you determine a creature's source of weakness, you need to decide how the creature reacts when confronted by the source. An evil tooth fairy might have an irrational fear of stuffed animals and flee upon seeing one. A purse-snatching ogre might feel compelled to break off an attack to watch a cartoon character on TV. A flesh golem immune to normal weapons might be struck blind upon hearing a recited poem written by famed mystic William Blake, or destroyed instantly when lured into the antiseptic confines of a hospital. Pick an effect that seems appropriate for the creature and the source.

A creature gets either a Fortitude or Will saving throw to overcome or resist the source of weakness; the DC of the save varies depending on the source's strength:

Strength of Source	Save DC
Easily resistible	10
Moderate	15
Strong	20
Overpowering	25

Creatures usually react to a source of weakness in one of six ways:

Addiction: The creature is compelled to ingest, imbibe, or inhale the source. The source must be within 5 feet of the creature to affect it. On a successful Will save, the creature negates the compulsion. On a failed save, the creature spends a full-round action indulging its addiction, then may resume normal actions while suffering one or more of the following effects (GM's choice):

- Creature takes a –2 penalty to Dexterity and Wisdom.
- Creature takes a –2 penalty on attack rolls and skill checks.
- Creature loses 10% of its current hit points.
- Blindness: The creature has a 50% miss chance in com-

TABLE 8–26: SOURCES OF WEAKNESS

d%	Source
01	Alcohol or moonshine
02	Amber
03	Animated cartoons
04	Archways
05–06	Bells or chimes
07	Books written by William Blake
08	Bunnies
09–10	Cancerous organs
11	Carbonated soft drinks
12–13	Cats
14	Chrome
15–16	Classical music
17	Clocks
18	Clowns
19	Cocaine
20–21	Country music
22–23	Crosses or crucifixes
24	Crows
25	Dogs
26	Elvis Presley memorabilia
27	Fast cars
28	Fast foods
29–30	Fluorescent lights
31	Games of chance
32	Gold or iron pyrite (fool's gold)
33	Grave dirt
34–35	Heavy metal music
36–37	Holy symbols
38–39	Holy water
40	Hospitals
41	Ice cream
42	Insecticide (DDT)
43	Jack o'-lanterns
44	Keys
45–46	Laughter of children
47	Laundry detergent
48	Lavender
49	Lilac-scented candles
50	Mathematical equations
51	Morphine
52–53	Nerve gas
54	Nitrous oxide (laughing gas)
55	Novocaine
56–57	Number "8"
58	Pearls
59	Penicillin
60	Photo flashes
61–62	Plastic or vinyl
63–64	Played violin or electric guitar
65	Playgrounds
66–67	Plutonium
68	Poppies
69	Pulsing strobe lights
70–71	Radiation
72	Radio waves
73	Rubber
74	Running water
75–76	Silver
77	Sodium benzoate (food preservative)
78–79	Sodium chloride (salt)
80–81	Specific phrase or word
82	Specific song
83	Spoken Latin
84	Stuffed animals
85	Sumerian or Egyptian hieroglyphs
86–87	Sunlight
88–89	The Bible
90	Tinfoil
91–92	Toxic waste
93–94	Triangles
95	Television infomercials
96	Television static
97–98	White rice
99–100	X-rays

bat, loses any Dexterity bonus to Defense, moves at half speed, takes a –4 penalty on Strength and Dexterity-based skills, and cannot make Spot checks. Foes gain a +2 bonus on attack rolls to hit the creature.
- Deafness: The creature takes a –4 penalty to initiative checks and has a 20% chance of spell failure when casting spells with verbal components. The creature cannot make Listen checks.
- Creature loses one of its extraordinary, supernatural, or spell-like special qualities.

Each effect lasts 1d4 hours. Even creatures immune to mind-affecting effects are susceptible to a source-induced addiction.

Attraction: The creature is compelled to move as fast as it can toward the source. On a successful Will save, the creature resists the compulsion. On a failed save, the creature moves toward the source at its maximum speed, taking the safest and most direct route. Once it reaches the source, the compelled creature seeks to possess it. If the source isn't something the creature can easily possess, such as music or a symbol painted on a brick wall, it gets a new save every round to break the compulsion.

Even creatures immune to mind-affecting effects are susceptible to a source-induced attraction.

Aversion: The creature finds the source repellant. On a failed save, the creature cannot approach or remain within 1d4 × 10 feet of it. In the case of traveling sounds, the creature moves away from the source as fast as it can, stopping only when it can no longer hear it. On a successful Will save, the creature overcomes its aversion and may approach the source freely.

A repelled creature that cannot move the requisite distance from the source suffers one or more of the following effects (GM's choice):
- Creature takes a –2 morale penalty to Strength and Dexterity.
- Creature takes a –2 morale penalty on attack rolls, damage rolls, and skill checks.
- Creature takes a –2 penalty to Defense.
- Blindness: See Addiction, above.
- Deafness: See Addiction, above.
- Creature loses one of its extraordinary, supernatural or spell-like special qualities.

Each effect lasts until the creature leaves the affected area and for 1d4 rounds afterward. Even creatures immune to mind-affecting effects are susceptible to a source-induced aversion.

Fascination: The creature finds the source fascinating and ceases all attacks and movement upon seeing, hearing, smelling, or otherwise perceiving it. On a successful Will save, the creature negates the fascination and can act normally. On a failed Will save, the creature can take no actions, and foes gain a +2 bonus on attack rolls against the creature. Any time the creature is attacked or takes damage, it gets a new save to negate the fascination. Otherwise, the fascination lasts as long as the creature can see, hear, smell, or otherwise perceive the source.

Even creatures immune to mind-affecting effects are susceptible to a source-induced fascination.

Fear: The creature is frightened by the source. If it fails its Will save, the creature flees from the source as fast as it can. If unable to flee, the creature takes a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws. On a successful save, the creature overcomes the fear and can approach the source or otherwise act without penalty.

Even creatures immune to mind-affecting effects are susceptible to a source-induced fear.

Harm: Contact with the source or proximity to the source harms the creature in some fashion. On a successful Fortitude save, the creature negates the effect or, in the case of instant death or disintegration, takes damage instead. GMs may choose one of the following effects or invent their own:
- Blindness and deafness: See Addiction, above. The blindness and deafness last 1d4 hours.
- Creature loses all of its supernatural and spell-like special qualities.
- Creature is turned to stone instantly.
- Creature loses 50% of its current hit points.
- Creature drops dead. On a successful save, the creature takes 3d6+15 points of damage instead.
- Creature is disintegrated. On a successful save, the creature takes 5d6 points of damage instead.

Even creatures immune to effects that require Fortitude saves are susceptible to source-induced harm.

SUPPORTING CHARACTERS

Not every person in the modern world is a heroic character. Although the troubled modern world demands heroes, it also needs ordinary people like the underpaid gas station attendant studying chemical engineering, the taxi driver who gives his fares earfuls of celebrity gossip, and the lead singer of some as-yet-unknown punk-rock garage band. The heroes will encounter plenty of "bit players" and extras in the course of an adventure. This section provides tools for the GM to generate quick yet interesting characters to pad out encounters or fill a scene.

ORDINARIES

The jittery bank robber wearing the Wolfman mask. The crime lab technician who analyzes forensic clues. The cocaine-addled hooker with a heart of gold. The sleazy, silver-tongued lawyer who gets the heroes out of jail. Every *d20 Modern Roleplaying Game* campaign includes minor players who, for the most part, are ordinary people with skills and goals, but who lack the special qualities that define heroes and major villains. They are neither the heart nor soul of the campaign, but they are important nonetheless. They are the heroes' contacts and foils. They are the evil mastermind's goons and prey. They appear briefly, occasionally resurface to propel the story, and take turns helping or hindering the heroes in the course of their adventures.

"Ordinaries" are nonheroic supporting characters and extras. They include the back-alley thug, the university academic, the fearless security guard, the smalltime drug dealer, and the nosy reporter. Ordinaries are built using the six basic classes (Strong, Fast, Tough, Smart, Dedicated, and





Charismatic) and have starting occupations, skills, and feats. As they gain levels, ordinaries increase their skill points, base attack bonus, saving throw modifiers, Defense bonus, and Reputation bonus—just as heroes do. However, ordinaries differ from heroes in several ways. An ordinary character has:

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

Starting Ability Scores

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

Hit Points

Unlike heroes, ordinaries do not automatically receive maximum hit points at 1st level. The GM should roll an ordinary's starting hit points normally. For example, a 1st-level Strong ordinary has 1 to 8 hit points (plus Constitution modifier).

Action Points

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

Class Features

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

Advanced Classes

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

CHILDREN

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

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

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

CHALLENGE RATINGS

Ordinaries are measurably inferior to heroic characters of the same level: They tend to have fewer hit points, and they do not gain action points or special class features. Consequently, an ordinary character has a Challenge Rating equal to his or her character level –1. A 1st-level ordinary has a Challenge Rating of ½.

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

FLESHING OUT GM CHARACTERS

Supporting characters aren't just game statistics. They are individuals with quirks and opinions. The GM should strive to fill his or her campaign with characters that seem real. This especially holds true for potentially recurring characters. Conversely, not every "bit" character or extra need be memorable—not everyone in real life is memorable, either.

One trick to making a supporting character memorable is to assign one or two distinctive traits to the individual. Consider a private eye with bad breath and a hacking cough, a tattooed criminal who stutters, or a reclusive dilettante who makes weird art out of mannequin body parts. Such characters are likely to play off the heroes in interesting and unexpected ways, and players will remember them (perhaps even adore or revile them) in adventures to come.

Table 8–27: One Hundred Character Traits lists traits that the GM can choose from when creating supporting characters. The table is only the beginning, and many more traits could be added to the list. None of the traits listed in the table have any effect on the character's game statistics, although the GM may need to figure out how to marry certain traits with certain game statistics. For example, a well-mannered character with a low Charisma score might have some personality quirk or quality to account for his low Charisma, such as an incessant nervous twitch or no sense of humor.

ORDINARY ARCHETYPES

This section provides game statistics for various ordinary character archetypes. Each archetype is presented as a multiclass character built using two of the six basic classes (Strong, Fast, Tough, Smart, Dedicated, and Charismatic). Each archetype suits various types of characters. For example, the Strong/Dedicated archetype is suitable for police officers, bodyguards, farmers, and firefighters. Similarly, the Tough/Charismatic archetype can apply to drug dealers, crime bosses, and undercover cops.

Each of the following archetypes includes a list of characters or professions that fit the archetype, although these lists are by no means exhaustive. Furthermore, not every supporting character can be represented by these archetypes. For example, the "lawyer" is listed as the Smart/Charismatic ordinary, but not all lawyers are the same. The campaign may also include Strong/Dedicated lawyers and Tough/Charismatic lawyers, at the GM's discretion. The archetypes are intended only to provide GMs with ready-to-play supporting characters, not account for the diversity of characters in the modern world or in the campaign as a whole.

TABLE 8–27: ONE HUNDRED CHARACTER TRAITS

d%	Trait
01	Aloof
02	Bad breath
03	Bald
04	Bookish
05	Braces or dentures
06	Brave
07	Capricious
08	Careless
09	Clean
10	Collector (books, coins, weapons, butterflies, etc.)
11	Condescending
12	Cowardly
13	Crooked teeth
14	Cross-eyed or cock-eyed
15	Cruel
16	Cryptic, evasive, or secretive
17	Dirty and unkempt
18	Distinctive jewelry
19	Distinctive nose
20	Distinctive scar
21	Doesn't like to be touched
22	Drunkard
23	Easy going
24	Enunciates very clearly
25	Even tempered
26	Exacting
27	Eyeglasses
28	Eye patch
29	Fanatical
30	Fast talker
31	Fiddles or fidgets nervously
32	Foppish
33	Forgiving
34	Foul-mouthed
35	Gruff
36	Hacking cough
37	Hard of hearing
38	Helpful
39	Hot tempered
40	Hyperactive
41	Impeccably dressed
42	Inquisitive
43	Jealous
44	Jokester
45	Jumpy
46	Lazy or lackadaisical
47	Loquacious
48	Melancholy
49	Missing tooth
50	Missing finger
51	Moody
52	Multiple body piercings
53	Nasal voice
54	Nervous eye twitch
55	Neurotic
56	Never shuts up
57	No sense of humor
58	Not very observant
59	Obese
60	Obsequious
61	Opinionated
62	Optimistic
63	Overbearing
64	Particularly high voice
65	Particularly long hair
66	Particularly low voice
67	Passionate artist or hobbyist (fishing, hunting, etc.)
68	Perfect, white teeth
69	Pessimistic or cynical
70	Pleasant-smelling (perfumed)
71	Preachy
72	Reclusive
73	Self-destructive
74	Self-glorifying
75	Sexist, racist, or otherwise prejudiced
76	Sexually voracious or promiscuous
77	Shaky hands
78	Sings or hums a lot
79	Slow talker
80	Stooped back
81	Strong body odor
82	Stutters, lisps, or slurs
83	Suave
84	Suspicious
85	Sweaty
86	Theatrical
87	Unfeeling
88	Unusual hair style or color
89	Uses big words
90	Uses expressive hand gestures
91	Very short
92	Very tall
93	Visible birthmark
94	Visible tattoo
95	Walks with a limp
96	Wears flamboyant or outlandish attire
97	Wears toupee or wig
98	Well read
99	Well mannered
100	Whistles

Each archetype includes game statistics for low-, mid-, and high-level characters.

Strong/Fast Ordinary

Characters of this archetype include bounty hunters, couriers, martial arts students, and amateur boxers. The statistics given below are for a typical bounty hunter; the GM may adapt these statistics for other character types or professions by changing the occupation, reallocating skill points, and swapping feats as needed.

Low-Level Bounty Hunter (Strong Ordinary 1/Fast Ordinary 1): CR 1; Medium-size human; HD 1d8+1 plus 1d8+1; hp 11; Mas 12; Init +2; Spd 30 ft.; Defense 18, touch 16, flat-footed 16



(+2 Dex, +4 class, +2 light undercover shirt); BAB +1; Grap +3; Atk +3 melee (1d4+2, unarmed strike), or +3 melee (1d4+2, tonfa); Full Atk +3 melee (1d4+2, unarmed strike), or +3 melee (1d4+2, tonfa), or +3 ranged (2d6, Colt Double Eagle); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +2, Ref +3, Will –1; AP 0; Rep +0; Str 15, Dex 14, Con 12, Int 13, Wis 8, Cha 10.

Occupation: Investigative (class skills: Gather Information, Investigate).

Skills: Craft (mechanical) +4, Drive +5, Gather Information +3, Hide +5, Investigate +3, Knowledge (current events) +4, Knowledge (streetwise) +4, Move Silently +5, Profession +2, Read/Write English, Read/Write Spanish, Sleight of Hand +5, Speak English, Speak Spanish.

Feats: Armor Proficiency (light), Combat Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Light undercover shirt, Colt Double Eagle (10mm autoloader), 50 rounds of ammunition, tonfa, various gear and personal possessions.

Mid-Level Bounty Hunter (Strong Ordinary 3/Fast Ordinary 3): CR 5; Medium-size human; HD 3d8+3 plus 3d8+3; hp 33; Mas 12; Init +2; Spd 30 ft.; Defense 20, touch 18, flat-footed 18 (+2 Dex, +6 class, +2 light undercover shirt); BAB +5; Grap +7; Atk +7 melee (1d6+2, unarmed strike), or +7 melee (1d4+2, tonfa); Full Atk +7 melee (1d6+2, unarmed strike), or +7 melee (1d4+2, tonfa), or +7 ranged (2d6, Colt Double Eagle); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +4, Ref +5, Will +1; AP 0; Rep +1; Str 15, Dex 15, Con 12, Int 13, Wis 8, Cha 10.

Occupation: Investigative (class skills: Gather Information, Investigate).

Skills: Climb +4, Craft (mechanical) +4, Drive +7, Gather Information +5, Hide +6, Investigate +5, Knowledge (current events) +4, Knowledge (streetwise) +4, Knowledge (tactics) +3, Move Silently +6, Profession +4, Read/Write English, Read/Write Spanish, Repair +3, Sleight of Hand +7, Speak English, Speak Spanish, Swim +4.

Feats: Armor Proficiency (light), Brawl, Combat Martial Arts, Dodge, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Light undercover shirt, Colt Double Eagle (10mm autoloader), 50 rounds of ammunition, tonfa, various gear and personal possessions.

High-Level Bounty Hunter (Strong Ordinary 5/Fast Ordinary 5): CR 9; Medium-size human; HD 5d8+5 plus 5d8+5; hp 55; Mas 12; Init +2; Spd 30 ft.; Defense 23, touch 20, flat-footed 21 (+2 Dex, +8 class, +3 undercover vest); BAB +8; Grap +11; Atk +11 melee (1d6+3/19–20, improved unarmed strike), or +11 melee (1d4+3, tonfa); Full Atk +11/+6 melee (1d6+3/19–20, improved unarmed strike), or +11/+6 melee (1d4+3, tonfa), or +10/+5 ranged (2d6, Colt Double Eagle); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +5, Ref +6, Will +1; AP 0; Rep +2; Str 16, Dex 15, Con 12, Int 13, Wis 8, Cha 10.

Occupation: Investigative (class skills: Gather Information, Investigate).

Skills: Climb +5*, Craft (mechanical) +4, Drive +8, Gather Information +7, Hide +5*, Investigate +7, Knowledge (current events) +5, Knowledge (streetwise) +5, Knowledge (tactics) +5, Move Silently +5*, Profession +5, Read/Write English, Read/Write Spanish, Repair +5, Sleight of Hand +9, Speak English, Speak Spanish, Swim +7.

*Includes –2 armor penalty for undercover vest.

Feats: Armor Proficiency (light), Brawl, Combat Martial Arts, Dodge, Improved Combat Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Undercover vest, Colt Double Eagle (10mm autoloader), 50 rounds of ammunition, tonfa, various gear and personal possessions.

Strong/Tough Ordinary

Sample characters of this archetype include thugs, soldiers of fortune, security guards, marines, mercenaries, amateur wrestlers, bouncers, football players, and professional movers. The statistics given below are for a typical thug; the GM may adapt these statistics for other character types or professions by changing the occupation, reallocating skill points, and swapping feats as needed.

Low-Level Thug (Strong Ordinary 1/Tough Ordinary 1): CR 1; Medium-size human; HD 1d8+2 plus 1d10+2; hp 14; Mas 15; Init +1; Spd 30 ft.; Defense 14, touch 13, flat-footed 13 (+1 Dex, +2 class, +1 leather jacket); BAB +1; Grap +3; Atk +4 melee (1d6+2 nonlethal, unarmed strike), or +4 melee (1d4+2/19–20, knife); Full Atk +4 melee (1d6+2 nonlethal, unarmed strike), or +4 melee (1d4+2/19–20, knife), or +2 ranged (2d6, Colt M1911); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +4, Ref +1, Will +0; AP 0; Rep +0; Str 14, Dex 12, Con 15, Int 13, Wis 10, Cha 8.

Occupation: Blue-collar (class skills: Drive, Intimidate).

Skills: Craft (mechanical) +5, Drive +5, Intimidate +3, Knowledge (popular culture) +2, Knowledge (streetwise) +2, Profession +4, Read/Write English, Read/Write Spanish, Repair +2, Speak English, Speak Spanish, Swim +3.



Thug

Feats: Brawl, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Leather jacket, Colt M1911 (.45 autoloader), 50 rounds of .45 ammunition, knife, various gear and personal possessions.

Mid-Level Thug (Strong Ordinary 3/Tough Ordinary 3): CR 5; Medium-size human; HD 3d8+6 plus 3d10+6; hp 45; Mas 15; Init +1; Spd 30 ft.; Defense 16, touch 15, flat-footed 15 (+1 Dex, +4 class, +1 leather jacket); BAB +5; Grap +7; Atk +9 melee (1d8+2 nonlethal, improved unarmed strike), or +9 melee (1d4+2/19–20, knife); Full Atk +9 melee (1d8+2 nonlethal, improved unarmed strike), or +9 melee (1d4+2/19–20, knife), or +6 ranged (2d6, Colt M1911); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +6, Ref +3, Will +2; AP 0; Rep +1; Str 15, Dex 12, Con 15, Int 13, Wis 10, Cha 8.

Occupation: Blue-collar (class skills: Drive, Intimidate).

Skills: Climb +5, Craft (mechanical) +6, Drive +7, Intimidate +5, Jump +4, Knowledge (popular culture) +2, Knowledge (streetwise) +3, Profession +5, Read/Write English, Read/Write Spanish, Repair +4, Speak English, Speak Spanish, Spot +2, Swim +3.

Feats: Brawl, Improved Brawl, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Possessions: Leather jacket, Colt M1911 (.45 autoloader), 50 rounds of .45 ammunition, knife, various gear and personal possessions.

High-Level Thug (Strong Ordinary 5/Tough Ordinary 5): CR 9; Medium-size human; HD 5d8+15 plus 5d10+15; hp 80; Mas 16; Init +1; Spd 30 ft.; Defense 18, touch 17, flat-footed 17 (+1 Dex, +6 class, +1 leather jacket); BAB +8; Grap +10; Atk +12 melee (1d8+2 nonlethal, improved unarmed strike), or +12 melee (1d4+2/19–20, knife); Full Atk +12/+7 melee (1d8+2 nonlethal, improved unarmed strike), or +12/+7 melee (1d4+2/19–20, knife), or +9/+4 ranged (2d6, Colt M1911), or +9/+4 ranged (2d10, HK G3); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +9, Ref +3, Will +2; AP 0; Rep +2; Str 15, Dex 12, Con 16, Int 13, Wis 10, Cha 8.

Occupation: Blue-collar (class skills: Drive, Intimidate).

Skills: Climb +6, Craft (mechanical) +6, Drive +9, Intimidate +7, Jump +5, Knowledge (popular culture) +3, Knowledge (streetwise) +5, Profession +5, Read/Write English, Read/Write Spanish, Repair +6, Speak English, Speak Spanish, Spot +5, Swim +5.

Feats: Armor Proficiency (light), Brawl, Improved Brawl, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Possessions: Leather jacket, Colt M1911 (.45 autoloader), 50 rounds of .45 ammunition, HK G3 (7.62mm assault rifle), 50 rounds of 7.62mm ammunition, knife, various gear and personal possessions.

Strong/Smart Ordinary

Sample characters of this archetype include mechanics, government agents, and military technicians. The statistics given below are for a typical mechanic; the GM may adapt these statistics for other character types or professions by changing the occupation, reallocating skill points, and swapping feats as needed.

Low-Level Mechanic (Strong Ordinary 1/Smart Ordinary 1): CR 1; Medium-size human; HD 1d8+1 plus 1d6+1; hp 10; Mas 13; Init –1; Spd 30 ft.; Defense 10, touch 10, flat-footed 10 (–1 Dex, +1 class); BAB +1; Grap +3; Atk +3 melee (1d3+2 nonlethal, unarmed strike); Full Atk +3 melee (1d3+2 nonlethal, unarmed strike), or +0 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +2, Ref –1, Will +2; AP 0; Rep +1; Str 14, Dex 8, Con 13, Int 15, Wis 12, Cha 10.

Occupation: Blue-collar (class skills: Drive, Intimidate).

Skills: Craft (electronic) +8, Craft (mechanical) +9, Craft (structural) +6, Disable Device +6, Drive +1, Intimidate +2, Knowledge (current events) +6, Knowledge (physical sciences) +6, Knowledge (popular culture) +6, Knowledge (technology) +6, Profession +5, Read/Write English, Read/Write Language (any two), Repair +6, Search +6, Speak English, Speak Language (any two).

Feats: Builder (Craft [electronic] and Craft [mechanical]), Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Various equipment and personal possessions.

Mid-Level Mechanic (Strong Ordinary 3/Smart Ordinary 3): CR 5; Medium-size human; HD 3d8+3 plus 3d6+3; hp 28; Mas 13; Init –1; Spd 30 ft.; Defense 12, touch 12, flat-footed 12 (–1 Dex, +3 class); BAB +4; Grap +6; Atk +7 melee (1d6+2 nonlethal, unarmed strike); Full Atk +7 melee (1d6+2 nonlethal, unarmed strike), or +3 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +4, Ref +1, Will +4; AP 0; Rep +1; Str 15, Dex 8, Con 13, Int 15, Wis 12, Cha 10.

Occupation: Blue-collar (class skills: Drive, Intimidate).

Skills: Computer Use +6, Craft (electronic) +10, Craft (mechanical) +11, Craft (structural) +8, Demolitions +4, Disable Device +8, Drive +5, Intimidate +6, Knowledge (current events) +9, Knowledge (physical sciences) +8, Knowledge (popular culture) +7, Knowledge (technology) +8, Profession +5, Read/Write English, Read/Write Language (any two), Repair +12, Search +6, Speak English, Speak Language (any two).

Feats: Brawl, Builder (Craft [electronic] and Craft [mechanical]), Gearhead, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Various of equipment and personal possessions.

High-Level Mechanic (Strong Ordinary 5/Smart Ordinary 5): CR 9; Medium-size human; HD 5d8+10 plus 5d6+10; hp 60; Mas 13; Init –1; Spd 30 ft.; Defense 14, touch 14, flat-footed 14 (–1 Dex, +5 class); BAB +7; Grap +9; Atk +10 melee (1d6+2 nonlethal, unarmed strike); Full Atk +10/+5 melee (1d6+2 nonlethal, unarmed strike), or +6/+1 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +6, Ref +1, Will +5; AP 0; Rep +3; Str 15, Dex 8, Con 14, Int 15, Wis 12, Cha 10.

Occupation: Blue-collar (class skills: Drive, Intimidate).

Skills: Computer Use +8, Craft (electronic) +12, Craft (mechanical) +13, Craft (structural) +12, Demolitions +6, Disable Device +12, Drive +6, Intimidate +7, Knowledge (current events) +9, Knowledge (physical sciences) +10, Knowledge (popular culture) +9, Knowledge (technology) +12, Profession +9, Read/Write English, Read/Write Language (any two), Repair +16, Search +8, Speak English, Speak Language (any two).



Feats: Brawl, Builder (Craft [electronic] and Craft [mechanical]), Cautious, Gearhead, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Various equipment and personal possessions.

Strong/Dedicated Ordinary

Sample characters of this archetype include police officers, firefighters, bodyguards, construction workers, and farmers. The statistics given below are for a typical police officer; the GM may adapt these statistics for other character types or professions by changing the occupation, reallocating skill points, and swapping feats as needed.

Low-Level Police Officer (Strong Ordinary 1/Dedicated Ordinary 1): CR 1; Medium-size human; HD 1d8+1 plus 1d6+1; hp 10; Mas 13; Init +1; Spd 25 ft.; Defense 17, touch 13, flat-footed 16 (+1 Dex, +2 class, +4 concealable vest); BAB +1; Grap +3; Atk +3 melee (1d3+2 nonlethal, unarmed strike), or +3 melee (1d4+2, tonfa); Full Atk +3 melee (1d3+2 nonlethal, unarmed strike), or +3 melee (1d4+2, tonfa), or +2 ranged (2d6, Beretta 92F), or +2 ranged (2d8, Beretta M3P); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +3, Ref +1, Will +3; AP 0; Rep +1; Str 15, Dex 12, Con 13, Int 10, Wis 14, Cha 8.

Occupation: Law enforcement (class skills: Drive, Intimidate).

Skills: Climb +1*, Drive +3, Intimidate +1, Investigate +2, Knowledge (current events) +2, Knowledge (streetwise) +2, Knowledge (tactics) +2, Profession +4, Read/Write English, Sense Motive +4, Speak English, Spot +4, Swim +3, Treat Injury +4.

*Includes –3 armor penalty for concealable vest.

Feats: Armor Proficiency (light, medium), Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Concealable vest, Beretta 92F (9mm autoloader), 50 rounds of 9mm ammunition, Beretta M3P (12-gauge shotgun), 10 12-gauge shotgun rounds, tonfa, various gear and personal possessions.

Mid-Level Police Officer (Strong Ordinary 3/Dedicated Ordinary 3): CR 5; Medium-size human; HD 3d8+6 plus 3d6+6; hp 34; Mas 14; Init +1; Spd 25 ft.; Defense 21, touch 15, flat-footed 20 (+1 Dex, +4 class, +6 tactical vest); BAB +5; Grap +7; Atk +7 melee (1d4+2, unarmed strike), or +7 melee (1d4+2, tonfa); Full Atk +7 melee melee (1d4+2, unarmed strike), or +7 melee (1d4+2, tonfa), or +6 ranged (2d6, Beretta 92F), or +6 ranged (2d8, Beretta M3P); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +6, Ref +3, Will +5; AP 0; Rep +1; Str 15, Dex 12, Con 14, Int 10, Wis 14, Cha 8.

Occupation: Law enforcement (class skills: Drive, Intimidate).

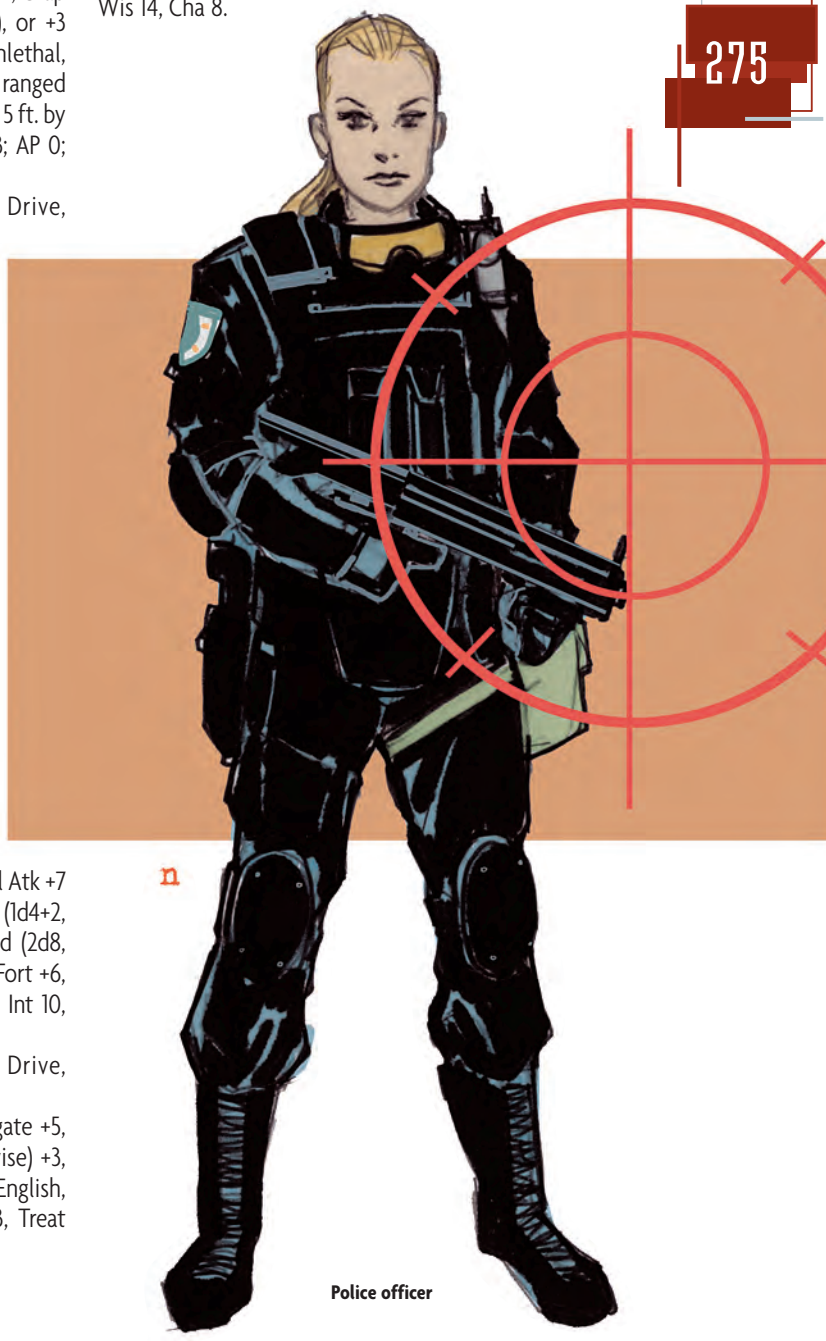
Skills: Climb –1*, Drive +7, Intimidate +4, Investigate +5, Knowledge (current events) +2, Knowledge (streetwise) +3, Knowledge (tactics) +3, Profession +5, Read/Write English, Sense Motive +5, Speak English, Spot +5, Swim +3, Treat Injury +5.

*Includes –5 armor penalty for tactical vest.

Feats: Armor Proficiency (light, medium), Combat Martial Arts, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Possessions: Tactical vest, Beretta 92F (9mm autoloader), 50 rounds of 9mm ammunition, Beretta M3P (12-gauge shotgun), 10 12-gauge shotgun rounds, tonfa, various gear and personal possessions.

High-Level Police Officer (Strong Ordinary 5/Dedicated Ordinary 5): CR 9; Medium-size human; HD 5d8+10 plus 5d6+10 ; hp 60; Mas 14; Init +1; Spd 20 ft.; Defense 24, touch 17, flat-footed 23 (+1 Dex, +6 class, +7 special response vest); BAB +8; Grap +11; Atk +11 melee (1d4+3, unarmed strike), or +11 melee (1d4+3, tonfa); Full Atk +11/+6 melee (1d4+3, unarmed strike), or +11/+6 melee (1d4+3, tonfa), or +10/+5 ranged (2d6, Beretta 92F), or +10/+5 ranged (2d8, Beretta M3P); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +8, Ref +3, Will +6; AP 0; Rep +3; Str 16, Dex 12, Con 14, Int 10, Wis 14, Cha 8.



Police officer

Occupation: Law enforcement (class skills: Drive, Intimidate).

Skills: Climb +0*, Drive +10, Intimidate +7, Investigate +8, Knowledge (current events) +3, Knowledge (streetwise) +4, Knowledge (tactics) +4, Profession +5, Read/Write English, Sense Motive +6, Speak English, Spot +6, Swim +4, Treat Injury +6.

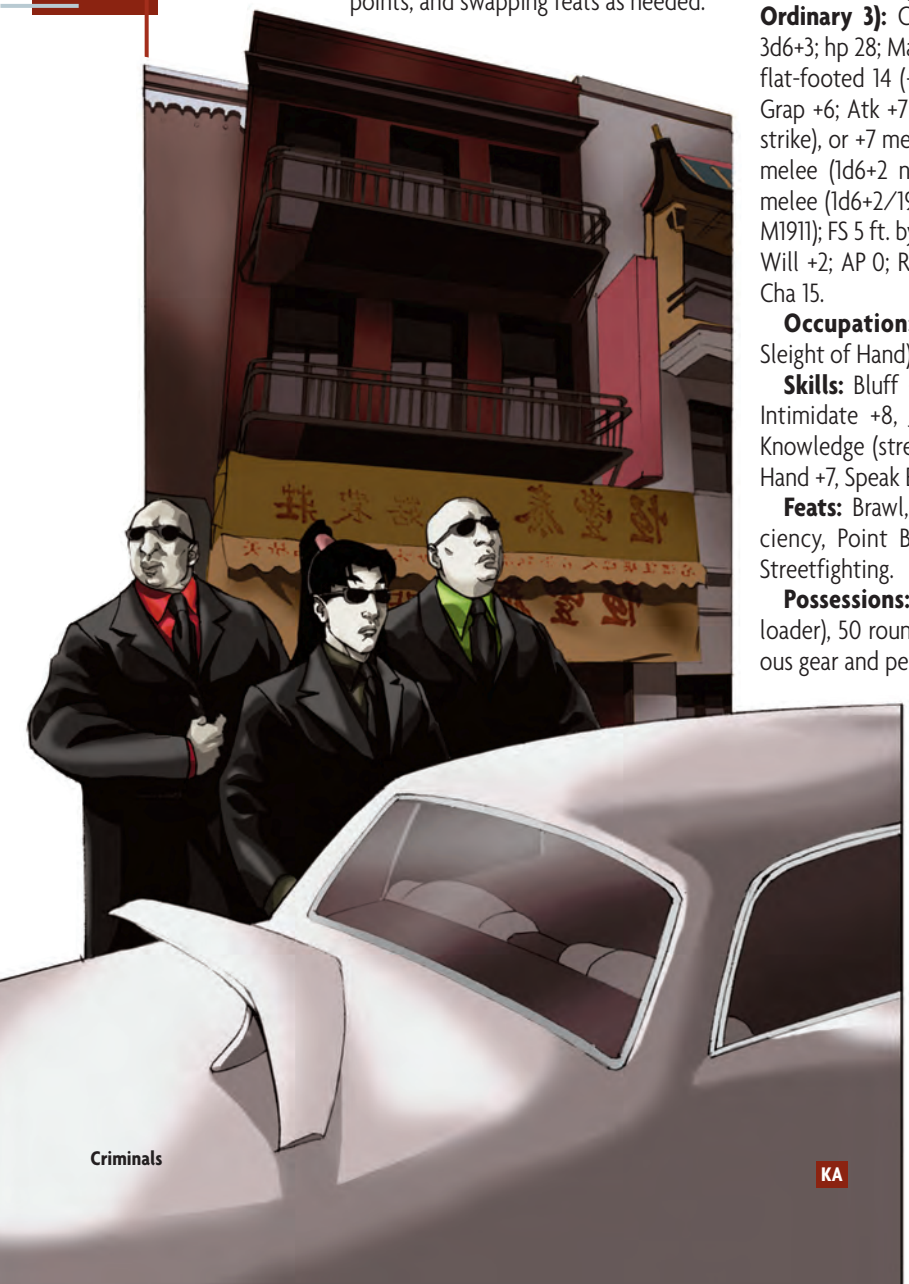
*Includes –6 armor penalty for special response vest.

Feats: Armor Proficiency (light, medium, heavy), Combat Martial Arts, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Possessions: Special response vest, Beretta 92F (9mm autoloader), 50 rounds of 9mm ammunition, Beretta M3P (12-gauge shotgun), 10 12-gauge shotgun rounds, tonfa, various gear and personal possessions.

Strong/Charismatic Ordinary

Sample characters of this archetype include gang leaders, action movie stars, physical trainers, and animal handlers. The statistics given below are for a typical gang leader; the GM may adapt these statistics for other character types or professions by changing the occupation, reallocating skill points, and swapping feats as needed.



Criminals

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Low-Level Gang Leader (Strong Ordinary 1/Charismatic Ordinary 1): CR 1; Medium-size human; HD 1d8+1 plus 1d6+1; hp 10; Mas 12; Init +1; Spd 30 ft.; Defense 13, touch 12, flat-footed 12 (+1 Dex, +1 class, +1 leather jacket); BAB +1; Grap +3; Atk +4 melee (1d6+2 nonlethal, unarmed strike), or +4 melee (1d6+2/19–20, metal baton); Full Atk +4 melee (1d6+2 nonlethal, unarmed strike), or +4 melee (1d6+2/19–20, metal baton), or +2 ranged (2d6, Colt M1911); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +3, Ref +2, Will +0; AP 0; Rep +2; Str 14, Dex 13, Con 12, Int 8, Wis 10, Cha 15.

Occupation: Criminal (bonus feats: Disable Device, Sleight of Hand).

Skills: Bluff +6, Climb +3, Disable Device +3, Intimidate +6, Jump +3, Knowledge (current events) +3, Knowledge (streetwise) +3, Read/Write English, Sleight of Hand +5, Speak English.

Feats: Brawl, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Possessions: Leather jacket, Colt M1911 (9mm autoloader), 50 rounds of 9mm ammunition, metal baton, various gear and personal possessions.

Mid-Level Gang Leader (Strong Ordinary 3/Charismatic Ordinary 3): CR 5; Medium-size human; HD 3d8+3 plus 3d6+3; hp 28; Mas 12; Init +1; Spd 30 ft.; Defense 15, touch 14, flat-footed 14 (+1 Dex, +3 class, +1 leather jacket); BAB +4; Grap +6; Atk +7 melee (1d6+2 nonlethal plus 1d4, unarmed strike), or +7 melee (1d6+2/19–20, metal baton); Full Atk +7 melee (1d6+2 nonlethal plus 1d4, unarmed strike), or +7 melee (1d6+2/19–20, metal baton), or +5 ranged (2d6, Colt M1911); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +5, Ref +4, Will +2; AP 0; Rep +2; Str 15, Dex 13, Con 12, Int 8, Wis 10, Cha 15.

Occupation: Criminal (bonus feats: Disable Device, Sleight of Hand).

Skills: Bluff +7, Climb +4, Disable Device +6, Drive +3, Intimidate +8, Jump +3, Knowledge (current events) +3, Knowledge (streetwise) +6, Read/Write English, Sleight of Hand +7, Speak English.

Feats: Brawl, Drive-By Attack, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Streetfighting.

Possessions: Leather jacket, Colt M1911 (9mm autoloader), 50 rounds of 9mm ammunition, metal baton, various gear and personal possessions.

High-Level Gang Leader (Strong Ordinary 5/Charismatic Ordinary 5): CR 9; Medium-size human; HD 5d8+5 plus 5d6+5; hp 50; Mas 12; Init +1; Spd 30 ft.; Defense 17, touch 16, flat-footed 16 (+1 Dex, +5 class, +1 leather jacket); BAB +7; Grap +10; Atk +11 melee (1d6+3 nonlethal plus 1d4, unarmed strike), or +11 melee (1d6+2/19–20, metal baton); Full Atk +11/+6 melee (1d6+3 nonlethal plus 1d4 [one hit per round only], unarmed strike), or +4 melee (1d6+2/19–20, metal baton), or +9/+4 ranged (2d6, Colt M1911); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +7, Ref +5, Will +2; AP 0; Rep +4; Str 16, Dex 13, Con 12, Int 8, Wis 10, Cha 15.





Occupation: Criminal (bonus feats: Disable Device, Sleight of Hand).

Skills: Bluff +9, Climb +5, Disable Device +8, Drive +6, Intimidate +10, Jump +4, Knowledge (current events) +3, Knowledge (streetwise) +8, Read/Write English, Sleight of Hand +9, Speak English.

Feats: Brawl, Drive-By Attack, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency, Streetfighting.

Possessions: Leather jacket, Colt M1911 (9mm autoloader), 50 rounds of 9mm ammunition, metal baton, various gear and personal possessions.

Fast/Tough Ordinary

Sample characters of this archetype include gang members, bikers, stunt people, wilderness guides, hockey players, and SWAT members. The statistics given below are for a typical gang member; the GM may adapt these statistics for other character types or professions by changing the occupation, reallocating skill points, and swapping feats as needed.

Low-Level Gang Member (Fast Ordinary 1/Tough Ordinary 1): CR 1; Medium-size human; HD 1d8+2 plus 1d10+2; hp 14; Mas 14; Init +2; Spd 30 ft.; Defense 17, touch 16, flat-footed 15 (+2 Dex, +4 class, +1 leather jacket); BAB +0; Grap +1; Atk +2 melee (1d6+1 nonlethal, unarmed strike), or +2 melee (1d4+1/19–20, knife); Full Atk +2 melee (1d6+1 nonlethal, unarmed strike), or +2 melee (1d4+1/19–20, knife), or +2 ranged (2d6, Colt M1911); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +3, Ref +3, Will +1; AP 0; Rep +0; Str 13, Dex 15, Con 14, Int 8, Wis 12, Cha 10.

Occupation: Criminal (bonus class skills: Knowledge [streetwise], Sleight of Hand)

Skills: Drive +4, Hide +4, Intimidate +2, Knowledge (streetwise) +2, Move Silently +4, Read/Write English, Sleight of Hand +4, Speak English.

Feats: Brawl, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Possessions: Leather jacket, Colt M1911 (9mm autoloader), 50 rounds of 9mm ammunition, knife, various gear and personal possessions.

Mid-Level Gang Member (Fast Ordinary 3/Tough Ordinary 3): CR 5; Medium-size human; HD 3d8+6 plus 3d10+6; hp 42; Mas 15; Init +2; Spd 30 ft.; Defense 19, touch 18, flat-footed 17 (+2 Dex, +6 class, +1 leather jacket); BAB +4; Grap +5; Atk +6 melee (1d6+1 nonlethal plus 1d4, unarmed strike), or +6 melee (1d4+1/19–20, knife); Full Atk +6 melee (1d6+1 nonlethal plus 1d4, unarmed strike), or +6 melee (1d4+1/19–20, knife), or +6 ranged (2d6, Colt M1911), or +6 ranged (2d8, AK-47); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +5, Ref +5, Will +3; AP 0; Rep +2; Str 13, Dex 15, Con 15, Int 8, Wis 12, Cha 10.

Occupation: Criminal (bonus class skills: Knowledge [streetwise], Sleight of Hand)

Skills: Drive +6, Hide +5, Intimidate +4, Knowledge (streetwise) +4, Move Silently +5, Read/Write English, Sleight of Hand +6, Speak English, Survival +3.

Feats: Brawl, Personal Firearms Proficiency, Point Blank Shot, Quick Reload, Simple Weapons Proficiency, Streetfighting.

Possessions: Leather jacket, Colt M1911 (9mm autoloader), 50 rounds of 9mm ammunition, AK-47 (7.62mmR assault rifle), 50 rounds of 7.62mmR ammunition, knife, various gear and personal possessions.

High-Level Gang Member (Fast Ordinary 5/Tough Ordinary 5): CR 9; Medium-size human; HD 5d8+10 plus 5d10+10; hp 60; Mas 15; Init +2; Spd 30 ft.; Defense 21, touch 20, flat-footed 19 (+2 Dex, +8 class, +1 leather jacket); BAB +6; Grap +8; Atk +10 melee (1d8+1 nonlethal plus 1d4, unarmed strike), or +10 melee (1d4+2/19–20, knife); Full Atk +10/+5 melee (1d8+1 nonlethal plus 1d4 [one hit per round only], unarmed strike), or +10/+5 melee (1d4+2/19–20, knife), or +8/+3 ranged (2d6, Colt M1911), or +8/+3 ranged (2d8, AK-47); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +6, Ref +6, Will +3; AP 0; Rep +2; Str 14, Dex 15, Con 15, Int 8, Wis 12, Cha 10.

Occupation: Criminal (bonus class skills: Knowledge [streetwise], Sleight of Hand)

Skills: Drive +8, Hide +6, Intimidate +4, Knowledge (streetwise) +6, Move Silently +6, Read/Write English, Sleight of Hand +8, Speak English, Survival +3, Tumble +6.

Feats: Brawl, Improved Brawl, Personal Firearms Proficiency, Point Blank Shot, Quick Reload, Simple Weapons Proficiency, Streetfighting.

Possessions: Leather jacket, Colt M1911 (9mm autoloader), 50 rounds of 9mm ammunition, AK-47 (7.62mmR assault rifle), 50 rounds of 7.62mmR ammunition, knife, various gear and personal possessions.

Fast/Smart Ordinary

Sample characters of this archetype include career criminals, demolition experts, and some field agents. The statistics given below are for a typical criminal; the GM may adapt these statistics for other character types or professions by changing the occupation, reallocating skill points, and swapping feats as needed.

Low-Level Criminal (Fast Ordinary 1/Smart Ordinary 1): CR 1; Medium-size human; HD 1d8 plus 1d6; hp 8; Mas 10; Init +2; Spd 30 ft.; Defense 15, touch 15, flat-footed 13 (+2 Dex, +3 class); BAB +0; Grap +1; Atk +1 melee (1d3+1 nonlethal, unarmed strike), or +1 melee (1d4+1, pistol whip); Full Atk +1 melee (1d3+1 nonlethal, unarmed strike), or +1 melee (1d4+1, pistol whip), or +3 ranged (2d6, Glock 17); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +0, Ref +3, Will +0; AP 0; Rep +1; Str 13, Dex 15, Con 10, Int 14, Wis 8, Cha 12.

Occupation: Criminal (bonus class skills: Disable Device, Sleight of Hand)

Skills: Balance +6, Computer Use +4, Demolitions +6, Disable Device +9, Drive +6, Escape Artist +4, Forgery +4, Hide +8, Knowledge (current events) +4, Knowledge (streetwise) +6, Move Silently +8, Read/Write English, Read/Write Language (any two), Search +3, Sleight of Hand +7, Speak English, Speak Language (any two).

Feats: Cautious, Personal Firearms Proficiency, Simple Weapons Proficiency, Stealthy.

Possessions: Glock 17 (9mm autoloader), 50 rounds of 9mm ammunition, various gear and personal possessions.

Mid-Level Criminal (Fast Ordinary 3/Smart Ordinary 3): CR 5; Medium-size human; HD 3d8 plus 3d6; hp 24; Mas 10; Init +2; Spd 30 ft.; Defense 17, touch 17, flat-footed 15 (+2 Dex, +5 class); BAB +3; Grap +4; Atk +4 melee (1d3+1 nonlethal, unarmed strike), or +4 melee (1d4+1, pistol whip); Full Atk +4 melee (1d3+1 nonlethal, unarmed strike), or +4 melee (1d4+1, pistol whip)or +6 ranged (2d6, Glock 17); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +2, Ref +5, Will +2; AP 0; Rep +2; Str 13, Dex 15, Con 10, Int 15, Wis 8, Cha 12.

Occupation: Criminal (bonus class skills: Disable Device, Sleight of Hand)

Skills: Balance +8, Computer Use +6, Craft (chemical) +4, Craft (electronic) +4, Craft (mechanical) +6, Craft (pharmaceutical) +4, Demolitions +8, Disable Device +11, Drive +8, Escape Artist +6, Forgery +6, Hide +10, Knowledge (current events) +6, Knowledge (streetwise) +7, Move Silently +10, Read/Write English, Read/Write Language (any two), Research +4, Search +5, Sleight of Hand +12, Speak English, Speak Language (any two).

Feats: Cautious, Nimble, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Stealthy.

Possessions: Glock 17 (9mm autoloader), 50 rounds of 9mm ammunition, various gear and personal possessions.

High-Level Criminal (Fast Ordinary 5/Smart Ordinary 5): CR 9; Medium-size human; HD 5d8 plus 5d6; hp 40; Mas 10; Init +3; Spd 30 ft.; Defense 20, touch 20, flat-footed 17 (+3 Dex, +7 class); BAB +5; Grap +6; Atk +6 melee (1d3+1 nonlethal, unarmed strike), or +6 melee (1d4+1, pistol whip); Full Atk +6 melee (1d3+1 nonlethal, unarmed strike), or +6 melee (1d4+1, pistol whip), or +9 ranged (2d6, Glock 20); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +2, Ref +7, Will +3; AP 0; Rep +6; Str 13, Dex 16, Con 10, Int 15, Wis 8, Cha 12.

Occupation: Criminal (bonus class skills: Disable Device, Sleight of Hand)

Skills: Balance +10, Computer Use +8, Craft (chemical) +8, Craft (electronic) +6, Craft (mechanical) +8, Craft (pharmaceutical) +4, Demolitions +10, Disable Device +13, Drive +11, Escape Artist +9, Forgery +8, Hide +13, Knowledge (current events) +8, Knowledge (streetwise) +8, Move Silently +13, Read/Write English, Read/Write Language (any two), Research +6, Search +8, Sleight of Hand +16, Speak English, Speak Language (any two).

Feats: Cautious, Nimble, Personal Firearms Proficiency, Point Blank Shot, Renown, Simple Weapons Proficiency, Stealthy.

Possessions: Glock 20 (10mm autoloader), 50 rounds of 10mm ammunition, various gear and personal possessions.

Fast/Dedicated Ordinary

Sample characters of this archetype include taxi drivers, helicopter pilots, extreme sports fanatics, and wilderness trackers. The statistics given below are for a typical taxi driver; the GM may adapt these statistics for other character types or professions by changing the occupation, reallocating skill points, and swapping feats as needed.

Low-Level Taxi Driver (Fast Ordinary 1/Dedicated Ordinary 1): CR 1; Medium-size human; HD 1d8 plus 1d6; hp 8; Mas 10; Init +6; Spd 30 ft.; Defense 16, touch 16, flat-footed 14 (+2 Dex, +4 class); BAB +0; Grap +1; Atk +1 melee (1d3+1 nonlethal, unarmed strike); Full Atk +1 melee (1d3+1 nonlethal, unarmed strike), or +2 ranged (2d4, Pathfinder); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +1, Ref +3, Will +3; AP 0; Rep +1; Str 13, Dex 15, Con 10, Int 8, Wis 14, Cha 12.

Occupation: Blue-collar (bonus class skills: Craft [mechanical], Drive, Repair).

Skills: Drive +7, Knowledge (current events) +3, Knowledge (popular culture) +3, Knowledge (streetwise) +1, Profession +6, Read/Write English, Repair +4, Speak English.

Feats: Improved Initiative, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Pathfinder (.22 revolver), 30 rounds of .22 ammunition, various personal possessions.

Mid-Level Taxi Driver (Fast Ordinary 3/Dedicated Ordinary 3): CR 5; Medium-size human; HD 3d8 plus 3d6; hp 24; Mas 10; Init +6; Spd 30 ft.; Defense 18, touch 18, flat-footed 16 (+2 Dex, +6 class); BAB +4; Grap +5; Atk +5 melee (1d3+1 nonlethal, unarmed strike); Full Atk +5 melee (1d3+1 nonlethal, unarmed strike), or +6 ranged (2d4, Pathfinder); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +3, Ref +5, Will +5; AP 0; Rep +2; Str 13, Dex 15, Con 10, Int 8, Wis 15, Cha 12.

Occupation: Blue-collar (bonus class skills: Craft [mechanical], Drive, Repair).

Skills: Drive +11, Knowledge (current events) +5, Knowledge (popular culture) +5, Knowledge (streetwise) +3, Listen +4, Profession +8, Read/Write English, Repair +6, Speak English, Spot +4.

Feats: Improved Initiative, Personal Firearms Proficiency, Simple Weapons Proficiency, Vehicle Dodge, Vehicle Expert.

Possessions: Pathfinder (.22 revolver), 30 rounds of .22 ammunition, various personal possessions.

High-Level Taxi Driver (Fast Ordinary 5/Dedicated Ordinary 5): CR 9; Medium-size human; HD 5d8 plus 5d6; hp 40; Mas 10; Init +6; Spd 30 ft.; Defense 21, touch 21, flat-footed 18 (+3 Dex, +8 class); BAB +6; Grap +7; Atk +7 melee (1d3+1 nonlethal, unarmed strike); Full Atk +7/+2 melee (1d3+1 nonlethal, unarmed strike), or +9/+4 ranged (2d6, Ruger Service-Six); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +4, Ref +7, Will +6; AP 0; Rep +3; Str 13, Dex 16, Con 10, Int 8, Wis 15, Cha 12.

Occupation: Blue collar (bonus class skills: Craft [mechanical], Drive, Repair).

Skills: Drive +14, Knowledge (current events) +7, Knowledge (popular culture) +7, Knowledge (streetwise) +5, Listen +5, Profession +10, Read/Write English, Repair +8, Sense Motive +4, Speak English, Spot +5.

Feats: Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Vehicle Dodge, Vehicle Expert.

Possessions: Ruger Service-Six (.385 revolver), 30 rounds of .385 ammunition, various personal possessions.

Fast/Charismatic Ordinary

Sample characters of this archetype include dilettantes, con artists, clowns, magicians, and prostitutes. The statistics given below are for a typical dilettante; the GM may adapt these statistics for other character types or professions by changing the occupation, reallocating skill points, and swapping feats as needed.





Low-Level Dilettante (Fast Ordinary 1/Charismatic Ordinary 1): CR 1; Medium-size human; HD 1d8 plus 1d6; hp 8; Mas 10; Init +2; Spd 30 ft.; Defense 15, touch 15, flat-footed 13 (+2 Dex, +3 class); BAB +0; Grap –1; Atk –1 melee (1d3–1 nonlethal, unarmed strike); Full Atk –1 melee (1d3–1 nonlethal, unarmed strike), or +2 ranged (2d4, Pathfinder); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +1, Ref +4, Will +1; AP 0; Rep +3; Str 8, Dex 14, Con 10, Int 13, Wis 12, Cha 15.

Occupation: Dilettante (bonus class skill: Gamble).

Skills: Bluff +6, Craft (visual art) +5, Diplomacy +6, Drive +5, Gamble +5, Knowledge (art) +7, Knowledge (current events) +5, Knowledge (popular culture) +7, Perform (keyboards) +6, Pilot +5, Read/Write English, Read/Write German, Speak English, Speak German.

Feats: Educated (Knowledge [art] and Knowledge [popular culture]), Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Pathfinder (.22 revolver), 30 rounds of .22 ammunition, various personal possessions.

Mid-Level Dilettante (Fast Ordinary 3/Charismatic Ordinary 3): CR 5; Medium-size human; HD 3d8 plus 3d6; hp 24; Mas 10; Init +2; Spd 30 ft.; Defense 17, touch 17, flat-footed 15 (+2 Dex, +5 class); BAB +3; Grap +2; Atk +2 melee (1d3–1 nonlethal, unarmed strike); Full Atk +2 melee (1d3–1 nonlethal, unarmed strike), or +5 ranged (2d4, Pathfinder); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +3, Ref +6, Will +3; AP 0; Rep +7; Str 8, Dex 14, Con 10, Int 13, Wis 12, Cha 16.

Occupation: Dilettante (bonus class skill: Gamble).

Skills: Bluff +9, Craft (visual art) +7, Diplomacy +9, Drive +7, Gamble +7, Knowledge (art) +9, Knowledge (current events) +9, Knowledge (popular culture) +11, Perform (keyboards) +9, Pilot +7, Profession +4, Read/Write English, Read/Write German, Ride +4, Speak English, Speak German.

Feats: Educated (Knowledge [art] and Knowledge [popular culture]), Personal Firearms Proficiency, Renown, Simple Weapons Proficiency, Windfall.

Possessions: Pathfinder (.22 revolver), 30 rounds of .22 ammunition, various personal possessions.

High-Level Dilettante (Fast Ordinary 5/Charismatic Ordinary 5): CR 9; Medium-size human; HD 5d8 plus 5d6; hp 40; Mas 10; Init +2; Spd 30 ft.; Defense 19, touch 19, flat-footed 17 (+2 Dex, +7 class); BAB +5; Grap +4; Atk +4 melee (1d3–1 nonlethal, unarmed strike); Full Atk +4 melee (1d3–1 nonlethal, unarmed strike), or +7 ranged (2d4, Walther PPK); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +4, Ref +8, Will +3; AP 0; Rep +8; Str 8, Dex 14, Con 10, Int 14, Wis 12, Cha 16.

Occupation: Dilettante (bonus class skill: Gamble).

Skills: Bluff +11, Craft (visual art) +10, Diplomacy +11, Drive +9, Gamble +9, Knowledge (art) +12, Knowledge (business) +6, Knowledge (current events) +12, Knowledge (popular culture) +14, Perform (keyboards) +11, Pilot +9, Profession +8 Read/Write English, Read/Write German, Ride +6, Speak English, Speak German.

Feats: Educated (Knowledge [art] and Knowledge [popular culture]), Personal Firearms Proficiency, Point Blank Shot, Renown, Simple Weapons Proficiency, Windfall.

Possessions: Walther PPK (.32 autoloader), 50 rounds of .32 ammunition, various personal possessions.

Tough/Smart Ordinary

Sample characters of this archetype include terrorists, black market dealers, and government field scientists. The statistics given below are for a typical terrorist; the GM may adapt these statistics for other character types or professions by changing the occupation, reallocating skill points, and swapping feats as needed.

Low-Level Terrorist (Tough Ordinary 1/Smart Ordinary 1): CR 1; Medium-size human; HD 1d10+2 plus 1d6+2; hp 13; Mas 14; Init +1; Spd 30 ft.; Defense 14, touch 12, flat-footed 13 (+1 Dex, +1 class, +2 light undercover shirt); BAB +0; Grap +1; Atk +1 melee (1d3+1 nonlethal, unarmed strike), or +1 melee (1d4+1, pistol whip); Full Atk +1 melee (1d3+1 nonlethal, unarmed strike), or +1 melee (1d4+1, pistol whip), or +1 ranged (2d6, MAC Ingram M10); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +3, Ref +1, Will +1; AP 0; Rep +1; Str 12, Dex 13, Con 14, Int 15, Wis 10, Cha 8.

Occupation: Military (bonus class skills: Navigate, Pilot).

Skills: Computer Use +4, Craft (chemical) +6, Craft (electronic) +6, Craft (mechanical) +6, Craft (structural) +4, Demolitions +6, Drive +2, Forgery +6, Knowledge (current events) +6, Knowledge (tactics) +4, Knowledge (technology) +6, Knowledge (theology and philosophy) +4, Navigate +4, Pilot +3, Profession +2, Read/Write English, Read/Write Language (any two), Repair +4, Research +4, Search +4, Speak English, Speak Language (any two).

Feats: Armor Proficiency (light), Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Possessions: Light undercover shirt, MAC Ingram M10 (.45 machine pistol), 50 rounds of .45 ammunition, various gear and personal possessions.

Mid-Level Terrorist (Tough Ordinary 3/Smart Ordinary 3): CR 5; Medium-size human; HD 3d10+6 plus 3d6+6; hp 39; Mas 15; Init +1; Spd 30 ft.; Defense 16, touch 14, flat-footed 15 (+1 Dex, +3 class, +2 light undercover shirt); BAB +3; Grap +4; Atk +4 melee (1d3+1 nonlethal, unarmed strike), or +4 melee (1d4+1, pistol whip); Full Atk +4 melee (1d3+1 nonlethal, unarmed strike), or +4 melee (1d4+1, pistol whip), or +4 ranged (2d6, MAC Ingram M10); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +5, Ref +3, Will +3; AP 0; Rep +2; Str 12, Dex 13, Con 15, Int 15, Wis 10, Cha 8.

Occupation: Military (bonus class skills: Navigate, Pilot).

Skills: Bluff +3, Computer Use +5, Craft (chemical) +7, Craft (electronic) +7, Craft (mechanical) +7, Craft (structural) +7, Demolitions +6, Disguise +3, Drive +4, Forgery +6, Gather Information +1, Intimidate +3, Knowledge (current events) +6, Knowledge (tactics) +5, Knowledge (technology) +6, Knowledge (theology and philosophy) +4, Navigate +4, Pilot +4, Profession +4, Read/Write English, Read/Write Language (any three), Repair +4, Research +5, Search +4, Speak English, Speak Language (any three).

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Deceptive, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Possessions: Light undercover shirt, MAC Ingram M10 (.45 machine pistol), 50 rounds of .45 ammunition, various gear and personal possessions.

High-Level Terrorist (Tough Ordinary 5/Smart Ordinary 5): CR 9; Medium-size human; HD 5d10+10 plus 5d6+10; hp 65; Mas 15; Init +2; Spd 30 ft.; Defense 19, touch 17, flat-footed 17 (+2 Dex, +5 class, +2 light undercover shirt); BAB +5; Grap +6; Atk +6 melee (1d3+1 nonlethal, unarmed strike), or +6 melee (1d4+1, pistol whip); Full Atk +6 melee (1d3+1 nonlethal, unarmed strike), or +6 melee (1d4+1, pistol whip), or +7 ranged (2d6, MAC Ingram M10 or Uzi); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +6, Ref +4, Will +4; AP 0; Rep +6; Str 12, Dex 14, Con 15, Int 15, Wis 10, Cha 8.

Occupation: Military (bonus class skills: Navigate, Pilot).

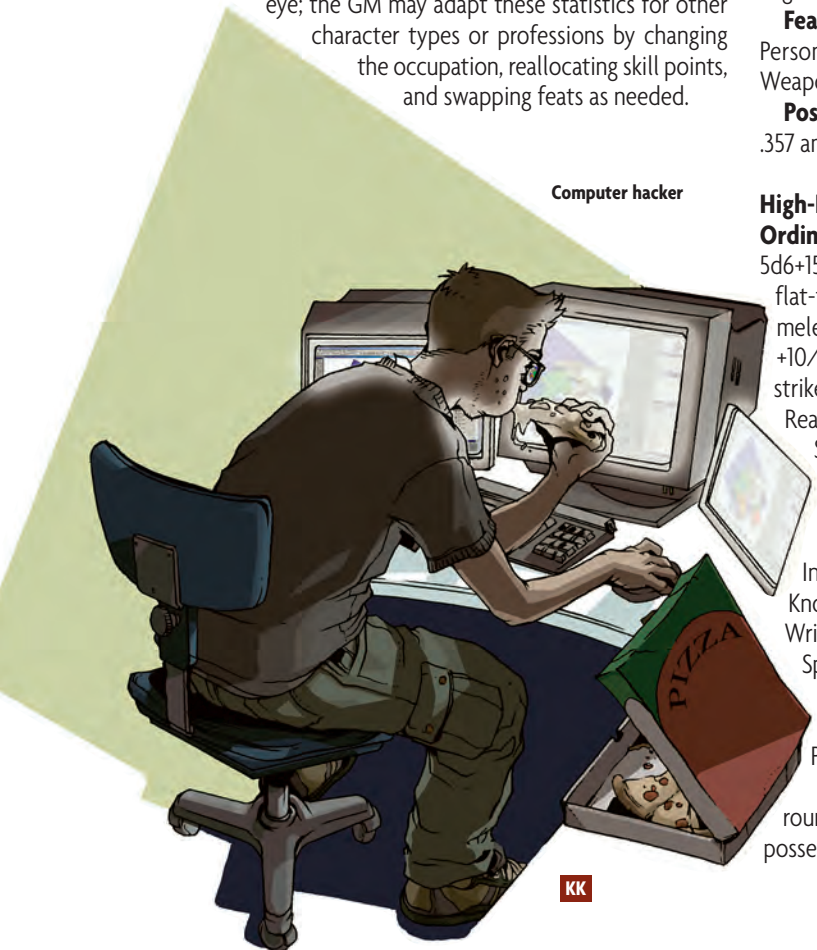
Skills: Bluff +4, Computer Use +5, Craft (chemical) +9, Craft (electronic) +9, Craft (mechanical) +9, Craft (structural) +9, Demolitions +7, Disguise +4, Drive +7, Forgery +6, Gather Information +4, Intimidate +6, Knowledge (current events) +6, Knowledge (tactics) +5, Knowledge (technology) +6, Knowledge (theology and philosophy) +5, Navigate +5, Pilot +8, Profession +6, Read/Write English, Read/Write Language (any three), Repair +5, Research +6, Search +5, Speak English, Speak Language (any three).

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Deceptive, Personal Firearms Proficiency, Point Blank Shot, Renown, Simple Weapons Proficiency.

Possessions: Light undercover shirt, MAC Ingram M10 (.45 machine pistol), 50 rounds of .45 ammunition, Uzi (9mm submachine gun), 50 rounds of 9mm ammunition, various gear and personal possessions.

Tough/Dedicated Ordinary

Sample characters of this archetype include private eyes, mob enforcers, militia recruits, forest rangers, activists, and cultists. The statistics given below are for a typical private eye; the GM may adapt these statistics for other character types or professions by changing the occupation, reallocating skill points, and swapping feats as needed.



Computer hacker

Low-Level Private Eye (Tough Ordinary 1/Dedicated Ordinary 1): CR 1; Medium-size human; HD 1d10+2 plus 1d6+2; hp 13; Mas 15; Init –1; Spd 30 ft.; Defense 11, touch 11, flat-footed 11 (–1 Dex, +2 class); BAB +0; Grap +1; Atk +2 melee (1d6+1 nonlethal, unarmed strike); Full Atk +2 melee (1d6+1 nonlethal, unarmed strike), or +0 ranged (2d6, Colt Python); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +4, Ref –1, Will +3; AP 0; Rep +1; Str 13, Dex 8, Con 15, Int 10, Wis 14, Cha 12.

Occupation: Investigative (bonus class skills: Gather Information, Research).

Skills: Drive +1, Gather Information +3, Intimidate +2, Investigate +6, Knowledge (behavioral sciences) +2, Knowledge (streetwise) +2, Listen +4, Profession +4, Read/Write English, Research +2, Sense Motive +6, Speak English, Spot +4.

Feats: Attentive, Brawl, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Colt Python (.357 autoloader), 50 rounds of .357 ammunition, various gear and personal possessions.

Mid-Level Private Eye (Tough Ordinary 3/Dedicated Ordinary 3): CR 5; Medium-size human; HD 3d10+9 plus 3d6+9; hp 45; Mas 19; Init –1; Spd 30 ft.; Defense 13, touch 13, flat-footed 13 (–1 Dex, +4 class); BAB +4; Grap +5; Atk +5 melee (1d6+1 nonlethal, unarmed strike); Full Atk +5 melee (1d6+1 nonlethal, unarmed strike), or +4 ranged (2d6, Colt Python); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +7, Ref +2, Will +5; AP 0; Rep +2; Str 13, Dex 8, Con 16, Int 10, Wis 14, Cha 12.

Occupation: Investigative (bonus class skills: Gather Information, Research).

Skills: Drive +3, Gather Information +4, Intimidate +3, Investigate +7, Knowledge (behavioral sciences) +2, Knowledge (streetwise) +3, Listen +4, Profession +4, Read/Write English, Research +3, Sense Motive +7, Speak English, Spot +4.

Feats: Attentive, Brawl, Improved Damage Threshold, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Possessions: Colt Python (.357 autoloader), 50 rounds of .357 ammunition, various gear and personal possessions.

High-Level Private Eye (Tough Ordinary 5/Dedicated Ordinary 5): CR 9; Medium-size human; HD 5d10+15 plus 5d6+15; hp 75; Mas 19; Init –1; Spd 30 ft.; Defense 15, touch 15, flat-footed 15 (–1 Dex, +6 class); BAB +6; Grap +8; Atk +10 melee (1d8+2 nonlethal, improved unarmed strike); Full Atk +10/+5 melee melee (1d8+2 nonlethal, improved unarmed strike), or +6/+1 ranged (2d6, Colt Python); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +9, Ref +1, Will +6; AP 0; Rep +3; Str 14, Dex 8, Con 16, Int 10, Wis 14, Cha 12.

Occupation: Investigative (bonus class skills: Gather Information, Research).

Skills: Drive +4, Gather Information +5, Intimidate +5, Investigate +8, Knowledge (behavioral sciences) +2, Knowledge (streetwise) +3, Listen +5, Profession +4, Read/Write English, Research +3, Sense Motive +8, Speak English, Spot +5.

Feats: Attentive, Brawl, Improved Brawl, Improved Damage Threshold, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Possessions: Colt Python (.357 autoloader), 50 rounds of .357 ammunition, various gear and personal possessions.



Tough/Charismatic Ordinary

Sample characters of this archetype include drug dealers, crime bosses, and undercover cops. The statistics below are for a typical drug dealer; the GM may adapt these for other character types or professions by changing the occupation, reallocating skill points, and swapping feats as needed.

Low-Level Drug Dealer (Tough Ordinary 1/Charismatic Ordinary 1): CR 1; Medium-size human; HD 1d10+2 plus 1d6+2; hp 13; Mas 15; Init +1; Spd 30 ft.; Defense 14, touch 12, flat-footed 13 (+1 Dex, +1 class, +2 light undercover shirt); BAB +0; Grap +1; Atk +1 melee (1d3+1 nonlethal, unarmed strike), or +1 melee (1d4+1/19–20, knife); Full Atk +1 melee (1d3+1 nonlethal, unarmed strike), or +1 melee (1d4+1/19–20, knife), or +1 ranged (2d6, Colt M1911); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +4, Ref +2, Will –1; AP 0; Rep +2; Str 12, Dex 13, Con 15, Int 10, Wis 8, Cha 14.

Occupation: Criminal (bonus class skills: Knowledge [streetwise], Sleight of Hand).

Skills: Bluff +4, Disguise +3, Gather Information +4, Intimidate +4, Knowledge (popular culture) +4, Knowledge (streetwise) +5, Read/Write English, Sleight of Hand +5, Speak English.

Feats: Double Tap, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Possessions: Light undercover shirt, Colt M1911 (9mm autoloader), 50 rounds of 9mm ammunition, knife, various personal possessions.

Mid-Level Drug Dealer (Tough Ordinary 3/Charismatic Ordinary 3): CR 5; Medium-size human; HD 3d10+6 plus 3d6+6; hp 39; Mas 15; Init +1; Spd 30 ft.; Defense 16, touch 14, flat-footed 15 (+1 Dex, +3 class, +2 light undercover shirt); BAB +3; Grap +4; Atk +4 melee (1d3+1 nonlethal, unarmed strike), or +4 melee (1d4+1/19–20, knife); Full Atk +4 melee (1d3+1 nonlethal, unarmed strike), or +4 melee (1d4+1/19–20, knife), or +4 ranged (2d6, Colt M1911); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +6, Ref +4, Will +1; AP 0; Rep +3; Str 12, Dex 13, Con 15, Int 10, Wis 8, Cha 15.

Occupation: Criminal (bonus class skills: Knowledge [streetwise], Sleight of Hand).

Skills: Bluff +6, Disguise +4, Gather Information +6, Intimidate +5, Knowledge (popular culture) +5, Knowledge (streetwise) +7, Read/Write English, Sleight of Hand +6, Speak English.

Feats: Dodge, Double Tap, Mobility, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Possessions: Light undercover shirt, Colt M1911 (9mm autoloader), 50 rounds of 9mm ammunition, knife, various personal possessions.

High-Level Drug Dealer (Tough Ordinary 5/Charismatic Ordinary 5): CR 9; Medium-size human; HD 5d10+10 plus 5d6+10; hp 65; Mas 15; Init +1; Spd 30 ft.; Defense 19, touch 17, flat-footed 17 (+2 Dex, +5 class, +2 light undercover shirt); BAB +5; Grap +6; Atk +6 melee (1d3+1 nonlethal, unarmed strike), or +6 melee (1d4+1/19–20, knife); Full Atk +6 melee (1d3+1 nonlethal, unarmed strike), or +6 melee (1d4+1/19–20, knife), or +7 ranged (2d6, Colt M1911); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +8, Ref +6, Will +1; AP 0; Rep +1; Str 12, Dex 14, Con 15, Int 10, Wis 8, Cha 15.

Occupation: Criminal (bonus class skills: Knowledge [streetwise], Sleight of Hand).

Skills: Bluff +8, Disguise +4, Gather Information +8, Intimidate +8, Knowledge (popular culture) +6, Knowledge (streetwise) +8, Read/Write English, Sleight of Hand +7, Speak English.

Feats: Dodge, Double Tap, Low Profile, Mobility, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Possessions: Light undercover shirt, Colt M1911 (9mm autoloader), 50 rounds of 9mm ammunition, various personal possessions.

Smart/Dedicated Ordinary

Sample characters of this archetype include crime lab technicians, doctors, paramedics, journalists, forensics experts, scientists, academics, antiquarians, entrepreneurs, computer hackers, and stockbrokers. The statistics given below are for a typical crime lab technician; the GM may adapt these statistics for other character types or professions by changing the occupation, reallocating skill points, and swapping feats as needed.

Low-Level Crime Lab Technician (Smart Ordinary 1/Dedicated Ordinary 1): CR 1; Medium-size human; HD 1d6 plus 1d6; hp 7; Mas 10; Init +1; Spd 30 ft.; Defense 12, touch 12, flat-footed 11 (+1 Dex, +1 class); BAB +0; Grap –1; Atk –1 melee (1d3–1 nonlethal, unarmed strike); Full Atk –1 melee (1d3–1 nonlethal, unarmed strike), or +1 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +1, Ref +1, Will +4; AP 0; Rep +2; Str 8, Dex 13, Con 10, Int 15, Wis 14, Cha 12.

Occupation: Technician (bonus class skills: Craft [chemical], Knowledge [earth and life sciences], Research).

Skills: Computer Use +6, Craft (chemical) +7, Craft (electronic) +6, Craft (pharmaceutical) +9, Investigate +7, Knowledge (earth and life sciences) +10, Knowledge (physical sciences) +9, Knowledge (technology) +6, Profession +7, Read/Write English, Read/Write Language (any two), Research +7, Search +6, Speak English, Speak Language (any two), Treat Injury +6.

Feats: Educated (Knowledge [earth and life sciences] and Knowledge [physical sciences]), Medical Expert, Simple Weapons Proficiency.

Possessions: Various equipment and personal possessions.

Mid-Level Crime Lab Technician (Smart Ordinary 3/Dedicated Ordinary 3): CR 5; Medium-size human; HD 3d6 plus 3d6; hp 21; Mas 10; Init +1; Spd 30 ft.; Defense 14, touch 14, flat-footed 13 (+1 Dex, +3 class); BAB +3; Grap +2; Atk +2 melee (1d3–1 nonlethal, unarmed strike); Full Atk +2 melee (1d3–1 nonlethal, unarmed strike), or +4 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +3, Ref +3, Will +6; AP 0; Rep +2; Str 8, Dex 13, Con 10, Int 15, Wis 15, Cha 12.

Occupation: Technician (bonus class skills: Craft [chemical], Knowledge [earth and life sciences], Research).

Skills: Computer Use +8, Craft (chemical) +10, Craft (electronic) +6, Craft (pharmaceutical) +11, Decipher Script +6, Investigate +10, Knowledge (earth and life sciences) +10, Knowledge (physical sciences) +9, Knowledge (technology) +7, Profession +8, Read/Write English, Read/Write Language

(any two), Research +13, Search +6, Speak English, Speak Language (any two), Treat Injury +6.

Feats: Educated (Knowledge [earth and life sciences] and Knowledge [physical sciences]), Medical Expert, Personal Firearms Proficiency, Simple Weapons Proficiency, Studious.

Possessions: Various equipment and personal possessions.

High-Level Crime Lab Technician (Smart Ordinary 5/Dedicated Ordinary 5): CR 9; Medium-size human; HD 5d6 plus 5d6; hp 35; Mas 10; Init +1; Spd 30 ft.; Defense 16, touch 16, flat-footed 15 (+1 Dex, +5 class); BAB +5; Grap +4; Atk +4 melee (1d3–1 nonlethal, unarmed strike); Full Atk +4 melee (1d3–1 nonlethal, unarmed strike), or +6 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +4, Ref +5, Will +8; AP 0; Rep +4; Str 8, Dex 13, Con 10, Int 16, Wis 15, Cha 12.

Occupation: Technician (bonus class skills: Craft [chemical], Knowledge [earth and life sciences], Research).

Skills: Computer Use +13, Craft (chemical) +15, Craft (electronic) +10, Craft (pharmaceutical) +16, Decipher Script +9, Investigate +15, Knowledge (earth and life sciences) +14, Knowledge (physical sciences) +13, Knowledge (technology) +9, Profession +11, Read/Write English, Read/Write Language (any two), Research +16, Search +10, Speak English, Speak Language (any two), Treat Injury +8.

Feats: Educated (Knowledge [earth and life sciences] and Knowledge [physical sciences]), Lightning Reflexes, Medical Expert, Personal Firearms Proficiency, Simple Weapons Proficiency, Studious.

Possessions: Various equipment and personal possessions.

Smart/Charismatic Ordinary

Sample characters of this archetype include politicians, executives, lawyers, managers, teachers, and nightclub owners. The statistics given below are for a typical politician; the GM may adapt these statistics for other character types or professions by changing the occupation, reallocating skill points, and swapping feats as needed.

Low-Level Politician (Smart Ordinary 1/Charismatic Ordinary 1): CR 1; Medium-size human; HD 1d6 plus 1d6; hp 7; Mas 10; Init +1; Spd 30 ft.; Defense 11, touch 11, flat-footed 10 (+1 Dex, +0 class); BAB +0; Grap –1; Atk –1 melee (1d3–1 nonlethal, unarmed strike); Full Atk –1 melee (1d3–1 nonlethal, unarmed strike), or +1 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +1, Ref +2, Will +2; AP 0; Rep +3; Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 15.

Occupation: White collar (bonus class skills: Diplomacy, Knowledge [civics]).

Skills: Bluff +6, Computer Use +6, Craft (writing) +6, Diplomacy +7, Investigate +6, Knowledge (business) +8, Knowledge (civics) +10, Knowledge (current events) +6, Knowledge (history) +6, Knowledge (popular culture) +6, Knowledge (theology and philosophy) +6, Profession +5, Read/Write English, Read/Write Language (any two), Research +6, Speak English, Speak Language (any two).

Feats: Educated (Knowledge [business] and Knowledge [civics]), Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Various personal possessions.

Mid-Level Politician (Smart Ordinary 3/Charismatic Ordinary 3): CR 5; Medium-size human; HD 3d6 plus 3d6; hp 21; Mas 10; Init +1; Spd 30 ft.; Defense 13, touch 13, flat-footed 12 (+1 Dex, +2 class); BAB +2; Grap +1; Atk +1 melee (1d3–1 nonlethal, unarmed strike); Full Atk +1 melee (1d3–1 nonlethal, unarmed strike), or +3 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +3, Ref +4, Will +4; AP 0; Rep +6; Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 16.

Occupation: White collar (bonus class skills: Diplomacy, Knowledge [civics]).

Skills: Bluff +9, Computer Use +8, Craft (writing) +8, Diplomacy +14, Gather Information +9, Intimidate +5, Investigate +8, Knowledge (business) +10, Knowledge (civics) +14, Knowledge (current events) +10, Knowledge (history) +9, Knowledge (popular culture) +9, Knowledge (theology and philosophy) +8, Profession +9, Read/Write English, Read/Write Language (any two), Research +6, Speak English, Speak Language (any two).

Feats: Educated (Knowledge [business] and Knowledge [civics]), Personal Firearms Proficiency, Renown, Simple Weapons Proficiency, Trustworthy.

Possessions: Various personal possessions.

High-Level Politician (Smart Ordinary 5/Charismatic Ordinary 5): CR 9; Medium-size human; HD 5d6 plus 5d6; hp 35; Mas 10; Init +1; Spd 30 ft.; Defense 15, touch 15, flat-footed 14 (+1 Dex, +4 class); BAB +4; Grap +3; Atk +3 melee (1d3–1 nonlethal, unarmed strike); Full Atk +3 melee (1d3–1 nonlethal, unarmed strike), or +5 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +4, Ref +5, Will +5; AP 0; Rep +8; Str 8, Dex 12, Con 10, Int 15, Wis 13, Cha 16.

Occupation: White collar (bonus class skills: Diplomacy, Knowledge [civics]).

Skills: Bluff +11, Computer Use +8, Craft (writing) +10, Diplomacy +18, Gather Information +11, Intimidate +7, Investigate +10, Knowledge (business) +14, Knowledge (civics) +16, Knowledge (current events) +14, Knowledge (history) +13, Knowledge (popular culture) +13, Knowledge (theology and philosophy) +10, Profession +14, Read/Write English, Read/Write Language (any two), Research +8, Speak English, Speak Language (any two).

Feats: Educated (Knowledge [business] and Knowledge [civics]), Personal Firearms Proficiency, Renown, Simple Weapons Proficiency, Trustworthy, Windfall.

Possessions: Various personal possessions.

Dedicated/Charismatic Ordinary

Sample characters of this archetype include reporters, musicians, photographers, dancers, priests, gamblers, salespeople, artists, evangelists, and disk jockeys. The statistics given below are for a typical reporter; the GM may adapt these statistics for other character types or professions by changing the occupation, reallocating skill points, and swapping feats as needed.

Low-Level Reporter (Dedicated Ordinary 1/Charismatic Ordinary 1): CR 1; Medium-size human; HD 1d6 plus 1d6; hp 7; Mas 10; Init +1; Spd 30 ft.; Defense 12, touch 12, flat-footed 11 (+1 Dex, +1 class); BAB +0; Grap –1; Atk –1 melee (1d3–1 nonlethal, unarmed strike), or –1 melee (1d3 electric-



ity, stun gun); Full Atk –1 melee (1d3–1 nonlethal, unarmed strike), or –1 melee (1d3 electricity, stun gun), or +1 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +2, Ref +2, Will +3; AP 0; Rep +3; Str 8, Dex 12, Con 10, Int 13, Wis 14, Cha 15.

Occupation: Investigative (bonus class skills: Investigate, Research).

Skills: Bluff +4, Craft (writing) +3, Diplomacy +6, Gather Information +7, Investigate +6, Knowledge (civics) +3, Knowledge (current events) +3, Knowledge (history) +3, Knowledge (popular culture) +3, Knowledge (streetwise) +3, Listen +4, Profession +4, Read/Write English, Read/Write Spanish, Research +4, Sense Motive +6, Speak English, Speak Spanish, Spot +4.

Feats: Attentive, Personal Firearms Proficiency, Simple Weapons Proficiency, Trustworthy.

Possessions: Stun gun, various gear and personal possessions.

Mid-Level Reporter (Dedicated Ordinary 3/Charismatic Ordinary 3): CR 5; Medium-size human; HD 3d6 plus 3d6; hp 21; Mas 10; Init +1; Spd 30 ft.; Defense 14, touch 14, flat-footed 13 (+1 Dex, +3 class); BAB +3; Grap +2; Atk +2 melee (1d3–1 nonlethal, unarmed strike), or +2 melee (1d3 electricity, stun gun); Full Atk +2 melee (1d3–1 nonlethal, unarmed strike), or +2 melee (1d3 electricity, stun gun), or +4 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +4, Ref +4, Will +5; AP 0; Rep +3; Str 8, Dex 12, Con 10, Int 13, Wis 14, Cha 16.

Occupation: Investigative (bonus class skills: Investigate, Research).

Skills: Bluff +7, Craft (writing) +5, Diplomacy +9, Gather Information +10, Investigate +8, Knowledge (civics) +4, Knowledge (current events) +6, Knowledge (history) +4, Knowledge (popular culture) +6, Knowledge (streetwise) +6, Listen +7, Profession +6, Read/Write English, Read/Write Spanish, Research +6, Sense Motive +7, Speak English, Speak Spanish, Spot +7.

Feats: Alertness, Attentive, Dodge, Personal Firearms Proficiency, Simple Weapons Proficiency, Trustworthy.

Possessions: Stun gun, various gear and personal possessions.

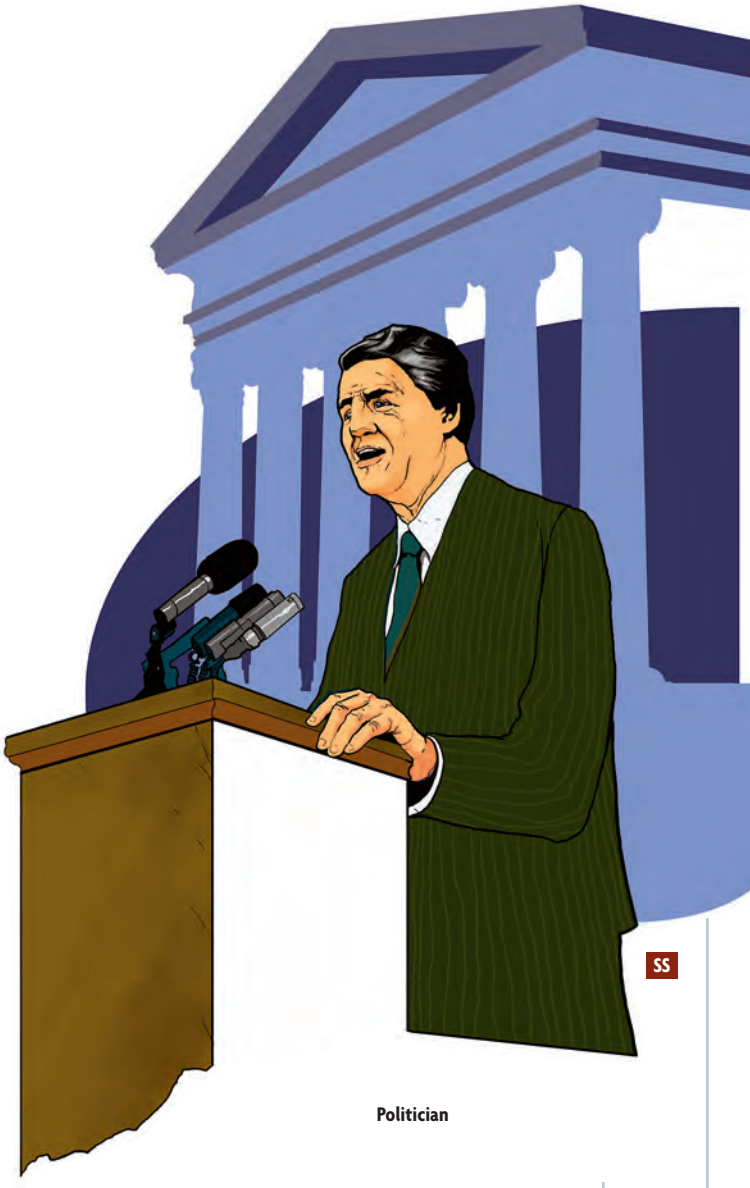
High-Level Reporter (Dedicated Ordinary 5/Charismatic Ordinary 5): CR 9; Medium-size human; HD 5d6 plus 5d6; hp 35; Mas 10; Init +1; Spd 30 ft.; Defense 16, touch 16, flat-footed 15 (+1 Dex, +5 class); BAB +5; Grap +4; Atk +4 melee (1d3–1 nonlethal, unarmed strike), or +4 melee (1d3 electricity, stun gun); Full Atk +4 melee (1d3–1 nonlethal, unarmed strike), or +4 melee (1d3 electricity, stun gun), or +6 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +6, Ref +5, Will +6; AP 0; Rep +8; Str 8, Dex 12, Con 10, Int 13, Wis 15, Cha 16.

Occupation: Investigative (bonus class skills: Investigate, Research).

Skills: Bluff +9, Craft (writing) +7, Diplomacy +11, Gather Information +12, Investigate +14, Knowledge (civics) +4, Knowledge (current events) +8, Knowledge (history) +5, Knowledge (popular culture) +8, Knowledge (streetwise) +7, Listen +8, Profession +9, Read/Write English, Read/Write Spanish, Research +8, Sense Motive +8, Speak English, Speak Spanish, Spot +8.

Feats: Alertness, Attentive, Dodge, Personal Firearms Proficiency, Renown, Simple Weapons Proficiency, Trustworthy.

Possessions: Stun gun, various gear and personal possessions.



Politician

HEROIC GM CHARACTERS

Heroic allies and antagonists are built the same way as heroic player characters. Any of the ordinary characters in this chapter can be turned into a heroic supporting character by adjusting their statistics as follows.

Challenge Rating: A heroic supporting character has a Challenge Rating equal to his or her character level.

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

Action Points: Heroic supporting characters gain action points. However, few of them have the maximum number of action points for their level (because they will have spent some of them). Assume that a heroic supporting character has a number of action points remaining equal to one-half his class level. For example, a Fast hero 2/Dedicated hero 1 supporting character has 1 action point.

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

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

Chapter Nine
CAMPAIGN MODELS



Stephanie, Roberta, and Lily battle a Shadow creature

The three campaign models in this chapter present the Gamemaster with optional settings for the *d20 Modern Roleplaying Game*. In each case, the model introduces a fantastic element of one sort or another to an otherwise contemporary action-adventure setting. Whether it's supernatural horror (as in the case of Shadow Chasers™), psionic powers (in Agents of PSI™), or contemporary fantasy (in Urban Arcana™), this chapter provides some possible frameworks for using FX abilities in your game.

The information that follows is intended for Gamemasters only. Players should go read another chapter. Now.



Shadow Chasers

Night falls and the world prepares to sleep. It will be a troubled sleep, however, as increasingly terrifying nightmares torment people throughout the world. It's been this way for the past few months, since The Event. That's how Russell Whitfield thinks of it. Capital "T," capital "E."

Is that when it started? Maybe, maybe not. But that's sure as hell when Russell became aware of the things—the monsters. There, he used the word. Monsters. He's seen them, fought them, killed them. And, as soon as Roberta arrived, he was going to fight them again.

He looked across the street at the warehouse, but his eyes kept glancing toward the dark pools of night that stretched between the widely spaced and woefully dim streetlights. Something lurked in those shadows, and it was mean and hungry. He could feel it, watching him, anxious, but not too anxious. He had to give the monsters that much; they weren't stupid. At least, some of them weren't.

Even as he tried to peer through the darkness, he registered Roberta's almost-silent approach. One minute he was alone (except for maybe the thing in the shadows) and the next she was beside him. He didn't glance her way, but he welcomed her arrival just the same.

"Roberta," he said in a deep, quiet voice. "Thanks for coming."

"Russell," she replied, her own voice smoky, with a hint of mischief. She enjoyed these hunts, and it showed. "Wouldn't miss it. You know—"

"Yup, I know," he said, not letting her finish. Why waste words? "Over there, between the second and third streetlights."

Roberta smiled, sliding her shotgun out of a tote bag. "Ready to chase some shadows?"

Across the street, a twisted shape slipped out of the darkness and moved toward them. Then a second one. Then a third. From their slow, shambling gait and the torn business suits revealed by the faint spill of streetlight, Russell pegged them for some kind of zombies. He drew his sword, its rune-encrusted edge pulsating with a cool inner light. It practically hummed in his powerful hands.

"Chase them?" Russell said, moving to meet the zombies in the middle of the street. "Damn, I'm ready to slice and dice and send them back to hell."

Summary

Heroes kick ass on supernatural horrors that invade the modern world.

Campaign in Brief

Shadow Chasers is one specific take on modern fantasy. The campaign focuses on heroic horror in the tradition of *Resident Evil, Special Unit 2, Alone in the Dark, Angel*, and *Buffy the Vampire Slayer*. In this campaign, supernatural monsters prowl the modern world. Heroes, sometimes called Shadow Chasers, fight these monsters and offer some small measure of hope in the face of overwhelming horror.

In this setting, the monsters of a million horror stories prowl the streets of our world. They stalk the fog-shrouded night beneath a moon swollen full and hanging ominously above an unsuspecting city. Shadow, the dark realm that disgorges monsters into our reality, obscures their horrific nature. Its properties work in conjunction with the natural defenses of the human mind to shield the fragile psyche of humanity from a reality that could shatter it. The heroes emerge with at least a partial awareness of the truth of the invasion, but this knowledge kills as often as it saves.

The Shadow Chasers have the skills, abilities, and knowledge necessary to oppose the supernatural menaces. They help defend the world against the denizens of Shadow, fighting each incursion they encounter with whatever means is available to them. The heroes take on this daunting, deadly challenge because somebody has to, because they are at least peripherally aware of the intrusion, and, often, because they are called to their mission by a higher authority or a feeling of destiny. Vampires, werewolves, ghosts, and goblins feast on the citizens of our world. It's up to the Shadow Chasers to stop them.

The truth remains hidden from the world at large, though. Most people can't fathom the Things of Darkness, and so they either can't or won't see them for what they really are. This veil of self-deception and delusion keeps the majority of the world functioning despite the horrors around us. Those who can see through the shadows, however, often find ridicule, scorn, and even madness on the other side. There's danger as well in knowing the true nature of the world, for being able to see the monsters usually means that the monsters can see you.

The Role of the Heroes

The heroes in this setting are Shadow Chasers, otherwise normal people who have become aware of the intrusion of Shadow. This knowledge leads some to madness and despair, but our heroes are made of sterner stuff. They take up the challenge and decide to fight the denizens of Shadow—either out of a sense of duty and responsibility, or to ensure their own survival.

In this setting, the modern world collides with a world of supernatural horror populated by nightmarish monsters, low-level magic, and the rare magic item. For the most part, the heroes must depend on the technology of our world and each other, although research can put some amount of magic into the heroes' hands.

In addition to the basic classes and the advanced classes, two additional advanced classes are available in this setting: the Shadow Slayer and the Occultist.

The heroes might belong to a private institution or government agency, to an ancient order of Shadow Chasers, or they might be on their own, with only each other to turn to when the monsters appear.

The monsters are here. Perhaps they've always been here, but for some reason they have become more active in recent days. Since most of the world won't or can't acknowledge the existence of the Shadow creatures, it falls to the heroes to fight the good fight and protect the innocent from the terrors of the night. It might take a few

adventures for the heroes to come to grips with the true nature of the world once they achieve an awareness of the dark reality around them, but eventually they must take up the charge or the monsters—and madness—will devour them.

Who Are the Shadow Chasers? The Shadow Chasers are heroes who know and understand that monsters exist, and they have the skills and abilities necessary to combat these supernatural menaces.

What Do the Shadow Chasers Do? They help defend the world against the denizens of Shadow, fighting each incursion they come across with whatever weapons and magic they can muster.

Where Do the Shadow Chasers Operate? Wherever you want them to. The denizens of Shadow threaten the whole world. Your Shadow Chasers can operate in a single town or city, or they can roam the world looking for monsters to destroy.

d20 Modern Rules in Shadow Chasers

This campaign adds three FX features to an otherwise contemporary setting: Supernatural monsters, a small amount of arcane magic, and a few judiciously provided magic items.

Feel free to use any monsters from Chapter Eight: Friends and Foes, although those with supernatural trappings work best. This is a campaign of heroic horror, where the heroes fight toe-to-toe with the things of nightmares. So things like displacer beasts, fiends, flesh golems, gargoyles, invisible stalkers, monstrous spiders, mummies, skeletons, vampires, werewolves, and zombies fit the campaign best. If you are so inclined, feel free to draw other monsters out of the Dungeons & Dragons® *Monster Manual* or similar tomes. In such a case, remember that the Challenge Rating listed for a particular creature may actually be higher when pitted against Shadow Chasers heroes. This is because heroes in this campaign don't have access to high-powered spells or magic items. You should consider giving some monsters weaknesses that the heroes can discover and exploit to make up for their lack of magic. See Chapter Eight: Friends and Foes for more information.

The Shadow Slayer and Occultist advanced classes have limited access to magic or spell-like effects. Allow the Occultist to find some magic through research and over the course of some adventures, but arcane magic should remain a risky venture and rare occurrence. The same holds true for magic items. As GM, you need to provide some measure of help for the heroes, but this campaign is about horror. The heroes should have some of the tools they need, but not all of them. Be stingy, and make the discovery of magic items the point of many adventures. In any case, such treasure should require work and sacrifice, and discoveries should be few and far between.

When Does a Shadow Chasers Campaign Take Place? In the here and now. Shadow Chasers fight monsters in the modern world.

Why Do the Shadow Chasers Fight Monsters? Because somebody has to, and because they know what's going on (or at least they know more than the average person). And, usually, a Shadow Chaser is called to his or her mission by some higher authority or feeling of destiny. At least, once the awareness comes upon them it sure feels that way.

Campaign Traits

Shadow Chasers is heroic horror with a cinematic edge. The horror, in the form of monsters and supernatural situations, must be intense and potentially overwhelming. Unlike a straight horror campaign, however, the heroes have the ability to fight against the monsters and, with luck and perseverance, win.

Background

The monsters have always been with us, stepping out of their nightmarish dimension to emerge from the shadows of our world. They gave rise to our most terrible legends and our worst nightmares. In some ages, the monsters were extremely active, bold in their ferocity and plentiful in number. In other times, the connection between Shadow and our world was more tenuous, less solid and direct. Those were the days when the monsters were more discreet and their numbers were fewer.

No matter what the age, as the denizens of Shadow spread across the world, heroes arise to combat them. In every generation, a small number stand out due to circumstances and the bad luck of having been able to see the things of Shadow for what they really are. Of this number, those with the will and determination to make a difference, to fight back and live despite the encroaching madness, become the champions of the light. They go by many names, but we know them as the Shadow Chasers.

By the start of the new millennium, the name that had started out as a mock title had taken on a deeper, resonating meaning. Of course, the rest of the world considers these champions (when they notice them at all) to be eccentric, weird, or even certifiably insane. Many snicker behind their backs or laugh at them openly. "Stop chasing shadows," they say, "and get a real job." Few believe that the Shadows contain horrors that need to be chased—and staked, and shot, and hacked to pieces so they can't get back up and kill again.

The truth of the matter is, the heroes can't stop chasing the shadows. To do so would be to give up, to let the Things of Darkness go unchecked, and thus damn the world to a hell we can't even begin to imagine.

Today, Shadow is so close that it actually overlaps our world in many places. These are the bad places, the dead zones, where the monsters lair and hunt with wild abandon. Shadow, if compared to a tide, is high and coming in. Its dark waves wash a multitude of hungry, evil creatures onto our shores. It is a time of horror, a time of madness. For some, it might even be the beginning of the end of the world.

But not if the Shadow Chasers have anything to say about it.





Department-7 in Shadow Chasers

Unless the heroes have come together to fight the monsters of their own accord, they work for Department-7. If you want your campaign to have a hint of government conspiracy about it, then Department-7 is part of the FBI or other federal law enforcement agency. For something a bit more free-wheeling, Department-7 can be part of a private institution or corporation, ostensibly charged with investigating the mysteries of Shadow but practically it winds up hunting down the creatures of Shadow and killing them.

How is Department-7 connected to the Fellowship (see page 289)? The two might be related, secretly in league, or even in competition. The GM can decide this for his or her own campaign.

The World of Shadows

Shadow Chasers is set in a world that looks exactly like the real world we know and love. It consists of simple, everyday things that we tend to take for granted. We've grown up with them and expect them to be there whenever we want them. They make us comfortable and content.

Burgers. Cell phones. DVDs. A noise in the basement.

The world of Shadow Chasers mirrors our world. The political climate, the entertainment landscape, and even the physical geography matches almost exactly. The only differences are the ones the Gamemaster introduces to create a fictional persona of our world, and the eventual changes that occur due to the actions of the heroes.

The Internet. Flat-screen TVs. Pizza. A dark shape, wrong in every way, glimpsed from the corner of your eye.

Other differences begin to creep into the picture as you take a closer look at this fictionalized version of our world. For one thing, even the brightest days seem to have a gloom hanging over them, and the light is dimmer, less vibrant than the world we know. For another thing, the dark of night is deeper, more isolated than anything experienced in our world. The night as seen in the world of Shadow muffles all sounds, absorbs all light, and reverberates with strange, distant echoes of nightmare sounds that make the hair on your arms stand on end.

Notebook computers. Tacos. CDs. Sharp, rending claws that caress your flesh with ribbons of blood.

Finally, the major differences between the world of Shadow Chasers and the real world centers on the denizens of Shadow. In the world of Shadow Chasers, monsters lurk in the dark recesses. They prowl the night. They strike, instilling terror and fomenting an unidentifiable fear in everyone, everywhere. Supernatural horrors fill the night. Mythic creatures roam the silent countryside and nest beneath the city streets. Vampires, zombies, and werewolves—among a host of other terrible creatures of Shadow—hunt the innocent, the weak, and the frightened.

Inline skates. Microwave ovens. Displacer beasts tearing chunks of dripping meat from your still-struggling body as you succumb to a slow, painful death . . .

The Three Key Conceits

Three conceits form the basis of the Shadow Chasers campaign:

- Monsters exist in a world that otherwise mirrors our own;
- Shadow obscures and hides the true form of the monsters from the world at large;
- Heroes emerge to protect the world and fight the monsters.

Take the real world, mix in the above twists, and you've got a ready-to-populate campaign setting that's as familiar to Gamemasters and players as our own world, and as fantastic and terrifying as your own imaginations can make it. Here's a brief look at how these conceits work in the campaign.

Monsters Exist: Any of the creatures detailed in Chapter Eight: Friends and Foes can be a denizen of Shadow. From the more traditional monsters of horror such as the werewolf, vampire, and mummy, to less supernatural but no less monstrous creatures such as mind flayers, bugbears, and displacer beasts. Imagine any or all of these monsters set loose in a world that looks and feels much like our own. The chaos would be spectacular.

A gang of vile werewolves terrorizes a downtown neighborhood. A powerful vampire lord controls a crime syndicate that operates throughout the city. A fiend hunts those who visit an uptown park in the dead of night. These monstrous threats and more slip from Shadow to prey upon people all across the world.

Shadow Obscures: Though the monsters exist, few people can see them as they truly are—at least not until the final moments when the terror reaches a crescendo and the creature reveals itself to bask in its victim's dizzying fear before delivering the killing blow. The properties of Shadow work in conjunction with the natural defenses of the human mind to shield people from the horrible monsters that walk among them.

Three types of people occupy the world. The first type is blissfully ignorant of the nature of the threat that encroaches on us all. They can't see past the shadows. Their minds can't comprehend that creatures of darkness and evil can actually exist, and so they see what they expect to see: a large dog, a scurrying rat, a somewhat bulky and ugly bruiser in a business suit—never a hellhound or a dire rat or a troll. When they do register that something is unusual and otherworldly, these people dismiss it as a costume or a trick of the light or a momentary hallucination.

The second type can sometimes catch a glimpse of a denizen of Shadow in its true form. These glimpses occur at the corner of their eyes, or in the sweep of a headlight, or in the blink of an eye. They are partially aware of the reality of Shadow. These individuals sometimes go mad because of the fleeting visions they see. Others maintain a hold on their sanity, but secretly believe that monsters are real. They try to go about their lives as best they can, but they often leave a light burning as they attempt to slip into a peaceful sleep that can never truly be theirs.

The third type has no problem peering past the veil of Shadow. They see the monsters, and more often than not the monsters are also aware of them. Seers, parapsycholo-

gists, fortune-tellers, mystics, lunatics, and others attuned to Shadow emerge from this group. Finally, many of the heroes that arise to battle against the denizens of Shadow belong to this group of people who are fully aware of the reality of Shadow.

To add to the mystery and unbelief in monsters, Shadow reclaims its denizens when they die. When a monster is killed or destroyed, its remains quickly fade away, melting and evaporating like an ice cube on a hot sidewalk on a blistering summer day.

Heroes Emerge: For whatever reason—fate, divine intervention, genetics, an ancient curse, or even coincidence—some small subset of the human race is genetically predisposed to awareness of Shadow. These individuals fall into either of the two latter types of people in the world; they either possess partial or full awareness. What unites them, what makes them the same regardless of which category they belong to, is their desire to protect the world from the denizens of Shadow. Now, not all of these heroes are altruistic or even good in the traditional sense. They battle against the darkness for self-preservation, profit, or revenge as often as because it's the right thing to do.

The Shadow Chasers all go through a similar evolution. An event—some chance meeting with the things of Shadow—triggers the awareness in an individual. That individual is then motivated by hatred, revenge, or a genuine desire to represent the light, and so begins a crusade that lasts until that individual draws his or her last breath, for no one expects to defeat the denizens of Shadow. They can only hope to fight back and preserve the light for another hour, another day, or another year.

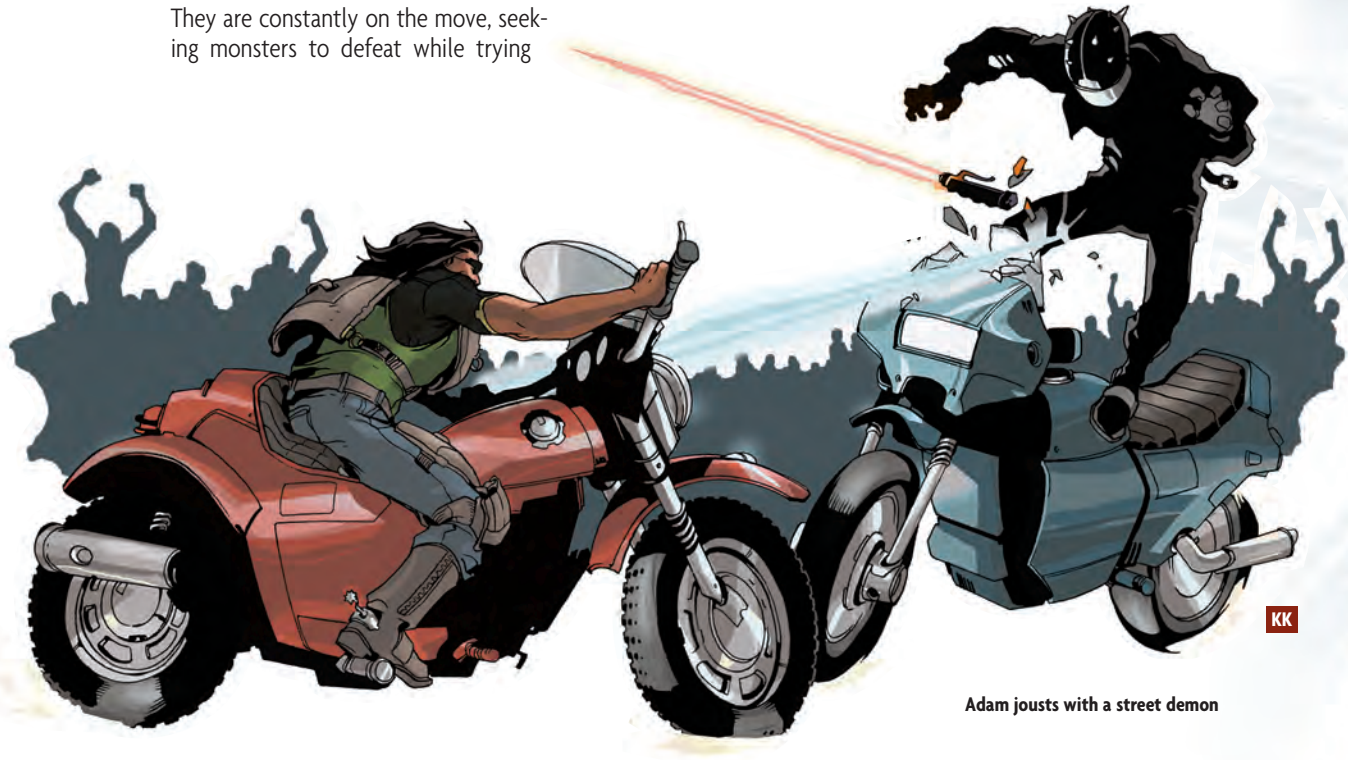
Eventually, the Shadow Chasers meet up with others like themselves. There is safety in numbers, as well as strength, and it makes sense to combine efforts in the unending war against the creatures of the night. But make no mistake, the Shadow Chasers are the hunted as often as the hunters. They are constantly on the move, seeking monsters to defeat while trying not to become the latest casualties in this unending war. The life of a Shadow Chaser isn't glamorous. Most people who have even the faintest hint of their existence consider them to be charlatans, con artists, or lunatics. They struggle on, however, never ready to go quietly into the night.

Other Shadow Chasers

While it may sometimes feel like your Shadow Chasers are alone against the darkness, there are others around the world who carry on the same fight. Like the members of your team, they have been called to rail against the denizens of Shadow, to defend the light, to protect the night. However, because Shadow is fluid and deceptive, different Shadow Chaser teams find it difficult to trust each other or work together, even if they belong to the same overarching organization—mostly because nothing is ever exactly the way it appears to be.

Even so, sometimes another Shadow Chaser seeks you out, either looking for information on a specific threat or to provide you with knowledge that might aid you in your struggles. Rarer still, a menace appears out of Shadow that's just too big for a single team to handle. Then Department-7 or some other organization intervenes to compel two or more Shadow Chaser teams to work together.

Not everyone who can see the things of Shadow for what they really are can be called Shadow Chasers. There are those who have become aware of the danger but aren't equipped or capable enough to take up arms against the monsters. These individuals, once discovered, can become the best friends a Shadow Chaser team can have. They provide information, whispering the word on the street to the Shadow Chasers, letting them know when something bad has invaded the neighborhood or taken up residence in the abandoned subway station. They see, but they aren't heroes.



Adam jousts with a street demon



They're clerks at all-night convenience stores or newspaper stands. They're homeless eccentrics and owners of small shops that sell the strangest items imaginable. Sometimes, they're patients at psychiatric hospitals who can stay lucid enough to answer a question or two or reveal the details of an apocalyptic dream whenever the Shadow Chasers come by to visit.

Finally, those who first experience the parting of the veil of obscurity are often drawn to the Shadow Chasers for guidance and confirmation that what they've seen is real. Some of these individuals might become Shadow Chasers in their own right, perhaps even joining a Chaser team, if they can accept the truth and find a way to come to grips with the mission that destiny has placed before them.

Resources

Shadow Chasers don't have a lot to rely on, even if they work for an overarching organization. Most of the world thinks they're crazy, and everyone they meet could be an enemy in disguise. When someone does take them and their mission seriously, it's usually an ally of Shadow or some private or government institute set on studying the phenomenon or shutting down the Shadow Chasers.

Even so, there are those who provide money and other resources to the Shadow Chasers when the need arises. Patrons who have their own score to settle with the denizens of Shadow, or clients willing to pay for the help the Shadow Chasers provide. Some Shadow Chasers try to live normal lives between encounters with monsters, holding down jobs to pay for food and lodging. Others travel the world, seeking out Shadow intrusions wherever they occur and living hand to mouth as best they can.

Even with a wealthy patron or a steady stream of income, typical Shadow Chaser teams don't have a lot of resources to fall back on. Sure, they've each got a weapon or two, and access to some lab or library or arcane workshop when an adventure takes them in that direction. But often a portion of an adventure revolves around the Shadow Chasers finding or borrowing or buying or making or stealing whatever it is they need to take the monster down.

And, when all else fails, the Shadow Chasers can ask the Fellowship for help, though most pray they never need that much aid in the first place.

The Fellowship

The Fellowship. It's a name that even the toughest Shadow Chaser barely whispers, for the rumors and legends say that it can be as dangerous to get on the good side of the Fellowship as it can be to get on its bad side. Maybe worse.

What is the Fellowship? To many Shadow Chasers, it's nothing more than a story, a tall tale to scare new Chasers with over beer and pretzels. A story, that is, until the Fellowship comes calling with a mission or a demand or an offer of help when you need it the most.

What is the Fellowship? It's an ancient, secret organization of Shadow Chasers. Some say the Fellowship was formed shortly after the dawn of civilization, when the first incursion of Shadow occurred. Others believe that it came into existence during the last incursion some 125 years ago. And there are those who, no matter how many times they encounter an agent of the Fellowship, believe that the whole organization is nothing more than a myth propagated by the government or perhaps some Shadow agency.

Whatever the truth (and it can be different in every campaign), the Fellowship sometimes gets involved in the lives of the Shadow Chasers. A mysterious contact might show up with pertinent information or a missing tome that contains the answer to the current situation. An unnamed Shadow Chaser might arrive, bearing the sigil of the Fellowship and offering weapons or cash or magic items as needed. All the Fellowship asks for in return is that, when the day comes, the Shadow Chasers take on a mission for the Fellowship. Some Shadow Chasers liken making a deal with the Fellowship to making a deal with the devil, but sometimes you don't have a choice when the monsters are smashing down the door.

Special Units and Private Investigators

Sometimes the heroes decide to belong to a team of specialists gathered specifically to combat the intrusion of Shadow. They might work for a branch of the government, the military, or a law enforcement agency, under the auspices of Department-7. They might be associated with a federal, state, or local agency. They might even be tied to a private corporation, a university, or a charitable organization. Regardless, the team consists of a mix of characters and careers needed to best confront the forces of Shadow.

The special unit works for Department-7. The unit sometimes receives missions from its superiors; other times it follows up its own leads to investigate possible Shadow incursions. The special unit might have access to resources that wouldn't normally be available, or the team could be working on a tight budget due to a variety of constraints and disbelief at the highest level of the organization. Either way, the special unit applies superior firepower and a formal mindset to the task of locating, investigating, and eradicating those Shadow creatures that prey upon the citizens under the team's jurisdiction.

Another possibility for a group of heroes is to follow the private investigator route. In this campaign, the heroes work for themselves, seeking to meet their expenses or even make a profit in their fight against the denizens of Shadow. They might have a wealthy patron who believes in their quest, or they might be struggling to make their monthly rent payments as they wait for the next case to fall into their collective laps. They could solve crimes when they aren't dealing with monsters, or they might work for a tabloid covering strange news stories. Either way, it's tough making a living when the majority of the world doesn't believe in the threat you claim to be defending it against.

The heroes might have to supplement their income by taking on mundane cases or by serving as consultants to the local law enforcement agencies regarding strange and mysterious cases that may or may not be linked to Shadow. The heroes might never know when a case could slip from the bounds of the mundane and slide deep into the realm of nightmares.

SHADOW SLAYER

The Shadow Slayer has a destiny he can't deny. A champion arises in every generation to combat the forces of darkness and defeat the denizens of Shadow. The Shadow Slayer is that champion. He has a knack that leads him deeper into the places of darkness and an ability that attracts the attention of evil creatures everywhere. The Shadow Slayer may not immediately recognize his destiny, but eventually his calling will become clear as the tide of Shadow rises.

In the world of the Shadow Slayer, denizens of Shadow are evil and hostile. The Shadow Slayer is called to fight these creatures and protect the world from the encroaching darkness.

Select this advanced class if you want your character to dedicate himself to fighting the denizens of Shadow. The Shadow Slayer instinctively knows how to combat the creatures of darkness, and he gains abilities to improve his odds along the way.

The fastest path into this advanced class is from the Strong hero basic class, though other paths are possible.

Requirements

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

Base Attack Bonus: +3.

Feats: Archaic Weapons Proficiency.

Class Information

The following information pertains to the Shadow Slayer advanced class.

Hit Die

The Shadow Slayer gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Shadow Slayer gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Shadow Slayer's class skills are as follows.

Balance (Dex), Climb (Str), Concentration (Con), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture, streetwise) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

Class Features

The following features pertain to the Shadow Slayer advanced class.

Detect Shadow

A Shadow Slayer is uncannily aware of the denizens of Shadow and the true nature of reality. Once per day per the Slayer's level in this advanced class, the Shadow Slayer can sense the presence of a denizen of Shadow. In this case, any of the supernatural creatures described in Chapter Eight: Friends and Foes (that is, all creatures except animals and vermin) or in the Dungeons & Dragons *Monster Manual* are considered denizens of Shadow. Using this talent is an attack action that requires concentration. It has a range of 30 feet and lasts as long as the Slayer concentrates, up to a number of rounds equal to the Slayer's level in this advanced class.

The amount of information gleaned by this uncanny awareness depends on how long the Slayer focuses his attention.

1st Round: Presence or absence of Shadow creatures.

2nd Round: Number of Shadow auras (creatures or objects of Shadow) in the area and the power of the strongest Shadow aura present. If the power of the strongest Shadow aura is "overwhelming," and has a rating of at least twice the Shadow Slayer's character level, the Slayer is stunned for 1 round and the use of this ability ends. While stunned, the Slayer can't act, he loses any Dexterity bonus to Defense, and attackers gain a +2 bonus on attacks made against him.

3rd Round: The power of each Shadow aura in the area becomes clear. If an aura is outside the Slayer's line of sight, then he discerns its direction but not its exact location.

Shadow Aura: A creature of Shadow emanates an aura that links it to the supernatural dimension. The power of a Shadow aura depends on the type of creature or object emitting the aura and its Hit Dice or caster level. (For more on caster level, see Chapter Ten: FX Abilities.)

TABLE 9–1: THE SHADOW SLAYER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+1	+1	Detect Shadow	+1	+0
2nd	+2	+2	+2	+2	Shadow immunity	+1	+0
3rd	+3	+2	+2	+2	Bonus feat	+2	+0
4th	+4	+2	+2	+2	Slayer weapon	+2	+0
5th	+5	+3	+3	+3	Shadow enemy	+3	+1
6th	+6	+3	+3	+3	Bonus feat	+3	+1
7th	+7	+4	+4	+4	Shadow enemy	+4	+1
8th	+8	+4	+4	+4	Fast healing	+4	+1
9th	+9	+4	+4	+4	Bonus feat	+5	+2
10th	+10	+5	+5	+5	Word of slaying	+5	+2



Creature/Object	Rating
Outsider	HD
Magic item or spell	Caster level × ½
Aberration, construct, dragon, elemental, undead creature	HD × ½
All other denizens of Shadow	HD × ⅕

Rating	Aura Power
1 or lower	Faint
2–4	Moderate
5–10	Strong
11 or higher	Overwhelming

If an aura falls into more than one strength category (for instance, if a creature and a magic item are in the same place and each emits an aura), the ability indicates the stronger of the two.

Length Aura Lingers: How long a Shadow aura lingers after the creature or object has vacated the location depends on the aura's original strength.

Original Aura Power	Duration
Faint	1d6 minutes
Moderate	1d6×10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round, a Shadow Slayer can turn to detect the presence of Shadow in a new area. The ability can penetrate barriers, but 1 foot of stone, 1 inch of metal, or 3 feet of wood or dirt blocks it.

Shadow Immunity

At 2nd level, a Shadow Slayer gains damage reduction against the natural weapons of the denizens of Shadow (claws, bite, and so on). Shadow immunity doesn't reduce the damage dealt by firearms, melee weapons, or hazardous effects. The damage reduction is equal to one-half of the Slayer's level in this advanced class, rounded down.

Bonus Feats

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

Acrobatic, Advanced Combat Martial Arts, Alertness, Cleave, Combat Reflexes, Defensive Martial Arts, Elusive Target, Exotic Melee Weapon Proficiency, Great Cleave, Power Attack, Unbalance Opponent.

Slayer Weapon

At 4th level, a Shadow Slayer gains the ability to empower any melee weapon he wields. An empowered weapon behaves like a magic weapon in the hands of the Shadow Slayer, providing an enhancement bonus equal to one-half of the Slayer's level in this advanced class, rounded down. (At 4th level, the enhancement bonus is +2.) This bonus allows the weapon to deal extra damage and to hurt creatures with damage reduction.



Russell the Shadow Slayer and Roberta the Occultist

Any melee weapon can be empowered by the Shadow Slayer, including the Shadow Slayer's unarmed strikes. It takes a full-round action to empower a weapon. An empowered weapon only acts as an empowered weapon in the hands of the Shadow Slayer who empowered it. The enhancement bonus lasts for a number of rounds equal to the Shadow Slayer's level in this advanced class.

Shadow Enemy

At 5th and 7th level, a Shadow Slayer selects a type of Shadow creature as a favored enemy. Due to his extensive study of these foes and training in the proper techniques for combating them, the Shadow Slayer gains a +2 bonus on Bluff, Listen, Search, Sense Motive, and Spot checks when using these skills against creatures of this type. He also gets a +2 bonus on weapon damage rolls against creatures of this type.

At each level after 5th, the Shadow Slayer may add +1 to the value of the bonus against each of his favored enemy types. For example, a 5th-level Shadow Slayer could select monstrous humanoid as his favored enemy type. He gets a +1 bonus against creatures of that type immediately, and the bonus increases by +1 with each new level he attains. Then he picks elemental as his other favored enemy type when he attains 7th level. That bonus also begins at +1 and increases by +1 at each new level. So, when he reaches 10th level, his bonus against monstrous humanoids is +6 and his bonus against elementals is +4.

In the case of humanoids, the Shadow Slayer must also choose an associated subtype, as indicated on the table below.

Shadow Enemy Type (Subtype)	Example
Aberration	Illithid
Construct	Flesh golem
Dragon	Wyrm
Elemental	Invisible stalker
Fey	Tooth fairy
Giant	Ogre
Humanoid (goblinoid)	Goblin
Humanoid (gnoll)	Gnoll
Humanoid (reptilian)	Kobold
Lycanthrope	Werewolf
Magical beast	Displacer beast
Monstrous humanoid	Minotaur
Outsider	Fiend
Undead	Zombie

Fast Healing

Starting at 8th level, a Shadow Slayer gains the ability of fast healing. Every round, the Shadow Slayer recovers a number of hit points equal to one-half his level in this advanced class. So, as an 8th-level Shadow Slayer, he recovers 4 hit points every round.

Word of Slaying

At 10th level, a Shadow Slayer comes into his full power. By spending 1 action point and using an attack action, the Shadow Slayer can utter a word of power that can devastate creatures of Shadow. The word of slaying affects any denizens of Shadow within 15 feet of the Slayer. The ill effects depend on the Hit Dice of the creatures, as shown below.

HD	Effect
12 or more	Dazed
8–11	Stunned
4–7	Paralyzed
3 or less	Killed

A dazed creature can't act for 1d4 rounds. A stunned creature is stunned for 2d4 rounds. A paralyzed creature can't move or act for 1d10 minutes. A killed creature dies (if it is living) or is destroyed (if it is a construct or an undead).

OCCULTIST

The Occultist walks the narrow band of gray that sits between the light of day and the dark of night. She embraces the things of darkness to learn from them, to master them, and to ultimately control them. The Occultist doesn't see destruction as the only course of action when dealing with the denizens of Shadow. She isn't above making deals with lesser evils to overcome greater threats, and she has as much curiosity about the things of Shadow as she has desire to protect the world from their invasion.

The Occultist plays a dangerous game, using the forces of Shadow to further her own ends. Ambitious, scholarly, and willing to walk the middle path, the Occultist uses Shadow to battle Shadow. If her tenuous control ever slips, however, the Occultist might not be able to command the forces she has placed a leash upon—and she might not be able to deal with the danger they pose to her body and her mind.

Select this advanced class if you want your character to learn the hidden arts and discover the ancient lore of Shadow.

The fastest path into this advanced class is from the Smart hero basic class, though other paths are possible.

Requirements

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

Skills: Decipher Script 6 ranks, Knowledge (arcane lore) 6 ranks, Research 6 ranks.

Feats: Educated, Studious.

Class Information

The following information pertains to the Occultist advanced class.

Hit Die

The Occultist gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

The Occultist gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Occultist's class skills are as follows.

Craft (visual arts, writing) (Int), Decipher Script (Int), Drive (Dex), Escape Artist (Dex), Forgery (Int), Investigate (Int), Knowledge (arcane lore, history, theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Sleight of Hand (Dex), Speak Language (none), Use Magic Device (Cha).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Occultist advanced class.

Arcane Skills

An Occultist has access to the following arcane skills. These skills are considered class skills for the Occultist, and she can use her skill points to buy ranks in them, just like other skills in the game.

Concentration (Con): The normal Concentration skill expands to include arcane applications, as defined below.

Check: You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including casting a spell or concentrating on an active spell, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends.

The table on page 53 summarizes the various types of distractions. In situations where the distraction occurs while you are casting a spell, you add the level of the spell to the DC.

Try Again?: You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a spell, the spell is lost.

Special: By making a check (DC 15 + spell level), you can use Concentration to cast a spell defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the casting without incurring any attacks of opportunity.

Use Magic Device (Cha): *Trained only.* Use this skill to activate magic devices, including scrolls and wands, that you could not otherwise activate.

Check: You can use this skill to read a spell from a scroll or spellbook or activate a magic item. This skill lets you use a magic item as if you had the spell ability or class features of another class or a different allegiance.

When you're attempting to activate a magic item using this skill, you do so as an attack action. However, the checks you make to determine whether you are successful at activating the item take no time by themselves and are included in the activate magic item attack action.

You make Use Magic Device checks each time you activate a device such as a scroll or a wand. If you are using the check to emulate some quality in an ongoing manner, you need to make the checks once per hour.

Task	DC
Activate blindly	25
Decipher a written spell	25 + spell level
Emulate class feature	20
Emulate ability score	See text
Emulate allegiance	30
Use a scroll	20 + caster level
Use a wand	20

Activate Blindly: Some magic items are activated by special words, thoughts, or actions. You can activate such items as if you were using the activation word, thought, or action even if you're not, and even if you don't know it. You do have to use something equivalent. You have to speak, wave the item around, or otherwise attempt to get it to activate. You get a +2 bonus on the check if you've activated the item at least once in the past.

If you fail the check by 10 or more, you suffer a mishap. A mishap means that magical energy is released, but it doesn't do what you wanted it to. The GM determines the result of a mishap. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy deals 2d6 points of damage to you. This mishap is in addition to the chance for a mishap normally associated with casting a spell from a scroll when the spell's caster level is higher than your level in this class.

Decipher a Written Spell: This works like the same use of the Spellcraft skill (see page 323), except that the DC is 5 points higher. Deciphering a written spell takes 1 minute of concentration.

Emulate Class Feature: Sometimes you need a class feature to activate a magic item. Your effective level in the emulated class equals your check result minus 20.

TABLE 9–2: THE OCCULTIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+1	Arcane skills, spell resistance	+0	+0
2nd	+1	+0	+0	+2	Arcane research (scrolls)	+1	+0
3rd	+1	+1	+1	+2	Bonus feat	+1	+1
4th	+2	+1	+1	+2	Shadow contact	+1	+1
5th	+2	+1	+1	+3	Bind Shadow creature	+2	+1
6th	+3	+2	+2	+3	Bonus feat	+2	+2
7th	+3	+2	+2	+4	Arcane research (items)	+2	+2
8th	+4	+2	+2	+4	Bind Shadow creature	+3	+2
9th	+4	+3	+3	+4	Bonus feat	+3	+3
10th	+5	+3	+3	+5	Banish	+3	+3

This skill use doesn't allow you to use the class feature of another class. It just lets you activate items as if you had the class feature.

If the class whose feature you are emulating has an allegiance requirement, you must meet it. This may require a separate check to emulate allegiance (see below).

Emulate Ability Score: To cast a spell from a scroll, you need a high ability score in the appropriate ability (Intelligence for arcane spells, Wisdom for divine spells). Your effective ability score (appropriate to the class you're emulating when you try to cast a spell from a scroll) equals your check result minus 15. If you already have a high enough score in the ability, you don't need to make this check.

Emulate Allegiance: Some magic items have positive or negative effects based on your allegiance. You can use these items as if you were of an allegiance of your choice. You can only emulate one allegiance at a time.

Use a Scroll: Normally, to cast a spell from a scroll, you must belong to a class that has access to the arcane or divine spell inscribed therein. This use of the skill allows you to use a scroll as if you were of the appropriate spellcasting class. The DC equals 20 + the caster level of the spell you are trying to cast from the scroll. To cast a spell from a scroll, you must first decipher it.

In addition, casting a spell from a scroll requires a minimum score of 10 + the spell's level in the appropriate ability. If you don't have a sufficiently high score, you must emulate the ability score with a separate check (see above).

Use a Wand: Normally, to use a wand you must belong to a class that has access to the arcane or divine spell ensorcelled therein. This use of the skill allows you to use a wand as if you were of the appropriate spellcasting class.

Try Again?: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail the check, then you can't try to activate that item again for 24 hours.

Special: You can't take 10 or take 20 with this skill. Magic is too unpredictable to make the use of this skill reliable.

Spell Resistance

An Occultist has spell resistance (see page 228) equal to 5 + her Occultist level. It never interferes with her own spells, and she can voluntarily lower her spell resistance at any time.

Arcane Research (Scrolls)

Starting at 2nd level, an Occultist can research spells and scribe scrolls. Indeed, the only way for an Occultist to cast an arcane spell is by using a scroll. The method and process is unique to the Occultist, and it differs from the Mage's scribe scroll ability. There is no purchase DC or XP cost for the scrolls the Occultist gains with each new level attained in this class.

When the Occultist attains 2nd level, and upon attaining each new level thereafter, she uncovers spell scrolls through arcane research and study. The GM randomly selects the spells contained on the scrolls, though the Occultist can make a Research check to select a certain number of her own spells. The table below shows how many scrolls of each spell level the Occultist receives upon gaining a new level, and how many of these can be researched at each level. A failed Research check indicates that the Occultist instead discovers all random spells.

Level	1	2	3	4	Research
2nd	3	—	—	—	1 (DC 20)
3rd	4	—	—	—	2 (DC 23)
4th	5	2	—	—	3 (DC 25)
5th	5	3	—	—	4 (DC 28)
6th	5	4	—	—	5 (DC 30)
7th	6	5	2	—	6 (DC 33)
8th	6	5	3	—	7 (DC 35)
9th	6	5	4	—	8 (DC 38)
10th	7	6	5	2	9 (DC 40)

So, at 2nd level, the Occultist gains three 1st-level arcane spell scrolls. One of these spells can be selected by the Occultist if she makes a successful Research check (DC 20); the other two spells are selected randomly. These are all the spell scrolls the Occultist has until she attains 3rd level. Once a spell is used, it disappears from the scroll that contained it. The Occultist may find other scrolls in the course of her adventures.

The Occultist uses the Use Magic Device arcane skill to cast a spell from a scroll (see above).

Bonus Feats

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

Alertness, Archaic Weapons Proficiency, Attentive, Confident, Defensive Martial Arts, Focused, Frightful Presence, Iron Will, Personal Firearms Proficiency, Point Blank Shot.

Shadow Contact

At 4th level, an Occultist gains a denizen of Shadow as a contact. The Shadow creature can have HD equal to one-half the Occultist's class level or less. This Shadow creature may or may not be overtly hostile toward humans, but it tolerates the Occultist. The Shadow creature will provide information or other minor assistance as though its attitude toward the Occultist were friendly. (See page 57 for more on attitudes.) It might still omit important details, depending on its relationship with the Occultist. The Shadow creature doesn't accompany the Occultist on adventures, and it may not always be available when the Occultist wants it. In most cases, the Shadow contact can be called upon once per week, and the creature requires some form of compensation for each favor. Compensation can be a favor in return or something appropriate to the creature in question.

If the Shadow creature dies, a new creature replaces it when the Occultist attains her next level in this class.

Bind Shadow Creature

At 5th level, an Occultist can select a type of Shadow creature (any creature type other than animal or vermin) and bind one such creature into service. A Shadow creature of the appropriate type and Hit Dice (GM's choice) appears at the Occultist's side in 1d6+1 days. Thereafter, it serves the Occultist, with an outward attitude of helpful (though it might inwardly hate the Occultist who has trapped it into service). It obeys the Occultist, providing protection, fight-



ing at her side, and performing other services. It always seeks to obey the letter of the Occultist's command, and can sometimes use this behavior to harm the Occultist or otherwise hinder as much as it helps.

At 5th level, the Occultist can bind a Shadow creature with 2 HD or less.

At 8th level, the Occultist can bind a Shadow creature with 4 HD or less.

Arcane Research (Items)

Starting at 7th level, an Occultist can perform research to find magic items. The method and process is unique to the Occultist. There is no purchase DC or XP cost for the magic items the Occultist gains with each new level attained in this class.

When the Occultist attains 7th level, and upon attaining each new level thereafter, she uncovers one magic item through arcane research and study. The GM randomly selects the item, though the Occultist can make a Research check (DC 25) to specify the type of item gained.

The item must be a wondrous item, a wand, a magic weapon, or a set of magic armor.

The Occultist uses the Use Magic Device arcane skill to use a magic item (see above).

Banish

At 10th level, an Occultist comes into her full power. By spending 1 action point and an attack action, the Occultist can utter a word of power that forces a denizen of Shadow to return to the Shadow dimension. The Shadow creature gets a Will save (DC 10 + Occultist's level + Occultist's Cha modifier), adding a bonus equal to its HD to the save. If the save succeeds, the Shadow creature doesn't disappear but is instead stunned for 1d4+1 rounds.

ADVENTURE SETUPS

In a SHADOW CHASERS adventure, the monster is key. That's not to say that you, as the Gamemaster, shouldn't develop a clever plot and cool locations to set the action in, but the monster (or other opponent) is going to make or break your adventure. Pick any monster from Chapter Eight: Friends and Foes. Then think about how such a creature might behave if dropped into a contemporary haunt in the modern world. That becomes the first twist in developing a SHADOW CHASERS monster. The second twist comes when you decide what, if any, changes to make to its abilities and attitudes. Finally, you must decide what its ultimate weakness is. Providing hints throughout the adventure to help lead the heroes to the solution could make for some exciting scenes along the way.

Guard Bones (low-level adventure)

Let's take a band of Medium-size skeletons, for example. They populate the dungeons and abandoned castles that litter the landscape of fantasy settings in every direction. In a SHADOW CHASERS campaign, our band of skeletons resides in an old warehouse, serving as guardians for the mysterious crates being stored there. Use the statistics for human skeletons, on page 256. There are six of them guarding the warehouse.

In addition to all of their standard abilities and immunities, these skeletons shatter into scattered bones when their hit points drop to 0 or less. However, 1d4 rounds later, those bones slide together to reform a revived skeleton. To destroy a skeleton completely, the heroes must discover the secret to their animation. These skeletons can only be destroyed by removing the ancient coins that have been hidden within the hollow sockets where their eyes used to be.



Elliot rides with the undead

The heroes must discover that the coins are hidden in these shadow-filled depressions, and then they must remove them during the brief period when the bones are scattered. Once removed, the enchantment dissipates and the bones no longer animate.

What's in the crates? That's up to you. Whatever it is, it probably belongs to the evil wizard who animated the skeleton guards in the first place. Of course, that villain should probably be saved to cause more trouble for the heroes. When they reach a point where they have the skills and power necessary to confront the wizard and deal with his (or her) fiendish plans, you'll have the makings of another adventure.

Death from Above (medium-level adventure)

Another example revolves around gargoyles. A pair of the flying predators has nested in the spires of an old cathedral in a run-down section of the city. During the day, the creatures perch high above, seeming to be nothing more than stone decorations. At night, however, they swoop down to prey upon anyone unfortunate enough to be walking the streets around the cathedral. The gargoyles are tough, protected by damage reduction and possessing the Multiattack feat, they can withstand the attacks of even the most persistent group of Shadow Chasers. Use the statistics for the gargoyle, page 237.

At night, this neighborhood turns into a war zone. Rival gangs believe that the other is killing its members. The police believe that some kind of serial killer is on the loose. The truth is even more terrible, and it might take a good bit of research and investigation before the heroes discover the gargoyle nests and can confront the monsters in their lair.

The Mummy Prince (high-level adventure)

An ancient prince of some long-forgotten kingdom has returned as a mummy and taken control of a curio shop in the city. People who shop in this antique store succumb to a mysterious illness. Those inflicted by the illness fall into a coma and lose a point of Constitution each day until their scores reach 0 and they die. The common link—each victim purchased a trinket from the curio shop. The trinket, a magic item, causes the victim to fall into a coma upon going to sleep. It then siphons the point of Constitution and transfers it to the mummy prince. With the stolen Constitution, the prince can maintain an illusion of life and vitality. He doesn't appear to be a withered, desiccated body.

The heroes must discover the connection and determine that the trinkets are the cause of the infliction. Each trinket is magically connected to the mummy's sarcophagus, hidden in a secret chamber beneath the curio shop. To restore the victims to health, the sarcophagus must be destroyed.

The mummy prince is a Tough/Dedicated hero. Use the statistics for the high-level private eye on page 280, but include class features, action points, and special qualities.

Shadows Revealed (introductory adventure)

Use this adventure to start your Shadow Chasers campaign. Feel free to make whatever adjustments you deem necessary to incorporate your ideas and better serve your players.

First Encounter with Shadow

The heroes don't start out as true believers in the Things of Shadow. They need to experience an event that triggers their understanding of the dangers that lurk in the dark places of the world. Whether the heroes know each other prior to the start of the adventure or you decide to let them meet here, the action begins late at night, on a fairly deserted bus, traveling through a mostly empty part of the city. Other than the heroes, the bus driver, and a couple of other passengers, the vehicle is empty. That strange quiet that settles over things in the hours prior to dawn fills the dimly lit bus, and each passenger is lost in his or her own thoughts. Some might even be sleeping.

Everything is fine until the bus's breaks suddenly squeal and the driver slams the wheel hard to the right. The bus slides at a weird angle, threatening to tip over onto its side. Before that happens, however, the bus plows into a light pole and stops moving with a jarring impact that tosses the passengers around like dice in a jar. Have the heroes make Reflex saves (DC 15) to see if they get hurt in the crash. A successful save indicates that the character wasn't hurt, but he or she was shaken by the collision. A failed save indicates that the character takes some damage from the impact (1d4 points).

As the heroes and the other passengers pick themselves up off the floor of the bus, read:

> In the quiet following the crash, all you can hear are the sobs and other sounds of surprise and pain that rise from the other passengers like steam on a winter's day. The bus driver, his face covered in blood from a nasty gash on his forehead, stands at the front of the bus and calls, "Is everyone all right? There were some guys just standing in the middle of the road. I didn't see them till I was almost on top of them. Sweet Mary, I hope I didn't hit any of . . ."
>
> Before the driver can finish his sentence, the windshield explodes, spraying slivers of safety glass toward the back of the bus. Something reaches in through the broken windshield and snatches the driver away before the last shards of glass come to rest on the floor of the bus.

What's going on? We'll fill you in, but remember to keep the heroes in the dark for as long as possible. This opening encounter should be filled with as much suspense, tension, and growing terror as you can manage. The heroes are about to have their first meeting with Shadow, and it should be as life-changing an experience for them as you can muster.

We leave it to the GM to determine who the other passengers riding this late-night bus might be, but one of them is Carlos Fuentes. Fuentes is a lawyer with the firm of Parker and Trask. One of his cases focuses on a lawsuit against Korinna Industries, a company that just happens to be part of Obadiah Falcone's portfolio of holdings. That's where the problem comes in. Falcone, one of the city's most brutal and successful crime lords, has recently formed an alliance with a denizen of Shadow. Using this alliance, Falcone has ordered that some of his key enemies be destroyed—both as a business decision and as a test of the abilities of his new ally.





The ally, a mysterious being with ties to Shadow (we leave it to the GM to create this unseen background character for continued use in the campaign), has reanimated some of Falcone's thugs and turned them into zombies. As the heroes work through the intricacies of the plot, they can at some point identify the dead men as deceased or reportedly missing members of Falcone's organization. Or, if they come at it from another angle, the heroes can determine that each target of a zombie attack has had negative dealings with Falcone or one of his various companies.

The action for the rest of this encounter revolves around the zombies invading the bus to get at Carlos Fuentes—though they don't care who else they kill along the way. If you have four 1st-level heroes, then throw two human zombies at them (as detailed on page 267). Scale up the number of zombies accordingly, using the guidelines in Chapter Seven: Gamemastering. The goals of this encounter are for the heroes to survive the battle with the zombies; to have their first collision with the intrusion of Shadow; and to save Fuentes if at all possible.

As the heroes get involved in the ensuing fray, they first see the zombies as hulking, shambling bums of some kind. Lighting on the bus is dim and uneven at best after the crash, and the streetlights outside are few and far between. As the battle unfolds, the heroes begin to catch glimpses of the strange attributes the attackers possess. They briefly see a decaying arm surrounded by dirty, tattered clothing. A foul odor surrounds the attackers, something that smells ripe and rotting. At various moments, they spot a bit of bone peaking through a nasty hole in one of the attacker's limbs. And, every so often, a piece of dusty flesh slides away into one of the hero's hands or drops to the ground with a dry, disturbing plop. If the heroes manage to reduce the zombies to 0 hit points, the zombies collapse in a dead heap and the encounter seems to come to an end.

Of course, because the heroes haven't destroyed the zombies using the method of their final destruction, the monsters will rise later, return to their master, then once again seek out the objective their master has infused into their undead existence. The heroes might notice that the dead bodies lay sprawled on the floor of the bus one moment and have disappeared the next, or the zombies might rise and wander away after the heroes have left the scene or after the bodies have been removed by the local authorities. In the end, they've survived their first encounter with Shadow, and their world will never be the same.

Interlude: Becoming Shadow Chasers

How do your heroes go from innocent bystanders to concerned monster hunters? That depends on the campaign model you wish to emulate.

In a campaign where the heroes will be independent, for instance, this is the moment for someone to step forward and explain that Shadow has intruded upon our world. The heroes have been bound by the horror they have witnessed, and so are called to work together to defend our world from the evil from beyond. The bearer of these tidings might be a seemingly crazed homeless woman, or a mysterious child who appears to fade into and out of existence whenever some Shadow-related news must be conveyed to the heroes. It might be an indistinct stranger who refuses to reveal too much at any given time, or it could be one of the passengers, grievously injured by the zombies, who seems to speak with someone else's voice to pass on the mission before succumbing to the wounds and dying. The heroes might not totally believe what has been placed before them, but at least they have a context to put it in as more strange events occur later in the adventure.

In a Department-7 campaign, the heroes might now be approached by whatever authority you plan to use for dealing with Shadow incursions and offered positions in the division. Or you might want to start them out as agents or officers of some kind who then get recruited after dealing with the zombie attack on the bus.

Another angle might be that one of the heroes has always suspected the existence of Shadow creatures. With this encounter, that belief is solidified. This hero should encourage the others to join up to, at the very least, investigate such situations. There's knowledge and profit to be earned, and it's probably the right thing to do. (With great power comes great responsibility, and all that.)

However you and the players decide to get them to the next stage of belief in the denizens of Shadow and their place in the unfolding battle, there's one final piece to throw into the mix. Now that the heroes have made themselves known (by defeating the zombies), Falcone and his ally will stop at nothing to destroy them. At the very least, the heroes must be silenced before they spill too many details about what they encountered. At worst, they are now opponents that Falcone wants to get out of the way before they disrupt his activities to a greater extent.

The Second Encounter with Shadow

The heroes might have temporarily stopped the zombies (whether or not they actually managed to keep Carlos Fuentes from getting killed), but the threat hasn't been neutralized. Because the bodies wound up disappearing from the scene (after they were so obviously long dead), or thanks to a call that comes later to say that the bodies have been stolen from the morgue, the heroes eventually determine that the zombies can't just be defeated using conventional violence. Part of this portion of the adventure should be devoted to some amount of research to determine what might stop these undead monsters permanently.

These particular zombies have a fatal weakness. Through research the heroes might learn that some zombies must be consumed by fire to destroy while others must be bathed in holy water. Some require that their head be removed and buried in a separate grave. These zombies, however, must receive a critical attack to the head that disintegrates what's left of their brains. A gun or a club can accomplish this once the heroes are aware that this is the weakness. Then they either have to score a critical or reduce a zombie to 0 hit points and then deliver an extra attack to destroy the monster's brain.

Anyway, at some point Falcone sends a few of his living thugs to look up the heroes. The thugs might threaten the heroes, but they're really just doing some leg work for their boss. Once the crime lord knows where to find the heroes, he puts in the call to his Shadow ally and the zombies

shamble over to pay a visit. If possible, this scene works best if the heroes are all in the same place. If that can't be easily arranged, then having each hero face off against a zombie could motivate them to join forces. There's strength in numbers, after all.

However it plays out, either one group encounter or a number of individual meetings, the heroes face off against the zombies again. This time, by design or accident, they discover how to take a zombie down and make it stay that way. Falcone, of course, has a habit of keeping his hands clean throughout all of this. The heroes won't be able to go after him directly, not unless they want to deal with the ramifications of taking the law into their own hands (something that doesn't come up that much when dealing just with the denizens of Shadow but gets in the way all the time with human enemies). They can, however, go after the source of the zombies. A little more research on the part of the heroes turns up a chain of funeral homes owned by Falcone. The Wilson Mortuary has a number of locations, including one that's just a block away from where the bus was attacked. Once the heroes work this out (and survive another encounter with the zombies), you can move on to the final encounter.

The Final Encounter with Shadow

The climax of this first adventure takes place at the Wilson Mortuary. A wing of this funeral home is devoted to Falcone's growing army of zombies. Every one of his men that falls in the line of duty or otherwise bites the dust is shipped to this location for "processing." Armand Wilson (use the low-level crime lab technician, page 281) prepares the bodies according to the strict directions provided by Falcone's mysterious Shadow ally. Currently, he has 12 bodies undergoing the process, and there are four zombies active and ready to defend the mortuary. In addition to the four zombies, Wilson has a single live assistant (use the low-level thug, page 273).

The heroes can approach the funeral home when it appears to be quiet and deserted. They might discover the large preparation room where the bodies of Falcone's slain thugs are undergoing the spells and alchemical treatments that will turn them into zombie soldiers for his criminal cause. Each body, once prepared (and half of them have completed this part of the process), is buried beneath the soil that fills the center of the room in what appears to be an indoor garden of some sort.

They won't necessarily notice two of the four active zombies that stand or lay motionless around the side of the room until called upon to defend the funeral home. The other two active zombies are buried within the soil, undergoing a period of rejuvenation. Once the heroes announce their presence in some way, the two zombies around the side of the room attack. In the second round, the two buried zombies emerge from their graves to join the battle. In the third round, Wilson and his thug enter to help defeat the heroes.

In the end, the heroes need to destroy each zombie (even the still-developing ones) by the prescribed method. The thug may or may not be killed in the fight; he'll surrender if the fight isn't going his way or if he is dealt damage equal to more than half his total hit points. Wilson fights to the death, though he could return as some undead creature to plague the heroes at a later date.

Ending the First Adventure

By the end of the first adventure, the heroes should be firmly committed to their roles as Shadow Chasers. The menace of the zombie hit-men should be neutralized, and the heroes should realize that they have an enemy in Obadiah Falcone—an enemy with some mysterious ties to Shadow.

Agents of PSI

The safe house, a brownstone on the Upper East Side, was a disaster area. Three bodies lay downstairs, two more upstairs. Documents blackened by fire were strewn in the middle of the pantry. Blood covered the walls, forming haphazard patterns of words filled with misspelled curses and entreaties to various demons.

"Damn, what a mess," hissed Roxanne Wallace. A dynamo of a woman, she shifted her weight from one foot to another, restraining the urge to concentrate and call forth her psi-blade. "These poor saps never stood a chance."

"Hush," said Troy Bellarosa, "I'm thinking," His eyes blazed, literally flickering with lambent energy. He engaged a part of his brain that most other people never used, the part where his psionic power lived. After a moment, he grunted.

"Who do you think?" asked Troy.

Roxanne shrugged. "Doors still locked from the inside. Agents on the first floor killed at the kitchen table, the three scientists in their care popped in the same way upstairs. The back of their heads exploded, from the inside out."

"Which means?"

"Mindwreckers," spat Roxanne. "This stinks of those assholes. Probably a major assault team was involved. That's the only way to catch them all with their pants down. One of them mentally unlocked the door, then locked it again after the massacre."

Troy smirked. "Think so? Look at their eyes."

Gingerly, Roxanne pulled open the eye of a dead scientist. The eye was black as night.

Roxanne let out a low whistle. "Double damn. Replacements. They aren't real."

"That's right," said Troy. "I'd bet my Paranormal Science and Investigation Agency badge on it. Which leads to the question: When did our best brains go walkabout, and who has them now?"

Summary

Psionic super spies engage in action-packed missions to protect the free world from counteragents, terrorists, would-be conquerors, and the occasional psychic threat.

Campaign In Brief

The Agents of PSI campaign adds some paranormal mental abilities to the cinematic spy genre. Its tone is action-packed, conspiracy based, and larger-than-life. Conflicts



occur in the shadows between power groups seeking to control (or destroy) the world as we know it. The heroes are dedicated agents fighting the good fight, trying to preserve the freedom and liberties that we know and love. They move behind the curtains of reality and in the corridors of power, and stop potential disasters before the public realizes that anything is wrong.

In this setting, government agents with parahuman mental abilities vie to protect (and control) reality as we know it. These individuals have the ability to channel the power of their minds through use of a new force: *psionics.* They use this power to control minds, manifest strange combat abilities, alter their appearance, and otherwise modify the universe around them. In counterpoint to the PSI agents, other parahumans work for masters with more nefarious goals and ambitions.

PSI agents constantly fight against the forces that threaten everyday life. It is a war conducted in the shadows against secret conspiracies and powerful parahumans. Larger than life, larger than the movies, the future of the world hinges on the outcome of this shadow war. The ripples of this ongoing conflict give birth to all kinds of urban legends. Stories of crop circles may be the result of an psychic conflagration between competing agents, while tales of great black cats stalking though suburbia might be the harbinger of some new talent bursting upon the scene. Armed with accurate weapons and high-tech hardware, the agents' best, most deadly tool remains the power of their minds.

In addition to dealing with the various situations that super spies often find themselves embroiled in, such as espionage, sabotage, terrorism, and political fires, PSI agents must also struggle to protect the mental landscape of the world. Since psionic abilities exist, and since other governments, hostile powers, corporations, and violent splinter groups have access to these paranormal abilities, the PSI agents are often called upon to play watchdogs, guardians, and even soldiers in an ongoing war fought to protect the majority of the world—ordinary people with no appreciable psionic talents.

The Role of the Heroes

The heroes in an AGENTS OF PSI campaign are operatives with a secret mission, powers beyond those of normal humans, and a hidden agenda. They have the potential to be (though are not required to be) individuals with psionic abilities for that extra edge.

The heroes are larger than life, but exist in a relatively real world. James Bond would fit into an AGENTS OF PSI campaign, and so would Sydney Bristow (aka Alias), Napoleon Solo, James West, Mr. Stead and Emma Peel, and Scully and Mulder, among others.

This campaign concentrates on the heroes and their abilities (psionic and otherwise) rather than on the technology they wield. It is possible to run a techno-thriller psionic campaign with great success, but this setting is directed toward the wilder side of espionage.

The heroes have a chain of command and a sense of belonging to an organization, but they are also encouraged to engage in their own investigations. While still responsible for their actions, they are expected to show initiative. They often find themselves in situations where proper back up and approval are unavailable, and where decisions must be made in the blink of an eye.

d20 MODERN Rules in AGENTS OF PSI

Every hero in an AGENTS OF PSI campaign may select the Wild Talent feat (see page 362). All of the advanced classes detailed in Chapter Six are suitable for use in the campaign, as are the two presented in this model.

Agents at 1st level are considered agents-in-training, learning to master their abilities and develop true psionic powers. At 4th level, they become full-fledged operatives, usually gaining access to one of the psionic advanced classes or to a nonpsionic advanced class that could prove useful to the Agency.

This setting makes use of the psionic rules and abilities, as outlined in Chapter Ten: FX Abilities. At its core, AGENTS OF PSI presents the modern world with an infusion of psionic power—but no magic of any kind.



Roxanne bares her claws

Department-7 in Agents of PSI

Department-7 is the field team for the Paranormal Science and Investigation Agency. The department is in charge of hands-on investigation and field operations, and consists of small regional units that may be dispatched worldwide as need demands. The other sections of PSI include:

Department-1: Administration. Also called Control.

Department-2: Research, Recruiting and Psionic Training. Also called Personnel.

Department-3: Archives. Also called the Library.

Department-4: Armory, Acquisition, Munitions, and Supplies. Also called the Warehouse.

Department-5: Communications and Public Relations. Also called the Face. This department keeps tabs on agents in the field and launches cover stories and manipulates public psionic manifestations to keep the shadow war under wraps.

Department-6: Internal Affairs. Also called the Spooks. This department is responsible for monitoring the other departments.

Department-7: Field Unit Investigation. Generally called the Agents. Less positively, called the Grunts.

Department-8: Extreme Response Team. Also known as the Heavy Brigade, this department consists of the most powerful psychics and is used as a clean-up crew to handle situations that have gotten out of hand.

The lower seven departments all report to Department-1 and are, in theory, equals. In reality, turf wars are common between jurisdictions, and in general, Department-6 (the Spooks) and Department-8 (the Heavies) are given a wide berth. Department-7 provides most of the work force for the other departments.

Campaign Traits

Agents of PSI is a cinematic spy setting, and if the mind-altering and body-warping powers were removed, it could still be run as an espionage campaign with a touch of cinematic thrill ride thrown in just for fun.

A cinematic setting is larger than life—the stakes are higher, the enemies more clearly delineated, the results immediate (and usually explosive). The heroes are surrounded by nefarious plots, villainous masterminds, and deeply rooted conspiracies.

The heroes are special, devoted to protecting society even though they labor in secret. Their paranormal psionic abilities are their inborn birthrights, and with that power comes their great responsibility to society. They are warriors in a secret war.

Superior technology is present in the cinematic game, but not at the center of it. A particular piece of exceptional technology (such as a mind-control satellite) may be a goal, but not necessarily a tool available to the heroes or their superiors. The power of technology is consistently outstripped by the disciplines of the mind.

Background

There have always been humans with a little bit of extra power—prophets, sages, legendary warriors, and charismatic leaders who have had an "extra" sense. Only in the last 100 years have these abilities been studied fully (if secretly) and more importantly, only in the past 50 years have those with psionic abilities been recruited, trained, and organized by government agencies.

A century ago, organizations such as the Theosophy Society explored the paranormal, explaining things in their own (Victorian) terms. During WWII, the Third Reich showed some success in harnessing paranormal talents. During the Cold War, the rivalry between the superpowers encouraged governments to leave no opportunity for dominance unexplored, and the practice of identifying and recruiting paranormal talents began in earnest.

There has been an upswing in paranormal activity since 1987. Some claim that surge results from proper funding for covert paranormal operations and a greater number of agents assigned to exposing activity that had previously been considered urban legend. Others note that late in the summer of 1987 was the Harmonic Convergence, a celestial event where the majority of the planets lined up on one side of the sun, and that this event created psychic ripples that affected the world at large.

The increased government involvement in psionic research has also revealed other, older players on the field, ranging from business interests to cults to secret societies. They have their own agents and their own agendas, agendas not as benign as those of the Paranormal Science and Investigation Agency.

Powers of the Mind

The human mind is the most powerful weapon in existence. Whether used to design a new device or plan tactics on a battlefield, the human brain is a highly advanced instrument. All humans, with proper training, can access their minds' innate abilities. The heroes have access to this concealable, powerful talent. So do many of their opponents. The great masses of citizens the heroes protect are unaware they might share this ability.

Mind games are part and parcel of an Agents of PSI campaign. There are usually two levels of reality at work, and wheels operating within wheels. A double agent may be mind controlled and unaware that she is a triple agent. Ornate set-ups can be constructed to trick an enemy operative into revealing certain information or to unlock a particular secret. A simple mission may suddenly reveal the existence of a larger conspiracy.

Agents know the truth: Rely on your team. Rely on your training. Rely on your weapons. But most of all, rely on yourself.

Reality Is What You Make It

The agents of PSI are supposed to seek out the truth, but the truth is not an ultimate state. Reality is a construct created by group consensus. A common example: an accident occurs in a busy intersection. All the witnesses tell slightly different stories—who was where, who did what, who was responsible. Over time, a group image of what happened



emerges. Those who think otherwise find their complaints disregarded. In the case of particularly momentous events (assassinations, tragedies, conspiracies), those who dissent from the common view are regarded as wrong, mistaken, insane, or even dangerous.

Reality works the same way. Everyone agrees to a common truth (the earth is round, the sun is at the center of the solar system, all people are created equal), and the universe adapts accordingly. As a result, the truth is continually being created and manipulated by those with ulterior motives.

The Agency attempts to keep reality from being unduly influenced but also works to hide the existence of psionics from the populace. As long as civilians don't realize that individuals with paranormal abilities exist, that various factions fight in the shadows around them for control of reality, then the balance of order and freedom can be maintained.

A War in the Shadows

Psionic powers officially don't exist, and a large body of scientific evidence generated over the years has systematically debunked all manner of fortune-tellers, mind readers, and demonstrations of ESP. The fact that these abilities still seem the province of science fiction is the direct result of the actions of those who have psionic abilities.

Most of the individuals and organizations that have access to psionic powers prefer that the truth not become common news. An opponent who knows about your mental edge is a prepared enemy. As a result, most of the psionic factions operate in secret, working to keep the public at large from realizing what is truly going on. The natural human tendency to rationalize what they see helps the psionicists hide the truth.

Secret Masters

The safety and status of reality depends on secrecy. PSI is built around small squads that report to section heads ("Control"). Control, in turn, reports to higher levels of bureaucracy that are not accessible to ordinary agents. Squads are usually organized regionally, though the regional areas may range from relatively small areas with large populations (New York or LA) to large regions with extensive paranormal activities (most of the northwest between the Cascades and the Rockies north of Utah falls under the jurisdiction of a single squad). In addition, particular branches of PSI are dedicated to research, discovery of new psionic abilities, and recruitment of new agents. In most cases, the local squads are expected to show versatility. PSI expects the first agents who arrive on the scene of a situation to see that situation through to the end.

Where does the chain of command end? That's anyone's guess, though lower echelons theorize that the ultimate authority rests with the Joint Chiefs of Staff, the Oval Office, or the Secretary General of the United Nations. Others think that the chain of command stops with a particularly powerful member of the bureaucracy who secretly



Troy confronts his sinister replacement

runs the government for its own good. Additional theories involve foreign nationals, corporate powers, secret organizations founded centuries ago, and space aliens.

Power Groups

Who holds power in this campaign? That depends. There are all kinds of power, from political to social to financial, and there's a group holding that power somewhere in the world.

Your Government

The heroes work for the United States Paranormal Science and Investigation Agency. It has existed as a line item in the budgets of various hierarchies in the government, including at various times Health, Education, Historical Landmarks, Transportation, and the Environmental Protection Agency. For two years, the Army funded PSI as part of the same budget that pays for military band instruments.

The government likes PSI and is relatively good to its paranormal agents. The government has a policy to watch, regulate, and control psionic abilities that may pose a threat to the general well being of the public and reality as we know it.

As a result, PSI agents are treated a bit better than the average law-enforcement officer or government agent. Each agent is a resource that the administration would prefer not to lose. Of course, it would rather the world do without the talents of a particular agent than let that agent fall under the sway of another power group.

Other Governments

Nothing is truly secret in the halls of power, and other nations have their own Departments, Bureaus, Ministries, Services, and Academies dedicated to the discovery and exploitation of psionic abilities. Each tends to take the development of psionics in traditionally nationalistic fashions. Her Majesty's Paranormal Service (M5A) does things with style and uses unique high-tech gear. The French Directives (there are two with overlapping authorities) tend to be more social in their dealings, except when in competition with each other. The former Soviet Union had its People's Revolutionary Mental Guards, which dispersed when the superpower dissolved into a set of separate factions. The Chinese reportedly have experimented in breeding psi talents, though their success is not known.

Smaller countries that can't afford their own paranormal programs may still have psionic agents. These freelancers offer their services to the highest bidders and usually represent defections from one of the established programs run by the various superpowers.

Relationships with other governments play out in a continual game of cat and mouse. The superpowers agree that psionic agents (whether acknowledged or not) should be kept within the confines of their native countries. They similarly try to keep tabs on the various known psionic agents. Experienced agents know their opposite numbers on sight (or from the slightest touch of the mind) and extend to each other a level of professional courtesy—provided, of course, that the other agents keep their minds and their records clean.

Rogue Talents

The majority of people with psionic abilities are not members of any organization. They themselves may not be aware of their abilities, and without training might spend their entire lives without realizing they have psionic ability. Stressful situations may cause latent psionic abilities to emerge, but these usually subside and the event is ignored or forgotten.

More often than not, untrained psionicists are unable to control their powers, and therefore pose a danger to those around them. Sometimes their minds can't handle the stress involved in utilizing psionic powers and their personalities fracture, often turning psychotic and dangerous. Tales of the Jersey Devil and Bigfoot evolved from stories of emergent psychics gone rogue.

PSI has a stated policy that untrained or newly emerged psionicists should be studied but not contacted unless there is an overt manifestation. If overt manifestation occurs, the psionicist should be recruited or at least trained to the degree that he no longer poses a danger to himself or others.

Cults and Conspiracies

Sometimes, an individual gains access to and control of his or her psionic abilities without the government becoming aware of it. Such individuals may fall into the hands of various cults (religious or otherwise) or independent organizations. These individuals unite the powers of the mind with a potentially malevolent organization, creating a dangerous situation.

Cults combine religious overtones with superiority rhetoric, giving the new psionicists a sense of belonging and purpose they might not otherwise attain. The psionicist might rise to become the leader of a cult, or he might be used by the cult to accomplish some sinister purpose or another.

Conspiracies tend to treat nascent psionic talents as tools to be used, exploited and, if need be, broken in order to gain their abilities. Once they have served their purpose, the psionic talents are discarded. Conspiracies range from various secret societies to criminal organizations. Psionics are a means to an end, a way to increase temporal power. A small criminal conspiracy could include a biker gang with a Battle Mind leader, or a group of small-time hoods particularly lucky at avoiding the law thanks to the Telepath in their midst. Those aware of the nature of their power usually try to gather as much of it as they can by inducting (willingly or not) other psychic individuals.

The Media

Whether the truth is out there or not, news sells papers and garner television ratings. Conducting a secret war for reality is very difficult if everyone knows about it (or worse yet, if everyone gets into the act). Most traditional media follow the traditional line that psionics and other mental abilities fall into the same category as pixie dust and demons—things that one doesn't talk about on the evening broadcast. Large media corporations tend to require very little overt control, as they are institutionally driven to maintain the status quo. Individual reporters may crusade to find the truth, and are usually dealt with through destruction of





evidence and ruination of reputation. The death or disappearance of a media gadfly only brings more attention to the people and organizations that would rather remain hidden, so this tends to be the option of last resort.

Magazines, television shows, and radio programs that regularly report on the existence of bat-boys, living mummies, and space aliens who endorse presidential candidates are more closely watched by the PSI, since these outlets inadvertently help spread disinformation regarding the true nature of the psionic war. Most of these organizations have an agent in place, often on the editorial staff, to push content in the desired direction.

Allies and Opponents

Most of the individuals heroes deal with in an AGENTS OF PSI campaign are human (or nearly so). The difficulty lies in knowing what sort of power they might hold. Psionic abilities can go wherever an agent goes. An agent can be unarmed and still pose a lethal threat to his opponents.

Paranormal Science and Investigation Agency

PSI is a government agency with the stated purpose to investigate, substantiate, and report on paranormal activity that is not specifically covered by other agencies. PSI has a sprawling, relatively loose organization similar to the FBI's. Different sections and squads may be working on similar cases without realizing it. Two years ago, a communication section was added to aid in cross-referencing active files, as well as to maintain the ever-growing archives (currently being stored in an abandoned salt mine in northwestern Pennsylvania).

The Agency sponsors a string of private schools across the United States intended to train future agents. This initiative's primary purpose is to teach control and responsibility in regards to psionic abilities, but some of the students move on to join PSI as well.

Most agents of PSI take the Wild Talent feat sometime between 1st and 3rd level. Many aspire to gain levels of Telepath or Battle Mind as early as 4th level, for the best agents have access to a wide range of psionic powers.

Other Government Agencies

Most field agents in other agencies remain unaware of the existence of the PSI. A local police branch, for example, may have to call Washington to confirm a PSI agent's credentials. Relationships vary according to the situation, and may range from gladly passing off a problem case to the new arrivals to territorial protectiveness of leads, resources, and information.

PSI has a good relationship with the FBI, though the Bureau is always concerned about PSI's loose organization and willingness to engage with the unknown. The CIA, on the other hand, has no love of PSI and often works against the agency because it believes that PSI is a danger to the US, despite its status and portfolio. The NSA has called in PSI agents on a number of occasions over the years for assistance. Rumors persist that the agency is seeking to pick up PSI in the next budget, swallowing the department whole. Most other departments and agencies regard the PSI as "The Pros from Dover"—the weirdness experts who may be used as a resource. Whether they listen to what the PSI agents have to say is another matter entirely.

The Enlightenment

A classic secret conspiracy whose members include rich and powerful members of society, the Enlightenment is devoted to nothing less than global domination. Psionic powers are just one more tool to be used in the quest for control. The organization uses global forums such as the WTO, World Bank, and WEF to host meetings to plan for the future.

The Enlightenment's ultimate goal is to create an industrious but content world population with a strong work ethic, who leave the elite to make the decisions (and reap the rewards). To the Enlightenment, money and power can never reach a level of excess.

The Enlightenment avoids irritating PSI and similar operations; that would just be bad business. However, its individual members occasionally run afoul of the agency, especially the Enlightenment's own psionic operatives.

Mindwreckers

The Mindwreckers are a group of elite psionicists with twisted tastes and chaotic attitudes. These psionic phreakers treat mental power as a new art form, one that can only flourish in an atmosphere of total freedom and violence. To that end, any organization or government that seeks to control or limit the free growth of the mind must be destroyed.

Mindwreckers consider the use of psionic power to be art for art's sake. Individuals without psionic talent are merely clay to be molded, paint to be spattered on a greater canvas. Mayhem and destruction always accompany a Mindwrecker's performance, and they sometimes videotape their work to show later at Mindraves.

Mindwreckers like to target individuals with psionic power for destruction, usually after a secret tribunal in which the "mindcriminal" is tried in absentia. The Mindwreckers work to destroy not only the individual's life and livelihood, but also his or her mind. Some members of the Mindwrecker tribunal are former victims who went insane and were recruited thereafter.

All Mindwreckers have the Wild Talent feat, and the most powerful among them go on to take levels in either Telepath or Battle Mind.

The Silent Walkers

A Japanese organization known derisively as "The Ninjas" by other groups, the Silent Walkers date back to the 1600s. Shizuka Ni Ugoku ("Moving in Silence") combine mental discipline with physical strength. They have a rigorous code of honor derived from that of the samurai. They hunt down untrained psionics and rogues (which they call "oni") and destroy them. They believe only individuals who have attained perfection of the mind should be granted the great responsibility of mental powers.

The Silent Walkers are relentless and deadly. They accept the existence of other groups, but do not act against them if their rivals stay out of Japanese interests and don't get in the way of their missions. They pursue oni beyond their borders, often into the jurisdictions of other organizations.

Knightly Order of St. Bartholomew

A truly ancient order whose roots date back to the Middle Ages, the Order of Bartholomew (called the "Barts" by the rest of the psionic intelligence community) has the advantage of huge amounts of gathered research regarding paranormal abilities. At the heart of their knowledge is the Black Library, a collection of banned, suppressed, and otherwise anathema literature. This collection is the most exhaustive description of paranormal activity in existence. The archivists within PSI and other intelligence communities crave the opportunity to get at the Barts' stacks.

More so than any intelligence operation, the Order strictly limits its agents (usually but not always men of the cloth) in regards to available information. Too much knowledge equals too much temptation, and many investigations hit a wall of silence. The Black Library holds many secrets, most of which are not available to the general membership.

Monsters of the Id

Those individuals who develop wild psionic abilities normally only have whatever low-level power the Wild Talent feat provides (see page 362). Most wild talents have a minor power that they either use or ignore as their personalities dictate, and they never progress to become full-fledged psionicists. Some of these individuals suffer guilt or anxiety over the strange power; others embrace it and use the slight edge it provides to best advantage. Some develop phobias or other mental diseases.

In rare cases, the onset of a wild talent drives the individual insane and unleashes the power of his or her inner mind. Using the energy derived from the individual's unconscious needs and drives, the id unleashes psychic creations that the individual isn't aware of or in control of. These mental creations appear real to anyone who sees them. They have physicality and can interact with the world around them. When the individual who spawned them is cured or killed, the id monster fades away. If the id monster is confronted directly and killed or destroyed, it also fades away. It will re-spawn in 1d20 hours, however, once again brought to life by the crazed talent's fears and anxieties.

A crazed talent always creates the same kind of monster. He or she can create a single monster with Hit Dice equal to two times the crazed talent's character level, or a number of monsters whose total Hit Dice equal two times the crazed talent's character level. For example, if Cindi Quail, a 1st-level Charismatic ordinary, develops a wild psionic talent that drives her insane, her unconscious mind could create a single gnoll (HD 2d8+2), two skeletons (HD 1d12 each), or four kobolds (HD ½ d8 each).

Id monsters allow you to use supernatural creatures without adding a supernatural element to your Agents of PSI campaign. This lets you make use of the various creatures detailed in Chapter Eight: Friends and Foes.



An illithid and its thralls

Other Antagonists

The following creatures, detailed in Chapter Eight: Friends and Foes, make great opponents for PSI agents without resorting to the monsters of the id approach:

Illithids: The mind flayers exist in the campaign. Some are rogue individuals that prey on human brains or serve as master villains for certain psionic plots. Others work together as part of an ancient cult devoted to the brain eaters and the mental power boost that such an activity supposedly provides. The illithids claim to be an ancient species that has been on Earth since before the start of recorded history. This may or may not be true, depending on your campaign. Instead, they could be a genetic experiment gone wrong, perhaps related to the moreaus or the replacements (see below).

Moreaus: These animal-human hybrids were created during the great (and secret) DNA experiments of the past two decades. While such programs are now illegal, moreaus continue to work for various agencies all over the world, and there are more and more runaway moreaus hiding throughout the world. Some of the runaways work as mercenaries or freelancers for intelligence groups, corporations, or criminal organizations. Some hunt other moreaus. A few just want to be left alone. Today, some agencies and corporations secretly continue to experiment with DNA hybrids, resulting in new forms appearing when the PSI agents least expect it.

Puppeteers: Also known as spider ETs, one story has an expedition to Antarctica discovering these creatures in the ice in the 1920s and bringing them back to the civilized world. Another story claims that the puppeteers were found among the wreckage of an alien spacecraft that crashed in Roswell, New Mexico, in 1947. Most PSI agents believe that, like replacements and moreaus (because who knows what to believe about the mind flayers!), the puppeteers are simply a genetic experiment gone terribly wrong.

Replacements: Vat-grown, flash-programmed genetic duplicates used as spies and decoys. All agencies have access to replacements, although the process used to create them is difficult and time consuming.

TELEPATH

The Telepath manifests mental powers associated with touching other minds, moving objects with a thought, and influencing the thoughts of others. These powers represent a different use for the bioenergy produced by the mind and body of all living things. For the Telepath, mental powers take the form of thoughts made real. Through meditation and strict mental discipline, the Telepath finds a deep reservoir of power within himself—power that can be tapped to turn a thought into a strong defense or a deadly weapon.

Select this advanced class if you want your character to master the psionic art of mental contact and become a Telepath.

The fastest path into this advanced class is from the Charismatic hero basic class, though other paths are possible.

Requirements

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

Skills: Bluff 6 ranks, Diplomacy 6 ranks, Gather Information 6 ranks.

Feat: Wild Talent (see page 362).

Class Information

The following information pertains to the Telepath advanced class.

Hit Die

The Telepath gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

The Telepath gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Telepath's class skills are as follows.

Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (behavioral sciences, current events, popular culture, philosophy and theology) (Int), Profession (Wis), Psicraft (Int), Read/Write Language (none), Sense Motive (Wis), Speak Language (none).

Skill Points at Each Level: 5 + Int modifier.

Class Features

All of the following features pertain to the Telepath advanced class.

Psionic Skills

A Telepath has access to the following psionic skills. These skills are considered class skills for the Telepath, and he can use his skill points to buy ranks in them, just like other skills in the game.

Autohypnosis (Wis): *Trained only.* You have trained your mind to resist certain injuries and threats while also gaining a few select benefits.

Check: The DC and effect depend on the task you attempt.

Task	DC
Resist fear	15
Memorize	15
Tolerate poison	Poison's DC
Willpower	20

Resist Fear: In response to a fear effect, you can make an Autohypnosis check on your next action even if you've been overcome by fear. A successful check grants you another saving throw with a +4 morale bonus to resist the fear effect.

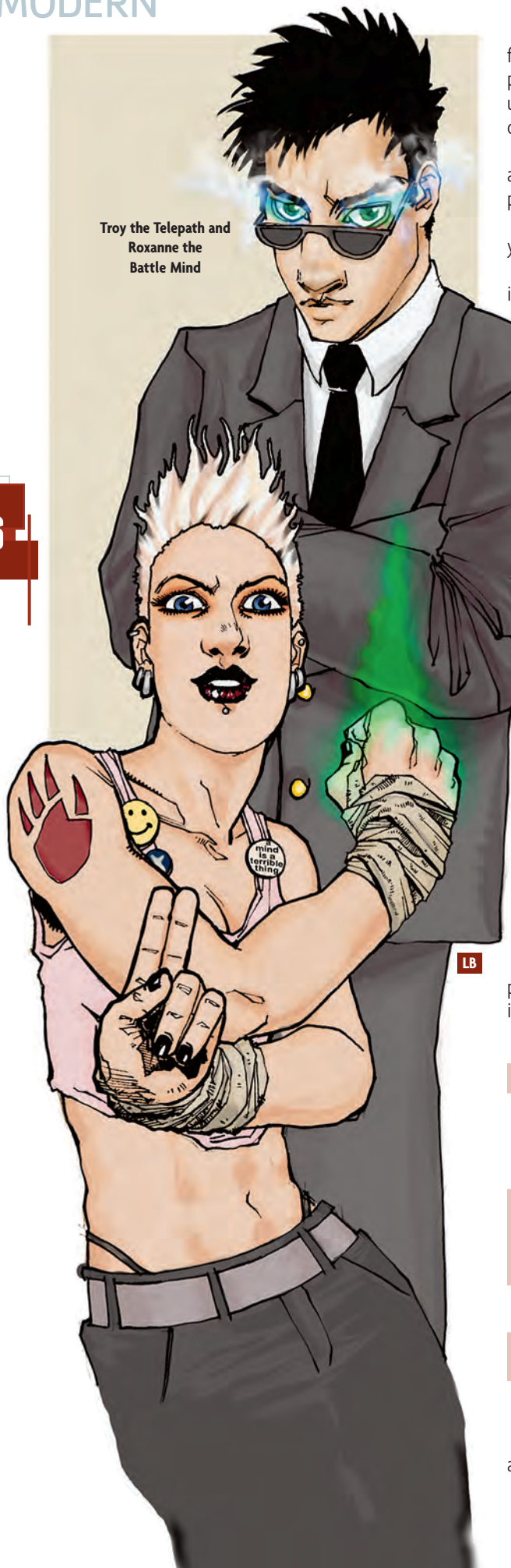
Memorize: You can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information. Each successful check allows you to memorize up to 250 words or the equivalent of what could be comfortably contained on an 8 ½-by-11-inch sheet of paper. You always retain this information; however, you can only recall it with a successful Autohypnosis check.

Tolerate Poison: In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you a +4 morale bonus on your saving throw to resist the poison's secondary damage.

Willpower: If reduced to 0 hit points (disabled), you may make an Autohypnosis check. If successful, you can perform a strenuous action without taking 1 point of damage. A

TABLE 9–3: THE TELEPATH

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Psionic skills, psionic powers	+0	+1
2nd	+1	+0	+0	+3	Trigger power, psionic powers	+1	+1
3rd	+1	+1	+1	+3	Bonus feat, psionic powers	+1	+1
4th	+2	+1	+1	+4	Power crystal, psionic powers	+1	+2
5th	+2	+1	+1	+4	Trigger power, psionic powers	+2	+2
6th	+3	+2	+2	+5	Bonus feat, psionic powers	+2	+2
7th	+3	+2	+2	+5	Combat manifestation, psionic powers	+2	+3
8th	+4	+2	+2	+6	Trigger power, psionic powers	+3	+3
9th	+4	+3	+3	+6	Bonus feat, psionic powers	+3	+3
10th	+5	+3	+3	+7	Maximize power, psionic powers	+3	+4



Troy the Telepath and Roxanne the Battle Mind

failed check carries no penalties—you can choose not to perform the strenuous action. If you do perform the strenuous action after failing the check, you take 1 point of damage, as normal.

Try Again?: For resist fear and memorize, you can make a check once per round. You can't try again to tolerate poison. You can't try again in the same round for willpower.

Special: You can take 10 on Autohypnosis checks, but you can't take 20.

Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.

Concentration (Con): The normal Concentration skill expands to include psionic applications, as defined below.

Check: You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including manifesting a power or concentrating on an active power, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of manifesting a power, the power is lost. If you were concentrating on an active power, the power ends.

The table on page 53 summarizes the various types of distractions. In situations where the distraction occurs while you are manifesting a power, you add the level of the power to the DC.

Try Again?: You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a power, the power is lost.

Special: By making a check (DC 15 + power level), you can use Concentration to manifest a power defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the action without incurring any attacks of opportunity.

Psicraft (Int): *Trained only.* Use this skill to identify psionic powers as they manifest or psionic effects already in place.

Check: You can identify psionic powers and effects.

DC	Task
15 + power level	Identify a psionic power as it manifests. (You must sense the power's display or see some visible effect to identify a power.) You can't try again.
20 + power level	Identify a power that's already in place and in effect. (You must be able to see or detect the effects of the power.) You can't try again.
20 + power level	Identify materials created or shaped by psionics. You can't try again.
30 or higher	Understand a strange or unique psionic effect. You can't try again.

Try Again?: See above.

Time: Unless otherwise indicated, Psicraft is a move action.

LB



Psionic Powers

The Telepath's main strength is his ability to manifest psionic powers.

A psionic power is a one-time psionic effect. Psionic powers require power points to use. Unlike arcane spellcasters, Telepaths don't have spellbooks and they don't prepare powers ahead of time. In addition, a Telepath can use psionics while wearing armor without risking the failure of the power.

A Telepath's level limits the number of power points available for manifesting powers. In addition, a Telepath must have a key ability score equal to at least 10 + the power's level to manifest a particular power.

The Telepath's selection of powers is extremely limited, although he enjoys ultimate flexibility. At 1st level, a Telepath knows three 0-level powers of your choice and one 1st-level power. At each level, the Telepath discovers one or more previously latent powers, as indicated on the table below.

The DC for saving throws to resist a psionic power is 10 + the power's level + the Telepath's key ability modifier.

Telepath		—— Powers Discovered by Level ——					
Level	Pts/Day	0	1	2	3	4	5
1st	2	3	1	—	—	—	—
2nd	3	3	2	—	—	—	—
3rd	4	3	3	—	—	—	—
4th	7	4	3	1	—	—	—
5th	10	4	3	2	—	—	—
6th	15	4	3	2	1	—	—
7th	20	5	4	3	2	—	—
8th	27	5	4	3	2	1	—
9th	34	5	4	3	3	2	—
10th	43	6	4	3	3	2	1

A Telepath can manifest a certain number of powers per day based on his available power points. (0-level powers have a special cost; see page 361.) He just pays the power point cost of a power to manifest it, no preparation necessary. The base number of power points available per day is shown on the table above. This number is improved by bonus points determined by the Telepath's Charisma score, as shown on the table below.

Cha Score	Bonus Power Points per Day
12–13	1
14–15	3
16–17	5
18–19	7
20–21	9
22–23	11

Trigger Power

At 2nd, 5th, and 8th level, the Telepath chooses one psionic power that he can attempt to manifest for no power point cost.

At each of these levels, you select one 0-, 1st-, 2nd-, or 3rd-level power you can use. From that point on, you can attempt to trigger that power without paying its cost. To trigger a power, you must have enough power points to cover the normal cost of the power manifestation. Then, make an ability check appropriate to the power.

If you succeed at the ability check, the power manifests with no cost in power points. If the check fails, you pay the power point cost and the power manifests.

DCs for the ability check depend on the level of the power: 0-level, DC 11; 1st-level, DC 13; 2nd-level, DC 15; and 3rd-level, DC 17.

Bonus Feats

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

Alertness, Animal Affinity, Attentive, Blind-Fight, Combat Expertise, Confident, Creative, Deceptive, Educated, Focused, Frightful Presence, Iron Will, Renown, Stealthy, Studious.

Power Crystal

At 4th level, the Telepath can store excess power points in a power crystal specially attuned to him. Encoding the crystal takes 24 hours and requires a gem with a purchase DC of 20. When complete, the power crystal is a psionically charged crystalline stone no more than an inch in diameter. A Telepath can possess no more than one power crystal at a time.

A power crystal is imbued with 5 power points when it is created. The Telepath can call upon these power points at any time and use them just as he would his natural power points. Once the crystal is depleted, the Telepath must refill it using up to 5 power points from his own reserves. A power crystal can be recharged after a Telepath has rested and renewed his own reserves of power points for the day. (See Psionic Powers, page 360).

Combat Manifestation

At 7th level, a Telepath becomes adept at manifesting psionic powers in combat. He gets a +4 bonus on Concentration checks to manifest a power while on the defensive.

Maximize Power

At 10th level, a Telepath learns to manifest psionic powers to maximum effect. All variable, numeric effects of a maximized power automatically achieve their maximum values. A maximized power deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Powers without random variables are not affected.

A maximized power costs a number of power points equal to its normal cost +6.

BATTLE MIND

The Battle Mind turns her psionic potential into the ultimate weapon. The Battle Mind combines physical prowess with mental energy to become a devastating warrior. Using telekinetics, pyrokinetics, and biokinetics, the Battle Mind employs psionics with the subtlety of an assassin or the hard-hitting power of an explosive force. Whether forging

weapons of bio-energy or mentally manipulating physical objects, calling forth fire from her mind or unleashing a bolt of mental energy, the Battle Mind is never at a loss for an offensive strategy.

Select this advanced class if you want your character to master the psionic art of mental combat and become a Battle Mind.

The fastest path into this advanced class is from the Strong hero basic class, though other paths are possible.

Requirements

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

Base Attack Bonus: +3.
Skill: Jump 6 ranks.
Feat: Wild Talent (see page 362).

Class Information

The following information pertains to the Battle Mind advanced class.

Hit Die

The Battle Mind gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Battle Mind gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Battle Mind's class skills are as follows.

Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Drive (Dex), Jump (Str), Knowledge (current events, streetwise) (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Swim (Str).

Skill Points at Each Level: 3 + Int modifier.

Class Features

All of the following features pertain to the Battle Mind advanced class.

Psionic Skills

A Battle Mind has access to the following psionic skills. These skills are considered class skills for the Battle Mind, and she can use her skill points to buy ranks in them, just like other skills in the game.

Autohypnosis (Wis): *Trained only.* You have trained your mind to resist certain injuries and threats while also gaining a few select benefits.

Check: The DC and effect depend on the task you attempt.

Task	DC
Resist fear	15
Memorize	15
Tolerate poison	Poison's DC
Willpower	20

Resist Fear: In response to a fear effect, you can make an Autohypnosis check on your next action even if you've been overcome by fear. A successful check grants you another saving throw with a +4 morale bonus to resist the fear effect.

Memorize: You can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information. Each successful check allows you to memorize up to 250 words or the equivalent of what could be comfortably contained on an 8 ½-by-11-inch sheet of paper. You always retain this information; however, you can only recall it with a successful Autohypnosis check.

Tolerate Poison: In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you a +4 morale bonus on your saving throw to resist the poison's secondary damage.

Willpower: If reduced to 0 hit points (disabled), you may make an Autohypnosis check. If successful, you can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties—you can choose not to perform the strenuous action. If you do perform the strenuous action after failing the check, you take 1 point of damage, as normal.

Try Again?: For resist fear and memorize, you can make a check once per round. You can't try again to tolerate poison. You can't try again in the same round for willpower.

Special: You can take 10 on Autohypnosis checks, but you can't take 20.

TABLE 9–4: THE BATTLE MIND

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+0	Psionic skills, psionic powers	+1	+0
2nd	+1	+3	+0	+0	Psi-blade, imprint tattoo, psionic powers	+2	+0
3rd	+2	+3	+1	+1	Bonus feat, psionic powers	+2	+0
4th	+3	+4	+1	+1	Psychic shield, psionic powers	+3	+0
5th	+3	+4	+1	+1	Combat manifestation, psionic powers	+4	+1
6th	+4	+5	+2	+2	Bonus feat, psionic powers	+4	+1
7th	+5	+5	+2	+2	Improved psi-blade, psionic powers	+5	+1
8th	+6	+6	+2	+2	Improved psychic shield, psionic powers	+6	+1
9th	+6	+6	+3	+3	Bonus feat, psionic powers	+6	+2
10th	+7	+7	+3	+3	Ultimate psi-blade, psionic powers	+7	+2





Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.

Concentration (Con): The normal Concentration skill expands to include psionic applications, as defined below.

Check: You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including manifesting a power or concentrating on an active power, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of manifesting a power, the power is lost. If you were concentrating on an active power, the power ends.

The table on page 53 summarizes the various types of distractions. In situations where the distraction occurs while you are manifesting a power, you add the level of the power to the DC.

Try Again?: You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a power, the power is lost.

Special: By making a check (DC 15 + power level), you can use Concentration to manifest a power defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the action without incurring any attacks of opportunity.

Psionic Powers

The Battle Mind's main strength is her ability to manifest offensive psionic powers.

A psionic power is a one-time psionic effect. Psionic powers require power points to use. Unlike arcane spellcasters, Battle Minds don't have spellbooks and they don't prepare powers ahead of time. In addition, a Battle Mind can use psionics while wearing armor without risking the failure of the power.

A Battle Mind's level limits the number of power points available for manifesting powers. In addition, a Battle Mind must have a key ability score equal to at least 10 + the power's level to manifest a particular power.

The Battle Mind's selection of powers is extremely limited and tied to combat. At 1st level, a Battle Mind knows two 0-level powers of your choice. At each level, the Battle Mind discovers one or more previously latent powers, as indicated on the table below.

The DC for saving throws to resist a psionic power is 10 + the power's level + the Battle Mind's key ability modifier.

Battle Mind		Powers Discovered by Level				
Level	Pts/Day	0	1	2	3	4
1st	2	2	—	—	—	—
2nd	3	3	—	—	—	—
3rd	4	3	1	—	—	—
4th	5	3	2	—	—	—
5th	8	3	3	1	—	—
6th	11	3	3	2	—	—
7th	16	3	3	2	1	—
8th	21	3	3	3	1	—
9th	26	3	3	3	2	—
10th	33	3	3	3	2	1

A Battle Mind can manifest a certain number of powers per day based on her available power points. She just pays the power point cost of a power to manifest it, no preparation necessary. The number of power points available per day is shown above.

Psi-Blade

At 2nd level, a Battle Mind can manifest a glowing blade of mental energy. This 1-foot-long blade extends from the Battle Mind's fist. It can be manifested as a move action, and it lasts for a number of rounds equal to the Battle Mind's level or until the Battle Mind wills it to dissipate. She can create another one on her next move action, as long as the Battle Mind's power point reserve is 1 or more.

The psi-blade deals 1d6 points of piercing damage. At 3rd level, her psi-blade gains a +1 enhancement bonus. At 5th level the enhancement bonus improves to +2. At 7th level, it improves to +3, and at 9th level it improves to +4.

The Battle Mind can apply the Weapon Focus or Weapon Finesse feats to her psi-blade.

Imprint Tattoo

Starting at 2nd level, a Battle Mind can create create tattoos on his body or someone else's that can be used to invoke psionic powers. A tattoo is a single-use item that duplicates the effect of a particular power. Imprinting a tattoo takes one day. The purchase DC for the raw materials to imprint a tattoo is 15 + the tattoo's power level + the tattoo's manifester level.

The Battle Mind must also spend experience points to imprint a tattoo. The XP cost is equal to the power level × the manifester level × the purchase DC of the raw materials.

Finally, the Battle Mind makes a Craft (visual arts) check. The DC for the check is 10 + the power level + the manifester level of the power. If the check fails, the raw materials are used up but the XP are not spent. The Battle Mind can try imprinting the tattoo again as soon as he purchases more raw materials. See Chapter Ten: FX Abilities for more about tattoos.

Bonus Feats

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

Archaic Weapons Proficiency, Athletic, Blind-Fight, Cleave, Combat Martial Arts, Combat Reflexes, Exotic Melee Weapon Proficiency, Focused, Improved Combat Martial Arts, Power Attack, Weapon Finesse, Weapon Focus.

Psychic Shield

At 4th level, a Battle Mind can manifest a shield of psychic energy, outlining her body in a barely perceptible glowing nimbus that provides a +3 equipment bonus to Defense. The shield can be manifested as a move action, and it lasts for a number of rounds equal to the Battle Mind's level or until she wills it to dissipate. She can create another shield on her next move action, as long as her power point reserve is 1 or more.

Combat Manifestation
At 5th level, a Battle Mind becomes adept at manifesting psionic powers in combat. She gets a +4 bonus on Concentration checks to manifest a power while on the defensive.

Improved Psi-Blade
At 7th level, a Battle Mind's psi-blade increases in damage capability. It now deals 1d8 points of piercing damage on a successful attack.

Improved Psychic Shield
At 8th level, a Battle Mind's psychic shield improves. It now provides a +6 equipment bonus to Defense.

Ultimate Psi-Blade
At 10th level, a Battle Mind's psi-blade increases further in damage capability. It now deals 2d6 points of piercing damage on a successful attack.

ADVENTURE SETUPS

AGENTS OF PSI adventures straddle the gray area between fact and fiction, in the land of odd conspiracies and odder conspirators. Often the strangeness within the world exists for a very good reason, but not for the reason that people think. Rather than being the result of ancient astronauts or alien incursions, most paranormal evidence (such as it is) exists to cover up psionic activity.

In an AGENTS OF PSI adventure, games of death and deceit are crucial to convey the espionage feel. The heroes are selected for particular missions, though many of those missions boil down to "find out what's going on, deal with it, and report back to headquarters." The villain has a master plan, and every conspiracy has multiple layers. Add in the complications and benefits of psionic powers and you have all the ingredients necessary to develop an adventure for your agents.

Mind Games (low-level adventure)
The heroes are assigned to assist an ongoing investigation in the Midwest, where they must identify a wild talent who is causing trouble in the area.

Background
When the onset of a psionic talent leads to madness, the result can be dangerous for everyone in the vicinity. Phantoms and figments crawl out of the wild talent's subconscious to become walking nightmares with minds of their own.

Robert Quail, a mid-level manager at Western Processing, has uncovered a price-fixing scam instigated by his company and agreed to by two of their competitors. Together, the three companies control 65% of their market. The product is



Ready-to-Use Telepaths
Need a Telepath for an adventure? Here are a couple of ready-to-use characters that can serve as either friends or foes for the heroes in your AGENTS OF PSI campaign.

Charismatic Hero 3/Telepath 1: CR 4; Medium-size humanoid; HD 3d6+6 plus 1d6+2; hp 22; Mas 14; Init +1; Spd 30 ft.; Defense 12, touch 11, flat-footed 11 (+1 Dex, +1 class); BAB +1; Grap +0; Atk +0 melee (1d3–1, unarmed strike); Full Atk +0 melee (1d3–1, unarmed strike) or +2 ranged (2d6, Beretta 92F); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +4, Ref +3, Will +5; AP 2; Rep +3; Str 8, Dex 13, Con 14, Int 12, Wis 11, Cha 16.

Occupation: Creative (bonus class skills: Bluff, Disguise, Spot).

Skills: Autohypnosis +2, Bluff +10, Concentration +4, Diplomacy +11, Disguise +10, Gather Information +11, Intimidate +9, Knowledge (current events) +7, Knowledge (popular culture) +7, Profession +6, Psicraft +3, Read/Write English, Read/Write Cantonese, Speak English, Speak Cantonese.

Feats: Iron Will, Personal Firearms Proficiency, Simple Weapons Proficiency, Trustworthy, Wild Talent (*far hand*).

Talents (Charismatic Hero): Coordinate, inspiration.

Power Points: 7.

Telepath Powers Known (3/1): 0—*daze* (DC 13), *detect psionics, lesser natural armor;* 1st—*object reading*.

Possessions: Beretta 92F (9mm autoloader), 50 rounds of 9mm ammunition, business outfit, concealed carry holster, cell phone, wallet with credit cards and ID.

Charismatic Hero 3/Telepath 5: CR 8; Medium-size humanoid; HD 3d6+6 plus 5d6+10; hp 44; Mas 14; Init +1; Spd 30 ft.; Defense 14, touch 14, flat-footed 13 (+1 Dex, +3 class); BAB +3; Grap +2; Atk +2 melee (1d3 electricity, stun gun); Full Atk +2 melee (1d3 electricity, stun gun) or +4 ranged (2d6, Beretta 92F); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Trigger powers (*lesser mindlink, lesser domination*), power crystal; AL any; SV Fort +5, Ref +4, Will +7; AP 4; Rep +4; Str 8, Dex 13, Con 14, Int 12, Wis 11, Cha 17.

Occupation: Creative (bonus class skills: Bluff, Disguise, Spot).

Skills: Autohypnosis +6, Bluff +16, Concentration +8, Diplomacy +15, Disguise +12, Gather Information +15, Intimidate +9, Knowledge (current events) +7, Knowledge (popular culture) +7, Profession +6, Psicraft +7, Read/Write English, Read/Write Cantonese, Speak English, Speak Cantonese.

Feats: Deceptive, Iron Will, Personal Firearms Proficiency, Simple Weapons Proficiency, Trustworthy, Wild Talent (*far hand*).

Talents (Charismatic Hero): Coordinate, inspiration.

Power Points: 15.

Telepath Powers Known (4/3/2): 0—*daze* (DC 13), *detect psionics, lesser natural armor, telempathic projection* (DC 13); 1st—*charm person* (DC 14), *lesser metaphysical weapon, object reading*; 2nd—*detect thoughts* (DC 15), *inflict pain* (DC 15).

Possessions: Stun gun, Beretta 92F (9mm autoloader), 50 rounds of 9mm ammunition, business outfit, con-



genetically modified corn that, Quail has also discovered, is nothing but ordinary corn. The genetically modified crop failed, and Western is selling ordinary corn at the inflated and fixed prices.

Quail has been quietly cooperating with an FBI investigation into the illegal conspiracy to fix prices. The agents were examining silos containing the falsely labeled corn when four small men wearing dog-masks and scaly costumes assaulted them. The agents escaped, but later investigation showed no sign of the intruders. The reference to "small men in dog masks" tripped a switch in the computer at the Paranormal Science and Investigation Agency, and PSI offered to assist in the investigation.

Robert Quail's twelve-year-old-daughter Cindi has recently developed a psionic wild talent. While it has not caused her to exhibit any outward signs of mental disease, it is causing her nightmares to spin out of control. After secretly witnessing one of her father's meetings with the FBI agents, Cindi's anxiety built until she was sure they were here to hurt her father and take her away because of the weird things she was suddenly able to do. As a result, when she sleeps, her anxiety creates nightmare creatures that come alive to deal with the cause of her stress. Cindi's id monsters resemble kobolds and have the statistics for those creatures (see page 241).

Supporting Cast

The FBI representatives, Samuel Maxwell and Melinda Bains, are the special agents in charge. They do not believe in paranormal powers. Use the low-level police officer for their statistics (see page 275).

Their informer, Robert Quail, is a mid-level manager. He has a wife, Sheryl, and three children, Cindi (12), Bobby (9), and Susan (7). Cindi has the *far hand* psionic power as a wild talent, but she can't control it, and it is giving rise to a mental disorder that is manifesting as id monsters.

Steve Western is Quail's boss. He is engaged in a colossal scam, involving price fixing and ordinary corn being passed off as genetically superior grain. Steve is a slimy, unctuous individual who hints that he has friends in high places (he doesn't, but he seems like the sort who would set small men in dog-masks on his opponents).

The monsters of the id rotate each night among the following types: four kobolds, one gnoll, and two goblins. Use the statistics from Chapter Eight: Friends and Foes. Each monster's appearance is based upon Cindi's imagination and nightmares. She has a stuffed doll that looks like a kobold (a scaly, dog-headed humanoid). The gnoll looks like an action figure in Bobby's room, and the goblins resemble creatures in the book that Robert has been reading to Cindi's little sister, Susan, as a bedtime story recently.

Western Processing is one of the leading food companies in the Midwest. Several of the members of the board are affiliated with the Enlightenment, but none of them appears to be involved in this situation.

Things to Consider

How do the FBI agents react to the PSI agents? Do they appreciate the aid, or are they resentful of the interference? Are they looking for someone to blame in case everything goes south?

The FBI agents believe that individuals recruited by Western Processing attacked them, and they worry that Quail is leaking information. If they feel they have sufficient evidence, they call in a major raid against the company (which is innocent of the assault, though not of the price fixing or false claims of genetically modified corn).

Over the next few nights, the agents come under assault by monsters. The creatures attack them on the road, in their hotel rooms, and during night investigations. The PSI agents may have to act as bodyguards to the increasingly frustrated FBI agents.

If pressured, the FBI introduces the PSI agents to Quail at his home, where Cindi can observe them. Now the heroes become targets, because Cindi recognizes the psionic ability in them and believes they are preparing to take her away.

The heroes must fend off the id monsters and track their manifestation back to Cindi. Once Cindi is treated for her anxiety, the attacks cease. Cindi may be tagged for later enrollment in an Agency-sponsored private school. If the heroes prove helpful, they gain beneficial contacts within the FBI.

If the heroes cause too much trouble, they bring the attention of the Enlightenment to the area. Western's plan is upset, and Quail stops cooperating. The Enlightenment later recruits Quail, placing his kids into private academies in hopes that they can be developed into psionicists. The FBI agents will not be happy if the heroes blow their investigation.

The Nest (mid-level adventure)

Two PSI agents have disappeared. In the search to find them, the heroes discover a much greater danger.

Background

Three days ago, two agents in pursuit of a Mindwrecker disappeared in rural New England. The agents and their quarry all stumbled upon a nest of puppeteers and were captured by the foul creatures. The heroes must rescue the agents and retrieve the Mindwrecker, while avoiding becoming hosts for the puppeteers themselves.

Supporting Cast

PSI Agents Alice Zachery (Charismatic 3/Telepath 1) and John Ross (Strong 3/Battle Mind 2) are the missing agents. John has been taken over by the puppeteers, while Alice is being held prisoner until her resistance wanes.

Fancy Charlie Ryker, a flamboyant and cruel Mindwrecker (Strong 4/Battle Mind 3) on the run, has also has taken over by the puppeteers.

Amos Whatley, Joanne Stern, Cyrus Colby, Samuel Marsh, and Eliza Pitts are natives of the area who have become hosts for the puppeteers.

The puppeteers are described in Chapter Eight: Friends and Foes.

Things to Consider

The first question is, do the heroes know the missing agents personally? You might set the stage by introducing the missing pair in an earlier adventure, either as sources of information or of assistance. This will make the hunt more personal and intimate.

Consider the nature of the prey—Mindwrecker Fancy Ryker. The missing agents initially caught up with him while he was trying to saw the top of the skull off a bank executive in Rhode Island. He escaped and the chase was on.

Is this an adventure in which you want to introduce the puppeteers to your campaign? If so, there should be no records of them among the PSI files. Even if they have been encountered before, the files involved might be above the heroes' clearance level.

The heroes follow the agents' trail through towns that vary from picturesque to touristy to creepy. Tracking down the missing agents includes a combination of old fashioned legwork (who spotted their cars and where) and psionic abilities. Set up a rhythm of how they approach the locals, ask questions, and receive information. Finally, they stumble on the town of Blairwood, near the Canadian border.

Blairwood is an idyllic place, and the inhabitants are pleasant. Indeed, the town seems like a throwback to simpler times—picket fences, clapboard houses, respectful young people, and a quaint inn in which visitors can spend the night. There isn't a satellite dish in town, and the telephones still run through an old-fashioned switchboard in the back of the general store. The town is beyond the reach of most cell phones.

The agents' cars, and that of the Mindwrecker, have been placed in an abandoned livery stable. The heroes find Fancy Ryker, now a calm, God-fearing young man, who has about twenty of the puppeteers concealed on his body. Once the puppeteers know what the heroes are after, John Ross is used as bait to lure them into a trap, where the puppeteers intend to dominate them as well. This may be the puppeteers' first encounter with psychics from PSI, and on learning of the organization, they try to destroy the Agency.

The heroes have to decide whether they can rescue the other agents or must obliterate the town and its inhabitants to keep the nest of puppeteers from spreading. If they retreat for reinforcements, they return to find the town mostly abandoned, with only a token force left (including the now-controlled Alice). The other puppeteers moved on to form new identities and take over new towns.

Urban Arcana

There were five or six other passengers when he got on the B-train at 34th Street, but most of them got off at Rockefeller Center, and the rest at Columbus Circle. As the train sat in the station, its doors open, Brandon became acutely aware of the fact that no one else was in his car. In fact, no one else was on the train at all, at least as far as he could see. Certainly this was no cause for panic. He'd been alone on the subway before, and he usually found it quite refreshing (that much privacy was rare in the Big Apple). But talk around the break room today had been about the four tourists found murdered on the subway—this very line of the subway—just the night before.

Just then the express hurtled by on the middle track. Brandon flinched as its speed brought noise and a violent rocking to the stationary train. He raised his hand as if to ward off the sound and fury, even though he was perfectly safe.

"What's the matter, mister?" said an unexpected voice. "Scared of the express train?"

Brandon jumped again. A group of six teenagers had come onto the train so quietly that he hadn't even noticed them.

"You scared, mister?" another of the teens taunted. "Don't worry, we'll protect ya!"

At least they seemed to be teenagers. The tallest one was about four feet tall, and they skipped and hopped as they moved down the aisle toward Brandon. They weren't dressed like teens, however. They wore matching leather jackets with the collars turned up, and each had a cap pulled low over his eyes. Their voices had menacing, predatory tones. Gangers. The youngest, smallest gangers Brandon had ever heard of, but gangers for sure.

"We'll keep ya safe, mister," said the first kid, obviously the leader. "But it'll cost ya. That's a nice ring on yer finger. Gimme here, ya tourist."

Brandon was no tourist. He knew how to take care of himself. And he knew what these things were. He pointed at the leader and muttered a word found in no modern dictionary. A bolt of mystic energy coalesced at his fingertips and exploded into the leader's face, knocking him back. His cap slipped from his head to reveal an inhuman visage with fanglike teeth, pointed ears, and leathery skin. Goblins.

The other goblins were already reaching for their knives. Brandon raised his hands, motioning while whispering words of power. Lightning crackled to life along his outstretched hands and flashed into the midst of the goblins. In an instant, more than half their number was down. The remaining two looked from their fading companions, their bodies already reclaimed by Shadow, to the mage standing before them.

"I hate magic-users," one of the remaining goblins spat.

"That makes us even," Brandon said. "I hate murderers, no matter what their species."

The two goblins glanced at each other, and Brandon noticed the slight nod they exchanged.

"Another time, mage," the other goblin shouted as he tossed his knife at Brandon. Then the two of them turned and ran from the train.

Brandon easily dodged the knife. "They always make me chase them," he sighed. Then he was running after them, hoping to catch them before they slipped into the tunnel beyond the light of the deserted platform. If they got into the tunnel, it was going to be a long night.

Summary

Monsters and the magic of fantasy intrude upon the modern world, giving rise to heroes, villains, and a new age of colonization and exploration.

Campaign in Brief

The Urban Arcana campaign setting takes place in the world outside your window, but with a twist: The magic and monsters of mythology and legend are real. In this setting, magic





and the stuff of fantasy collides with the modern world. Suddenly magic and enchanted weapons and the monsters of fantasy are set loose on the streets of Manhattan, Tokyo, Chicago, London, and Los Angeles. This intrusion of the fantastic remains largely a secret, as only a select few can perceive (or wish to comprehend) the reality of magic and monsters. The heroes fall into this select group. They are touched by the fantastic, in some cases imbued with its magic, and equipped to protect the good and constructive facets while defending against the evil and destructive elements that also slip into our reality.

In the URBAN ARCANA campaign, kobolds mingle with street toughs to form inner-city gangs while dragons of both the good and evil persuasion set up residence in abandoned subway tunnels and other deep places. Heroes learn arcane and divine spells as magic infuses the world. Medusas engage in hostile takeovers of large corporations. Displacer beasts and bugbears stalk the night-shrouded streets of the city. Most people, meanwhile, can't (or refuse to) see the fantastic as it takes its place in our world. To them, magic doesn't exist, monsters aren't real, and the troll living in the bowels of their apartment complex is just an obnoxious super with a taste for human flesh.

This campaign presents the flip side of the SHADOW CHASERS setting. It shares some similarities with the horror setting: monsters exist, Shadow obscures, heroes arise. This campaign allows for a wider canvas, however, in that everything of Shadow isn't necessarily a monster that must be destroyed. Shadow, in an URBAN ARCANA campaign, is a medium for allowing magic to infuse our world, and it sets up the opportunities for a new and different age of exploration and colonization.

The Role of the Heroes

Heroes in an URBAN ARCANA campaign come from any background found in the modern world. A character's economic, ethnic, or cultural history is secondary to his or her determination to seek out adventure and explore the awakened magic in the world.

Heroes have a nearly infinite range of motivations, goals, and agendas spurring them into lives of danger and adventure. The heroes band together for safety, common goals, complimentary abilities, and the need to complete a specific quest, among other reasons. Of course, most other people in the world don't believe that dragons and magic exist. Allies come from the few who have accepted the new reality, and from fantastic creatures that are disposed to providing advice and assistance as called upon.

The heroes find no shortage of villains to oppose in this brave new world. Necromancers skulk through the back streets of the city, abducting the unwary and the unfortunate to serve as raw material in their horrific experiments. Alligators are now among the *least* dangerous denizens of the sewers. Monsters used to haunting the depths of medieval dungeons now make their homes in the tunnels beneath our feet. Goblins have learned that their pouches of gold pieces and gems can be traded for uzis and grenades. From mundane threats such as criminals and terrorists, to the multitude of creatures emerging from Shadow, the heroes face an ever-changing variety of foes.

d20 MODERN Rules in URBAN ARCANA

The URBAN ARCANA campaign utilizes the majority of the rules found in this *d20 MODERN Roleplaying Game*. Advanced classes, modern weapons and gear, archaic equipment, arcane and divine magic, and monsters combine to give this setting its unique flavor. (Psionics, however, is not a part of the URBAN ARCANA setting.)

Characters should be introduced to the setting slowly over the course of the first few adventures. As they advance from 1st to 2nd level they begin to learn about the changes in the world and the rising tide of Shadow. Your first adventure or two can be standard action-adventure stories, with perhaps a touch of the fantastic to hint at things to come. By the time the characters fully understand what's happening, they should be advanced enough to take advantage of the Mage and Acolyte advanced classes. Feel free to use the Shadow Slayer and the Occultist in this campaign, too.

Campaign Traits

URBAN ARCANA is heroic fantasy in the modern world. Magic, both arcane and divine, infuses the world, giving it an equal measure of wonder and danger. Fantastic creatures wander our city streets. Some seek to find a place in our world; others see weaknesses to exploit, conquer, or destroy. To the world at large, this infusion of magic is a secret occurrence, at least initially. The mundane mind has a hard time grasping the things of magic, and it prefers to ignore such wonders or explain them away rather than confront them.

The heroes, however, merge the best of both worlds and seek to preserve the elements that make each world special and unique. They come to realize that not every denizen of Shadow is an evil monster, and not every mundane human is good and pure and honest. The heroes rush into every adventure with a sense of awe and wonder. Thanks to the touch of Shadow, there are new realms of magic on Earth to explore, new magical creatures to meet, and new forms of knowledge to master. There are also new dangers, as well, for not every citizen of Earth or denizen of Shadow wants to play nice with others. When magic and mundane meet, sometimes the outcome is amazing—but other times it's deadly.

Background

Shadow, that tenuous connection between our world and the world of the fantastic, has always touched our mundane shores. In times past, Shadow has rolled in like a tide, creating a high-water mark of magic and wonder that changed the very nature of life on planet Earth. These periods gave rise to our most cherished myths and legends, as well as our most enduring nightmares. In other ages the tide rolled out, allowing our mundane reality to rise to prominence as the magic faded into the background. These were times of scientific discovery, when imagination gave way to rational thought. This ebb and flow of Shadow has repeated since the dawn of time, and now the tide is coming in again.

With each previous incursion of Shadow, magical species and creatures migrated to our world. Like debris left behind

by the receding tide, some of these creatures remained here after the magic faded. They went into hiding or hibernation, living in the desolate parts of our world. Others, however, turned away from their magical roots and tried to live as mundanes (see the facing page). Relics have also passed from Shadow to us in ancient days, artifacts of power and import that have slipped into the realm of myth and legend. In all cases, these creatures (or their descendants) and artifacts are waiting patiently for the magic to return.

As with any rising tide, the signs of the return of magic have been obvious to anyone who knows what to look for. Slowly at first, the door that is Shadow began to open. A sliver, a crack, slowly creaking open until the door is thrown wide and the tide of magic rises. We are now in the days of the rising tide. The magic has returned, along with all the wonder, discovery, and danger that swim in this ancient sea.

Department-7 in Urban Arcana

Department-7 is a private institution with a mysterious benefactor. It recruits talented individuals who are not only aware of the changes that the world is going through, but are willing to act for the common good of both the mundane and the magical.

Department-7 receives funding through a number of shell corporations and maintains a townhouse in your campaign locale that serves as a base of operations and quarters for your heroes. (No one is forced to live in the townhouse, though.) The heroes are initially invited to this townhouse where the recruitment takes place.

Department-7's official contact to the heroes is Ms. Fellowes, who appears by means of an arcane spell in the townhouse's living room to deliver orders and provide information. Ms. Fellowes is a dark-haired, officious young woman with a slight British accent, usually dressed in a business suit. She never meets the heroes in person, only through the use of this spell.

Department-7 sends heroes on missions to explore areas of magic intensity (places of arcane and divine power), to locate magic items and artifacts, to deal with violent or destructive creatures of Shadow, and to save peaceful or benevolent Shadow creatures from hostile mundanes, among others.

The townhouse has no apparent servants or cleaning crew, yet the place is always clean, the cupboards are always stocked, and there's hot tea and coffee waiting for the heroes whenever they arrive.

When Magic Intrudes

The intrusion of Shadow isn't an invasion. There is no overarching plan to conquer our world. Instead, consider it a migration. A door has opened that allows the things of magic to wander into our world. As the incoming tide of Shadow reaches toward its apex, the door opens wider. What started as a minor incursion becomes more widespread as time advances.

This commingling of our world and the denizens of Shadow occurs naturally. It isn't the result of a malicious plot or the workings of some malevolent entity. As spring leads to summer, and fall gives way to winter's cold embrace, so too does the prominence of the mundane give way to the rise of magic.

A Sense of Wonder

The incursion of fantastic creatures signals the rebirth of magic. Wondrous creatures, items, and abilities manifest with greater frequency as time goes by. Ancient spellbooks, long useless and ignored, now contain magical power within their elaborate incantations. Old museum pieces, analyzed and displayed as mere art objects, suddenly ripple with arcane power. Gargoyles looming from the heights of grand cathedrals, their forms inert since the Middle Ages, now begin to shift with the urge to take wing.

The result is a growing sense of wonder and magic. This is a new force in our time, fresh and unpolluted by the workaday nature of mundane life. There are those who seek to exploit it, tame it, and bring it to heel with the laws of our reality, but for the moment it is a wild thing—it has not been examined and explained, studied and controlled, packaged and marketed. That's what makes it magic.

Every manifestation is unique as well. In other times, giants and enchanted swords and dragons might have been commonplace. In this transforming world, however, there may be only a single giant or dragon, and the enchanted blade wield is one of a kind.

A New Set of Tools

With a new set of challenges also comes a new set of tools. The heroes of an Urban Arcana campaign are armed with the weapons of modern technology, but they also can gain understanding and use of powers that have lain dormant for long centuries. The most prominent of these is magic itself, which may be mastered by those with sufficient dedication. In addition, magic items may be used to fight against (or alongside) the arriving creatures of Shadow.

Appearances Deceive

Humans, the supposed owners of this reality, are inherently resistant to change. History is replete with examples of men and women who were unable or unwilling to see what clearly was happening before them. Confronted with goblins, they see gangbangers and muggers. Shown an ogre, they see a powerful bouncer or biker. On seeing a red dragon breathe destruction onto an apartment building, survivors may talk instead about a gas main explosion with similar results.

Most humans cling to the nature of their known reality for the sake of their own sanity. Others, such as the heroes themselves, are open-minded enough to see things as they truly are. Keeping the truth a secret both safeguards the public's illusions of reality and allows the heroes freedom to act without interference.

In addition, Shadow has a tendency to clean up after itself. When a creature of Shadow dies in our world, it slowly fades away, returning to the Shadow portal that spawned it. This may happen immediately upon a creature's death, or it may occur within hours or days of the creature's demise, depending on the needs of the campaign.



Strangers in a Strange Land

The new arrivals in this world find themselves in an alien landscape of concrete, glass, and asphalt. They range from adventurers to conquerors to immigrants migrating to a new world. Now confronted with making a life for themselves in alien territory, some have embraced the new world, while others stick to the ways that benefited them in their native lands. For some newcomers, this means keeping the old languages alive; for others, it means hunting humans for their evening meals.

Distances far greater than any human immigrant has ever known separate the newly arrived creatures of Shadow from their homes. They belong in a universe of dragons, magic, and swordplay, and items such as televisions, guns, and cars are as wondrous to them as spellcasting is to the mundane population. Some arrivals embrace the new opportunities and tools, while others reject them.

World in the Balance

The world is in the process of transformation. Reality has just begun to change under the mystic weight of Shadow's rising tide. Such a world is rife with both perils and opportunities, and those who adapt the fastest stand a chance of becoming power players in the new reality. The struggle between awakened ancient powers, newly arrived beings, and those few humans sensitive to the changes will determine, quite literally, the shape of the future.

Adventures

Urban Arcana adventures are heroic in nature, set in a modern world that is slowly being altered by the rise of magic. Adventures are fraught with risk, and involve clear (or mostly clear) moral choices and more than just a whiff of the wondrous and fantastic. The heroes may be ordinary individuals who inadvertently become aware of the fantastic in their world, or professionals who have made it their business to seek out the new magic.

Urban adventures thrive on the hustle and bustle of the city, where characters can be isolated and completely surrounded at the same time. In cities, the rush of modern life and modern thinking comes into contact and conflict with much older and, in some cases, much more powerful forces. Locations range from penthouses and corporate headquarters to alleyways and slums, from places of higher learning, museums, and churches to meth labs, chop shops, and shooting galleries. The winds of magic swirl around all of these, and leave none of them unaffected.

Urban adventures may take place outside of the city center as well, in supposedly secure suburbia, corporate parks out by the interstate bypass, and wild rural areas where old stories and legends still flourish. Nevertheless, there remains a constant conflict between modern life and technology and the touch of the arcane.

Power Groups

Power is spread among the magical and the mundane in this setting. There is no overarching threat, no ultimate villain, no all-in-one guild of helpful wizards. Instead, there are a million stories, some without a hint of magic, others drowning in the tide of Shadow.

Mundanes

By far the largest group in the world, mundanes (ordinary people) depend on the mechanisms of their lives, including government, commerce, law enforcement, and the certainty that they understand how the world works. Ranging from blissfully unaware to intentionally ignorant, they do not notice the rising tide of magic around them. Indeed, for them to do so might risk their entire view of reality. Not everyone can handle sharing the universe with goblins, minotaurs, and dragons.



A displacer beast prowls the dark alleys

Mundanes retain a self-imposed worldview. Call it a deception, a delusion, or a mental masquerade, it is the hard-wired tendency of people to see what they want to see, a tendency reinforced by the society around them. They seek to explain things in their terms, and they react in a negative fashion when confronted with things they do not understand.

Introducing mundanes to the truth is a perilous task at best. They may respond with understanding, react in denial, go catatonic, or panic. (The 1938 *War of the Worlds* radio broadcast provides an example of the hysteria that can result when humanity allows itself to believe in the impossible.) Consequently, most individuals aware of the truth take pains to conceal their activities, thereby allowing the mundanes to retain their illusions of normalcy.

The necessity for concealing the presence of magical creatures and effects can make life difficult for the heroes. A hero who becomes the sole suspect in a series of arsons won't get very far trying to explain that a group of sentient, serpentine fire elementals are responsible. At best, the character may be sent to the local mental health clinic for a determination of competence to stand trial. A high Bluff skill helps in dealing with mundanes, but keeping a low profile helps even more.

Early Adapters

In contrast to the mundanes, some natives of this world have fully embraced the new tools and challenges of the intruding reality. These adaptive people manipulate arcane and divine forces that have suddenly become accessible, in addition to using the full resources of the modern world.

Early adapters include most heroes and their rivals, neutral individuals who can see things as they truly are, and those who seek to command, defeat, align with, or destroy these new immigrants.

Early adapters have their own agendas, which range from embracing the enchantments and abilities of Shadow to using those tools as weapons against those who they perceive as invaders.

In general, early adapters are aggressive, creative, and flexible. Early adapters are more likely to have magical protections on their property and arcane guardians in their homes. They learn from their experiences, and if defeated, withdraw in order to return later with more powerful allies and abilities.

The New Arrivals

The denizens of Shadow are as varied as the individuals and nations of this world. The arrivals range in power from goblins and kobolds through powerful wizards and mind flayers. Some are human or may pass for human to mundane eyes, while others are clearly creatures of magical origin.

Like the natives of this world, the new arrivals include the equivalent of mundanes and early adapters. Some want nothing more than to continue their native lifestyles, which might include regular raids on the local populace. Others discover the wonders of this world (cars, electric lights, and automatic weapons) with the same enthusiasm as the early adapters among the humans show for spells and magic items.

The majority of the new arrivals, particularly early on, are accidental tourists at best—individuals who opened the wrong door or had the wrong spell blow up in their faces. As the tide of Shadow rises, however, organized parties of explorers seek to ride the waves between worlds. Explorers, settlers, and small armies may come through at any time.

Initial meetings with most new arrivals, whether monstrous or humanoid, tend to be confrontational in nature. Heroes quickly pick up the ability to analyze and react to the sudden appearance of a minotaur in the mall or a vampire in a nightclub. Determining the threat (if any) and reacting in an appropriate manner is vital in dealing with the new arrivals.

The Shadows of the Past

The tides of Shadow have risen before, bringing magic to our world. When they subsided, things were left behind. Legends. Artifacts. The occasional mythical creature.

Some of these creatures died when the magic receded, unable to adapt to a new reality. Others, such as mummies and gargoyles, slumbered in the absence of magic, waiting for the environment to return to a more hospitable state. Still others adapted as best as they were able, putting aside their now-ordinary swords and now-useless grimoires to assimilate among the mundanes.

With the return of magic, the adapted beings (at least those that are long-lived) find their own strengths returning. For some, it is an opportunity to regain allies and lost power. For others, it may prove an opportunity to seek revenge and consolidate their own power. Some prepared elaborate plans for this event, while others adjusted entirely into their new land and reject the return of their old traditions.

The remnants of previous Shadow tides are particularly wily adversaries as well as potentially powerful allies, combining the knowledge of the modern age with the power of magic.

Of course, there are also the descendents of the creatures that were stranded without magic. These beings have passed from one generation to another without more than the slightest hint of the arcane. Now, as the magic returns, so do dreams and visions and powers of a bygone age. Some will remember. Others won't want to.

The Secret Masters

Those who know the truth about Shadow are prepared for the phenomena to repeat itself. Within secret societies, gatherings of men and women plan for the return of magic and their projected use of it. During the past few centuries, they hunted artifacts and sought out lost cities, but now they know that the power of real magic is within their grasp.

The Hellfire Club, the Order of the Golden Dawn, and other similar organizations have unpleasant reputations—and not without good reason. These groups use the mystique of supernatural power to dominate weak minds and increase their influence. Now they are determined to move quickly and decisively to control (or if necessary, destroy) the new sources of power in the world.

The Secret Masters appear in any number of forms, including the steering committee of a political party, a fraternal brotherhood, an undying cult, or the board members





of a major corporation. Such individuals rarely dirty their own hands with direct action, but rather recruit others to carry out their deeds.

The Far Side of Shadow

For all intents and purposes, as far as this campaign is concerned, there is no far side of Shadow. Sure, the magic and creatures come from somewhere, but it's a one-way trip. The point of the campaign is to combine magic with the modern world, not to send marines into a fantasy setting. Your heroes might do some digging into the possibility of crossing through Shadow to see what's on the other side, but it ain't going to happen. Even for the creatures that come through to our world, the full memory of their past existence is a rapidly fading dream. They have their instincts and prior experiences, but the context of that other world is a tune whose vocals are too distant to hear.

Allies and Opponents

The heroes receive help and hindrance from many different areas. Some of these are mundane, others magical in nature. Here are some examples.

Knights of the Silver Dragon

During the Dark Ages, the Knights of the Silver Dragon was an order of monks in Ireland. In the Middle Ages, it was a knightly order in France. During the Enlightenment, it was a Masonic brotherhood in England. In the American colonies, it was a band of rebels on the frontier. In the modern age, it is a secret organization of those who know the truth about Shadow and have sworn to act as the protectors of all things innocent and good—no matter where they come from.

The group takes its name from its founder and mentor, a silver-scaled dragon who first appeared in England over fifteen hundred years ago and was trapped in human form when the tide of Shadow receded. He made this world his home, creating various organizations over the centuries to deal with all things relating to the arcane. Individuals with open minds and adaptable attitudes have trained to become his front-line knights.

This silver dragon, whose ability to shift back into dragon form has returned, serves as mentor to a number of cells, each unaware of the others. As a result of his dispersed attentions, he is not always available when his servants need him. While he has grown in power with the increase of magic, he is unable to be everywhere at once. Further, while he possesses extensive knowledge, he has been betrayed a number of times by individuals who used what they learned from him for their own ends. (The dragon claims Merlin as one of his students. He does not speak highly of the mage.) Now that magic has returned, his students have the opportunity to exercise what they have learned. They must stand on their own, and their training will be severely tested.

The Knights of the Silver Dragon may sponsor promising adventurers, providing information and background for those who see both the threat and opportunity presented by the arriving creatures and abilities arising from Shadow. Similarly, the Knights can be a rival group, which seeks to investigate, recruit, and if necessary remove the organizations that threaten their protection of the mundanes.

The Corsone Syndicate

The pursuit of power in any form can be its own reward. Whether using spells or firearms, the principle remains the same: The one with the most power wins. The Corsone Syndicate, a rising crime family headed by Louis Corsone, lives by this theory and understands the application of force in all forms. With the rise of Shadow, their directed force includes swords and spells as well as firearms and bank accounts.

Louis Corsone is in fact a recently arrived illithid (use the statistics for the Dedicated/Smart hero illithid on page 241) who has allied with a pair of minotaurs (see page 243) to corner the market on extortion and loan sharking in whatever city your heroes are based. The trio makes a very effective team, and Corsone has already consumed some of the best minds in local organized crime. In effect, he has created a small duchy with himself as the local crime lord.

Despite his success in this world, Louis Corsone has a medieval view on life. He believes he owns his territory, and if anyone poaches on his turf, he sends the minotaurs to have a chat with them. He only responds to equal threats of power and can be cowed by a similar show of force.

Mundanes describe Corsone as an obese, fleshy man with a white beard. His aides are seen as big, grunting lugs. To those truly aware of the syndicate leader's nature, he is a corpulent mind flayer with pale-gray skin, backed up by two minotaur bruisers.

Infinite Serpents

The yuan-ti (see page 266) have returned to this world and are quickly establishing themselves as the dealmakers and would-be controllers of the new magical order. They know where to find magic items and equipment, and they have discovered the true treasures in the museum displays and attics. They also know where to get weapons cheaply and illegally. The yuan-ti have seen an opportunity in this mundane world and seized it.

The serpent people hide behind a fraternal order known as the Circle of the Infinite Serpent, its symbol a snake grasping its own tail. They have established a fortlike shrine in an old city block. In the outer rooms, those seeking information meet with the more humanoid of the yuan-ti half-breeds. Word has circulated among both new arrivals and mundanes that this is a place to go to acquire the unacquirable, to learn the unlearnable, and to hire specialists who can deal with situations that arise when Shadow meets mundane.

The yuan-ti are fixers, movers, and shakers. They may be encountered as potential employers, as dealers for goods and services, as rivals in search of a common artifact, and as enemies. Yuan-ti attitudes permeate their transactions, and their superior, even smug, attitude influences their dealings with other races. Always condescending, always playing all sides against the center, always treating others as potential prey—these attitudes are predominant among the Circle of the Infinite Serpent.

MAGE

The Mage follows a long tradition of myth and legend, part of the same exclusive club that Merlin, Morgan Le Fey, and Prospero belong to. He studies ancient texts, researches lost languages, and masters the secrets of the past. The Mage tames the wild energies of magic itself, making it do his bidding. A scholar and master of arcane forces, the Mage can conjure solid objects out of thin air, fling lightning and fire from his fingertips, and even utilize words of power to render himself invisible or intangible.

Learning arcane spells through discovery and memorization, the Mage mixes ancient knowledge with modern technology. Gone are the robes and pointed hats and dusty tomes, replaced by Armani suits and notebook computers.

Select this advanced class if you want your character to master the arcane arts and become a spellcaster.

The fastest path into this advanced class is from the Smart hero basic class, though other paths are possible.

Requirements

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

Skills: Craft (chemical) 6 ranks, Decipher Script 6 ranks, Knowledge (arcane lore) 6 ranks, Research 6 ranks.

Class Information

The following information pertains to the Mage advanced class.

Hit Die

The Mage gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

The Mage gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Mage's class skills are as follows.

Computer Use (Int), Concentration (Con), Craft (chemical) (Int), Craft (pharmaceutical) (Int), Craft (writing) (Int), Decipher Script (Int), Investigate (Int), Knowledge (arcane lore, art, current events, earth and life sciences, physical sciences, popular culture, technology) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Speak Language (none), Spellcraft (Int).

Skill Points at Each Level: 7 + Int modifier.

Arcane Spells and Armor

The Mage can become proficient in the use of armor, but he still has a difficult time casting most arcane spells while wearing it. Armor restricts movement, making it harder to perform the complicated gestures needed to cast spells with somatic components (see page 330). When casting an arcane spell with a somatic component, the chance of arcane spell failure depends on the type of armor being worn and whether the Mage has the appropriate Armor Proficiency feat, as shown below.

Armor Type	Arcane Spell Failure (Proficient)	Arcane Spell Failure (Nonproficient)
Light	10%	20%
Medium	20%	30%
Heavy	30%	40%

Spellbooks

The Mage must study his spellbook each day to prepare his spells. The Mage can't prepare any spell not recorded in his spellbook (except for *read magic*, which the Mage can prepare from memory). The Mage begins play with a spellbook containing all 0-level arcane spells and three 1st-level arcane spells of the player's choice. (Arcane spells are listed and described in Chapter Ten: FX Abilities.) For each point of Intelligence bonus the Mage has, his spellbook holds one additional 1st-level arcane spell. Each time the character attains a new level of Mage, he gains two new spells of any level or levels that he can cast, according to his new level. The Mage can also add spells found in other Mages' spellbooks.

A spellbook can be an actual book or any other information storage device, such as a notebook computer, desktop computer, or PDA (personal data assistant).

Class Features

All of the following features pertain to the Mage advanced class.

TABLE 9-5: THE MAGE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Arcane skills, arcane spells, summon familiar	+1	+1
2nd	+1	+0	+0	+3	Scribe scroll, arcane spells	+1	+1
3rd	+1	+1	+1	+3	Bonus feat, arcane spells, brew potion	+2	+1
4th	+2	+1	+1	+4	Scribe tattoo, arcane spells	+2	+2
5th	+2	+1	+1	+4	Spell mastery, arcane spells	+3	+2
6th	+3	+2	+2	+5	Bonus feat, arcane spells	+3	+2
7th	+3	+2	+2	+5	Combat casting, arcane spells	+4	+3
8th	+4	+2	+2	+6	Spell mastery, arcane spells	+4	+3
9th	+4	+3	+3	+6	Bonus feat, arcane spells	+5	+3
10th	+5	+3	+3	+7	Maximize spell, arcane spells	+5	+4





Arcane Skills

A Mage has access to the following arcane skills. These skills are considered class skills for the Mage, and he can use his skill points to buy ranks in them.

Concentration (Con): The normal Concentration skill expands to include arcane applications, as defined below.

Check: You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including casting a spell or concentrating on an active spell, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends.

The table on page 53 summarizes the various types of distractions. In situations where the distraction occurs while you are casting a spell, you add the level of the spell to the DC.

Try Again?: You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a spell, the spell is lost.

Special: By making a check (DC 15 + spell level), you can use Concentration to cast a spell defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the casting without incurring any attacks of opportunity.

Craft (chemical) (Int): *Trained only.* This skill expands to include alchemy, which can be used to create potions (see Brew Potion, page 321).

Spellcraft (Int): *Trained only*. Use this skill to identify spells as they are cast or spells already in place.

Check: You can identify spells and magic effects.

Additionally, certain spells allow you to gain information about magic provided that you make a Spellcraft check as detailed in the spell description.

Try Again?: See above.

Time: Unless otherwise indicated, using the Spellcraft skill is a move action.

DC	Task
15 + spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) You can't try again.
15 + spell level	Learn a spell from a spellbook or scroll. You can't try again for that spell until you gain at least 1 rank in Spellcraft.
15 + spell level	Prepare a spell from a borrowed spellbook. One try per day.
15 + spell level	When casting *detect magical aura*, determine the school of magic involved in the aura of a single item or creature you can see. (If the aura isn't a spell effect, the DC is 15 + one-half caster level.)
20 + spell level	Identify a spell that's already in place and in effect. (You must be able to see or detect the effects of the spell.) You can't try again.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a *wall of iron* spell. You can't try again.
20 + spell level	Decipher a written spell (such as a scroll) without using *read magic*. One try per day.
25 + spell level	After rolling a saving throw against a spell targeted at you, determine what spell was cast upon you. This is a reaction.
25	Identify a potion. This takes 1 minute.
20	Draw a diagram to augment casting a *dimensional anchor* on a summoned creature. Takes 10 minutes. You can't try again. The GM makes this check.
30 or higher	Understand a strange or unique magical effect. You can't try again.

Arcane Spells

The Mage's key characteristic is the ability to cast arcane spells. (See Chapter Ten: FX Abilities for a list and descriptions of arcane spells.) He is limited to a certain number of spells of each spell level per day, according to his Mage class level. In addition, the Mage receives bonus spells based on his Intelligence score. Determine the Mage's total number of spells per day by consulting the two tables below.

Mage Level	Spells per Day by Spell Level					
	0	1	2	3	4	5
1st	3	1	—	—	—	—
2nd	4	2	—	—	—	—
3rd	4	2	1	—	—	—
4th	4	3	2	—	—	—
5th	4	3	2	1	—	—
6th	4	3	3	2	—	—
7th	4	4	3	2	1	—
8th	4	4	3	3	2	—
9th	4	4	4	3	2	1
10th	4	4	4	3	3	2

Int Score	Bonus Spells by Spell Level					
	0	1	2	3	4	5
12–13	—	1	—	—	—	—
14–15	—	1	1	—	—	—
16–17	—	1	1	1	—	—
18–19	—	1	1	1	1	—
20–21	—	2	1	1	1	1
22–23	—	2	2	1	1	1

The Mage must prepare spells ahead of time by resting for 8 hours and spending 1 hour studying his spellbook. While studying, the Mage decides which spells to prepare. To learn, prepare, or cast a spell, the Mage must have an Intelligence score of at least 10 + the spell's level.

A Mage can prepare a lower-level spell in place of a higher-level one if he desires. For instance, a 3rd-level Mage with the ability to prepare one 2nd-level spell can prepare a 1st-level (or 0-level) spell in its place.

The Difficulty Class for saving throws to resist the effects of a Mage's spells is 10 + the spell's level + the Mage's Intelligence modifier.



Brandon the Mage and
Lily the Acolyte

Summon Familiar

A Mage has the ability to obtain a familiar.

A familiar is magically linked to its master. In some sense, the familiar and the Mage who controls it are practically one being. That's why, for example, the Mage can cast a personal range spell on a familiar even though normally he can only cast such a spell on himself. A familiar is a magical beast, similar physically to the normal creature it resembles. However, a familiar grants special abilities to its master, as described below. A special ability granted by a familiar only applies when the Mage and the familiar are within 1 mile of each other.

For all familiar special abilities based on the master's level (see Table 9–6), count only Mage levels. Any levels from classes other than Mage are not included in this calculation unless specifically stated otherwise.

Depending on what kind of creature the familiar is, the master gains a special benefit, as summarized on the above table.

Familiar Qualities: Use the basic statistics for a creature of its type, as given in Chapter Eight: Friends and Foes, but make these changes.

Hit Dice: Treat as the Mage's character level (for effects related to Hit Dice). Use the familiar's normal total if it is higher.

Hit Points: One-half the Mage's total, rounded down.

Action Points: A familiar cannot gain or spend action points, and a Mage cannot spend an action point through his familiar.

Attacks: Use the Mage's base attack bonus. Use the familiar's Dexterity modifier or Strength modifier, whichever is greater, to determine the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of its type.

Saving Throws: The familiar uses the Mage's base saving throw bonuses if they're better than the familiar's. The familiar uses its own ability modifiers to saves, and does not enjoy other bonuses that the Mage may have (such as from feats).

Skills: For each skill, use either the normal skill ranks for a creature of its type or the Mage's skill ranks, whichever is better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the ability of the familiar to perform (such as Craft, for instance).

Familiar Special Abilities: Familiars have special abilities, or impart abilities to their Mages, depending on the level of the Mage, as shown on Table 9–6.

Natural Armor (Ex): This number represents a bonus to the familiar's existing natural armor bonus to Defense. Add the given value directly to the familiar's Defense. It represents a familiar's preternatural toughness.

Familiar's Intelligence (Ex): The familiar's Intelligence score. (Normal

creatures of its type have a much lower Intelligence score.)

Alertness (Ex): The presence of a familiar sharpens its master's senses. While the familiar is within 5 feet, the Mage gains the Alertness feat (see page 79).

Share Spells (Su): At the Mage's option, he may have any spell he casts on himself also affect his familiar. The familiar must be within 5 feet at the time. If the spell has a duration other than instantaneous, the spell stops affecting the familiar if the creature moves farther than 5 feet away. The spell's effect is not restored even if the familiar returns to the Mage before the duration would otherwise have ended. Additionally, the Mage may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself. The Mage and the familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link (Su): The Mage has an empathic link with the familiar out to a distance of up to 1 mile. The Mage can't see through the familiar's eyes, but the two of them can communicate telepathically. Note that the relatively low Intelligence of a low-level Mage's familiar limits what it is able to communicate or understand, and even intelligent familiars see the world differently from humans.

Touch (Su): The familiar of a Mage who is 3rd level or higher can deliver touch spells for him. When the mage casts a touch spell, he can designate his familiar as the "toucher." (The Mage and the familiar have to be in contact at the time of casting.) The familiar can then deliver the touch spell just as the Mage could. As normal, if the Mage casts another spell, the touch spell dissipates.

Improved Evasion (Ex): If a familiar is subjected to an attack that normally allows a Reflex saving throw for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Speak with Familiar/Speak with Master (Ex): A Mage of 5th level or higher and his familiar can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Type (Ex): The familiar of a Mage of 7th level or higher can communicate with animals of approximately the same type as itself: bats and rats with rodents, cats with felines, ferrets with creatures of the family Mustelidae (weasels, minks, polecats, ermines, skunks, wolverines, and badgers), hawks and owls with birds, snakes with reptiles, toads with amphibians. The communication is limited by the Intelligence of the conversing creatures.

Spell Resistance (Ex): The familiar of a Mage of 9th level or higher gains spell resistance (see page 228) equal to the Mage's level + 5.

Familiar	Special Benefit
Bat	Mage gains +3 bonus on Listen checks
Cat	Mage gains +3 bonus on Move Silently checks
Ferret	Mage gains +2 bonus on Reflex saves
Hawk	Mage gains +3 bonus on Spot checks in daylight
Owl	Mage gains +3 bonus on Spot checks in dusk or darkness
Rat	Mage gains +2 bonus on Fortitude saves
Snake (Tiny viper)	Mage gains +3 bonus on Bluff checks
Toad	Mage gains +3 hit points

Scribe Scroll

Starting at 2nd level, a Mage can create scrolls from which he or another spellcaster can cast a scribed spell. You can create a scroll of any spell you know. Scribing a scroll takes one day. The purchase DC for the raw materials to scribe a scroll is 15 + the scroll's spell level + the scroll's caster level.

The Mage must also spend experience points to scribe a scroll. The XP cost is equal to the spell level × the caster level × the purchase DC of the raw materials.

Finally, the Mage makes a Craft (writing) check. The DC for the check is 10 + the spell level + the caster level of the scroll. If the check fails, the raw materials are used up but the XP are not spent. The Mage can try scribing the scroll again as soon as he purchases more raw materials.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

A scroll can be written on a sheet of paper or parchment, or it can be saved as a file on a computer or PDA.

Bonus Feats

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

Attentive, Archaic Weapons Proficiency, Combat Expertise, Educated, Frightful Presence, Low Profile, Nimble, Studious.

Brew Potion

At 3rd level, a Mage can create potions, which carry spells within themselves.

The Mage can create a potion of any spell of 3rd level or lower that he knows. The spell must target a character or characters. Brewing a potion takes 24 hours. When the Mage creates a potion, he sets the caster level. The caster level

TABLE 9–6: FAMILIAR SPECIAL ABILITIES

Mage Class Level	Natural Armor	Familiar's Intelligence	Benefits to Master	Familiar Abilities
1st–2nd	+1	6	Alertness, share spells, empathic link	Improved evasion, share spells
3rd–4th	+2	7	Touch	Touch
5th–6th	+3	8	Speak with familiar	Speak with master
7th–8th	+4	9	—	Speak with animals of its type
9th–10th	+5	10	—	Spell resistance

must be sufficient to cast the spell in question and no higher than the Mage's class level. The caster level has an effect on the purchase DC of the raw materials to brew the potion, the skill check to create the potion, the experience point cost to brew the potion, and the DC of a saving throw (if applicable) to resist the effect of the potion.

The purchase DC for the raw materials to brew a potion is 17 + the potion's spell level + the potion's caster level.

The Mage must also spend experience points to brew a potion. The XP cost is equal to the spell level × the caster level × the purchase DC of the raw materials.

Finally, the Mage makes a Craft (chemical) check. The DC for the check is 10 + the spell level + the caster level of the potion. If the check fails, the raw materials are used up but the XP are not spent. The Mage can try brewing the potion again as soon as he purchases more raw materials.

When a Mage creates a potion, he makes any choices that he would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the raw materials cost, the Mage must expend the material component or pay the XP when creating the potion.

Scribe Tattoo

At 4th level, a Mage can create tattoos on his body or someone else's. Tattoos function similarly to scrolls, and are created in the same way (see the scribe scroll ability), except that the pertinent skill is Craft (visual arts). See Chapter Ten: FX Abilities for more about tattoos.

Spell Mastery

At 5th and 8th level, a Mage gains the spell mastery ability. Each time, the Mage chooses a number of spells that he already knows equal to his Intelligence modifier. From that point on, the Mage can prepare these spells without referring to a spellbook. The Mage is so intimately familiar with these spells that he doesn't need a spellbook to prepare them anymore.

Combat Casting

At 7th level, a Mage becomes adept at casting spells during combat. He gets a +4 bonus on Concentration checks made to cast a spell while on the defensive.

Maximize Spell

At 10th level, a Mage learns to cast some of his spells to maximum effect. All variable, numeric effects of a maximized spell automatically achieve their maximum values. A maximized spell deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Spells without random variables are not affected.

When a maximized spell is prepared, it is treated as a spell of three levels higher than the spell's actual level. Therefore, a Mage can only maximize 0-, 1st-, or 2nd-level spells—a maximized 1st-level spell is treated as a 4th-level spell when you decide what spells the Mage will have available for the coming day, so it limits the number of other 4th-level spells the Mage can prepare. Likewise, a maximized 2nd-level spell is treated as a 5th-level spell.

ACOLYTE

The Acolyte is one of the faithful. Her beliefs and ideals burn pure and hot within her heart. She has a cause to believe in, be it a faith, religion, or simple system of beliefs to which she is divinely committed. Faith can move mountains and work other miracles, and the Acolyte is the instrument through which these wonders manifest.

Faith powers the Acolyte, providing a conduit through which she gains the ability to cast divine spells. This ability comes through calm reflection, meditation, or fervent prayer. The Acolyte might believe that the spells she wields come to her from a higher power, or she might believe that they come from deep within her own being, unlocked through her consideration of the ultimate forces of the universe.

Select this advanced class if you want your character to become an individual whose faith in herself or a higher power provides spellcasting ability.

The fastest path into this advanced class is from the Dedicated hero basic class, though other paths are possible.

Requirements

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

Base Attack Bonus: +2.

TABLE 9–7: THE ACOLYTE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+2	Divine skills, divine spells	+1	+2
2nd	+1	+3	+0	+3	Turn or rebuke undead, divine spells	+1	+2
3rd	+2	+3	+1	+3	Bonus feat, divine spells	+2	+2
4th	+3	+4	+1	+4	Spontaneous cast, divine spells	+2	+3
5th	+3	+4	+1	+4	Combat casting, divine spells	+3	+3
6th	+4	+5	+2	+5	Bonus feat, divine spells	+3	+3
7th	+5	+5	+2	+5	Turn or rebuke magical beast, divine spells	+4	+4
8th	+6	+6	+2	+6	Turn or rebuke outsider, divine spells	+4	+4
9th	+6	+6	+3	+6	Bonus feat, divine spells	+5	+4
10th	+7	+7	+3	+7	Maximize spell, divine spells	+5	+5





Skills: Knowledge (theology and philosophy) 6 ranks, Listen 6 ranks, Sense Motive 6 ranks.

Allegiance: At the time that the character receives her first level in the Acolyte advanced class, she must decide if her faith leans toward the positive energy or negative energy of the universe. This choice adds either the good (positive) or evil (negative) allegiance to the character, and determines how the Acolyte uses certain aspects of her faith.

Holy Symbol: When the character declares her allegiance, she must designate one of her personal possessions as a symbol of her dedication to her allegiance. This possession can be either an actual religious object or some other item of personal significance, as agreed upon by the player and the GM.

This object is referred to as the Acolyte's holy symbol. It is typically of Tiny or Diminutive size, so that it can be easily held and manipulated in one hand, and its weight is negligible, so that it does not affect the Acolyte's carrying capacity.

An Acolyte needs her holy symbol in order to cast certain divine spells. It is also necessary for the Acolyte to be able to turn or rebuke undead (see below).

Class Information

The following information pertains to the Acolyte advanced class.

Hit Die

The Acolyte gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Acolyte gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Acolyte's class skills are as follows.

Concentration (Con), Craft (structural, visual arts, writing) (Int), Diplomacy (Cha), Knowledge (behavioral sciences, earth and life sciences, theology and philosophy) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Sense Motive, Speak Language (none), Spellcraft (Int), Treat Injury (Wis).

Skill Points at Each Level: 5 + Int modifier.

Class Features

All of the following features pertain to the Acolyte advanced class.

Divine Skills

An Acolyte has access to the following divine skills. These skills are considered class skills for the Acolyte, and she can use her skill points to buy ranks in them, just like other skills in the game.

Concentration (Con): The normal Concentration skill expands to include divine applications, as defined below.

Check: You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including casting a spell or concentrating on an active spell, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends.

The table on page 53 summarizes the various types of distractions. In situations where the distraction occurs while you are casting a spell, you add the level of the spell to the DC.

Try Again?: You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a spell, the spell is lost.

Special: By making a check (DC 15 + spell level), you can use Concentration to cast a spell defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the casting without incurring any attacks of opportunity.

Spellcraft (Int): *Trained only.* Use this skill to identify spells as they are cast or spells already in place.

Check: You can identify spells and magic effects.

Additionally, certain spells allow you to gain information about magic provided that you make a Spellcraft check as detailed in the spell description.

Try Again?: See above.

Time: Unless otherwise indicated, Spellcraft is a move action.

DC	Task
15 + spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) You can't try again.
15 + spell level	When casting *detect magical aura*, determine the school of magic involved in the aura of a single item or creature you can see. (If the aura isn't a spell effect, the DC is 15 + one-half caster level.)
20 + spell level	Identify a spell that's already in place and in effect. (You must be able to see or detect the effects of the spell.) You can't try again.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a *wall of iron* spell. You can't try again.
20 + spell level	Decipher a written spell (such as a scroll) without using *read magic*. One try per day.
25 + spell level	After rolling a saving throw against a spell targeted at you, determine what spell was cast upon you. This is a reaction.
25	Identify a potion. This takes 1 minute.
20	Draw a diagram to augment casting a *dimensional anchor* on a summoned creature. Takes 10 minutes. You can't try again. The GM makes this check.
30 or higher	Understand a strange or unique magical effect. You can't try again.

Divine Spells

The Acolyte's key characteristic is the ability to cast divine spells. (See Chapter Ten: FX Abilities for a list and descriptions of divine spells.)

The Acolyte is limited to a certain number of spells of each spell level per day, according to her Acolyte class level. In addition, the Acolyte receives bonus spells based on her Wisdom score. Determine the Acolyte's total number of spells per day by consulting the two tables below.

Acolyte	Spells per Day by Spell Level					
Level	0	1	2	3	4	5
1st	3	2	—	—	—	—
2nd	4	3	—	—	—	—
3rd	4	3	2	—	—	—
4th	5	4	3	—	—	—
5th	5	4	3	2	—	—
6th	5	4	4	3	—	—
7th	6	5	4	3	2	—
8th	6	5	4	4	3	—
9th	6	5	5	4	3	2
10th	6	5	5	4	4	3

Wis	Bonus Spells by Spell Level					
Score	0	1	2	3	4	5
12–13	—	1	—	—	—	—
14–15	—	1	1	—	—	—
16–17	—	1	1	1	—	—
18–19	—	1	1	1	1	—
20–21	—	2	1	1	1	1
22–23	—	2	2	1	1	1

The Acolyte meditates or prays for her spells, receiving them through her own strength of faith or as divine inspiration. The Acolyte must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on the Acolyte's spell preparation. To learn, prepare, or cast a spell, an Acolyte must have a Wisdom score of at least 10 + the spell's level.

An Acolyte can prepare a lower-level spell in place of a higher-level one if she desires. For instance, a 3rd-level Acolyte with the ability to prepare two 2nd-level spells can prepare a 1st-level (or 0-level) spell in place of one or both 2nd-level spells.

An Acolyte may prepare and cast any spell on the divine spell list (page 338), provided she can cast spells of that level.

The Difficulty Class of a saving throw to resist the effects of an Acolyte's spell is 10 + the spell's level + the Acolyte's Wisdom modifier.

Turn or Rebuke Undead

Starting at 2nd level, an Acolyte gains the supernatural ability to affect undead creatures, such as zombies, skeletons, ghosts, and vampires. The Acolyte's allegiance (good or evil) determines the effect she can have on these unholy abominations. A character of the good allegiance can turn undead, driving them away or perhaps destroying them. One of the evil allegiance can use negative energy to rebuke undead, causing the creatures to cower in her presence. (In the text that follows, up to the section on Effect and Duration of Turning, "turning" refers to turning or rebuking, whichever is appropriate for a particular Acolyte.)

How Turning Works: An Acolyte can turn undead (or other types of creatures at higher level) as an attack action. Doing so does not provoke an attack of opportunity. An Acolyte must present her holy symbol to make a turning attempt, holding it in one hand in such a way that it is visible to the creatures she wants to affect.

Times per Day: An Acolyte may attempt to turn a number of times per day equal to 3 + her Charisma modifier.

Range: The Acolyte turns the closest turnable creature first. She can't turn creatures that are more than 60 feet away or that have total cover.

Turning Check: First, roll a turning check to determine how powerful a creature you can turn. This is a Charisma check (1d20 + Charisma modifier). The table below shows the Hit Dice of the most powerful creature you can affect, relative to your Acolyte level. With a given turning attempt, you can't turn any creature whose Hit Dice exceeds the result of your turning check.

Turning Check Result	Most Powerful Creature Affected (Maximum Hit Dice)
0 or lower	Acolyte level –4
1–3	Acolyte level –3
4–6	Acolyte level –2
7–9	Acolyte level –1
10–12	Acolyte level
13–15	Acolyte level +1
16–18	Acolyte level +2
19–21	Acolyte level +3
22 or higher	Acolyte level +4

Turning Damage: If your turning check result is high enough to let you turn at least some of the undead (or other appropriate) creatures within 60 feet, roll 2d6 and add your Acolyte level and your Charisma modifier to the result to determine turning damage. That's how many total Hit Dice of undead (or other) creatures you can turn on this attempt.

You may skip over already turned creatures that are still within range so that you don't waste your turning capacity on them.

Effect and Duration of Turning: Turned creatures flee from the Acolyte by the best and fastest means available to them. A turned creature flees for 10 rounds (1 minute). If it can't flee, it cowers (can take no actions, –2 penalty to Defense).

If the Acolyte moves to within 10 feet of a cowering turned creature, it overcomes the turning and can act normally. (The Acolyte can be standing within 10 feet of the creature without breaking the turning effect; she just can't approach any closer to the creature.) The Acolyte can attack a turned and cowering creature with ranged attacks from more than 10 feet away, and others can attack in any fashion, without breaking the turning effect.

Destroying Undead: If the Acolyte has twice as many Acolyte levels (or more) as the undead has Hit Dice, she destroys any creature that she would normally turn.





Evil Acolytes and Undead: An Acolyte with the evil allegiance channels negative energy to rebuke (awe) or command (control) undead, instead of turning or destroying them. An evil Acolyte makes the equivalent of a turning check. Creatures that would be turned are rebuked instead, and those that would be destroyed are commanded.

Rebuked: A rebuked creature cowers as if in awe (can take no actions, –2 penalty to Defense) for 10 rounds.

Commanded: A commanded creature falls under the mental control of the Acolyte. The Acolyte can give mental orders to a commanded creature as an attack action. The Acolyte can command any number of creatures whose total Hit Dice don't exceed her Acolyte level. She may voluntarily relinquish command in order to establish command on different creatures.

Dispel Turning: An evil Acolyte may dispel the turning effect of a good Acolyte. To do so, the evil Acolyte makes a turning check as if attempting to rebuke. If the turning check result is equal to or greater than the turning check result that the good Acolyte scored when turning them, then the creatures are no longer turned. The evil Acolyte rolls turning damage to see how many Hit Dice worth of creatures she can affect in this way.

Bolster Undead: An evil Acolyte may bolster creatures against turning effects in advance. She makes a turning check as if attempting to rebuke them, but the Hit Dice result becomes the creatures' effective Hit Dice as far as turning is concerned (provided the result is higher than the creatures' normal Hit Dice). This bolstering lasts for 10 rounds.

Bonus Feats

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

Animal Affinity, Archaic Weapons Proficiency, Armor Proficiency (light), Attentive, Combat Expertise, Educated, Frightful Presence, Iron Will, Medical Expert, Studious, Trustworthy.

Spontaneous Casting

An Acolyte of 4th level or higher can channel stored energy into spells she has not prepared ahead of time. The Acolyte "loses" a prepared spell to cast another spell of the same level or lower.

An Acolyte with a good allegiance can spontaneously cast *cure* spells (spells with "cure" in their name). An Acolyte with an evil allegiance can spontaneously convert prepared spells into *inflict* spells (spells with "inflict" in their name).

Combat Casting

At 5th level, the Acolyte becomes adept at casting spells during combat. She gets a +4 bonus on Concentration checks made to cast a spell while on the defensive.

Turn or Rebuke Magical Beast

At 7th level, the Acolyte gains the supernatural ability to affect magical beasts. This ability works just like turning undead, except the creature type is magical beast. Magical beasts, unlike undead creatures, can't be destroyed or commanded. All other rules pertaining to turning apply. The number of times per day the Acolyte can make a turning attempt (3 + Cha modifier) does not increase.

Turn or Rebuke Outsider

At 8th level, the Acolyte gains the supernatural ability to affect outsiders. This ability works just like turning undead and magical beasts, except the creature type is outsider. Outsiders, unlike undead creatures, can't be destroyed or commanded. All other rules pertaining to turning apply. The number of times per day the Acolyte can make a turning attempt (3 + Cha modifier) does not increase.

Maximize Spell

At 10th level, an Acolyte learns to cast some of her spells to maximum effect. All variable, numeric effects of a maximized spell automatically achieve their maximum values. A maximized spell deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Spells without random variables are not affected.

When a maximized spell is prepared, it is treated as a spell of three levels higher than the spell's actual level. Therefore, an Acolyte can only maximize 0-, 1st-, or 2nd-level spells—a maximized 1st-level spell is treated as a 4th-level spell when you decide what spells the Acolyte will have available for the coming day, so it limits the number of other 4th-level spells the Acolyte can cast. Likewise, a maximized 2nd-level spell is treated as a 5th-level spell.

ADVENTURE SETUPS

URBAN ARCANA adventures focus on exploration and a sense of wonder. The magic is new and exciting, sometimes dangerous, and always unexpected. Every adventure consists of learning something new, of meeting a new denizen of Shadow. Sometimes the heroes might be called upon to deal with a mundane menace of one sort or another, but more often the call of the arcane holds sway. The thing to remember is that for every Shadow creature the heroes meet that must be destroyed, there are an equal or greater number that have a problem the heroes can help solve. Not every denizen of Shadow is evil, and not every mundane is good. Every story has two sides, and the heroes might not always be sure which side they should aid.

Daytrippers (low-level adventure)

Goblin car thieves terrorize the community. They are addicted to speed and power. Unfortunately, they don't know how to drive very well.

Background

There has been an increase in car thefts in the area—perhaps one of the hero's cars was snatched and found later driven into the river. It doesn't appear to be the work of an organized car theft ring, however. The stolen vehicles range from old junkers to luxury vehicles and include equipment driven off construction sites (a bulldozer turned up blocking the doors of a donut shop, while a steamroller is still missing).

Ready-To-Use Mages

Need a Mage for an adventure? Here are a couple of ready-to-use characters that can serve as either friends or foes for the heroes in your URBAN ARCANA campaign.

Smart Hero 3/Mage 1: CR 4; Medium-size humanoid; HD 3d6+3 plus 1d6+1; hp 20; Mas 13; Init +2; Spd 30 ft.; Defense 14, touch 14, flat-footed 12 (+2 Dex, +2 class); BAB +1; Grap +0; Atk +0 melee (1d3–1, unarmed strike); Full Atk +0 melee (1d3–1, unarmed strike) or +3 ranged (2d6, SITES M9); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Arcane spells; AL any; SV Fort +2, Ref +3, Will +5; AP 2; Rep +2; Str 8, Dex 14, Con 13, Int 16, Wis 12, Cha 10.

Occupation: White collar (class skills: Computer Use, Research).

Skills: Computer Use +12, Concentration +5, Craft (chemical) +13, Craft (visual art) +9, Craft (writing) +9, Decipher Script +11, Investigate +10, Knowledge (arcane lore) +9, Knowledge (art) +9, Knowledge (current events) +9, Profession +7, Read/Write English, Read/Write Language (any two), Research +11, Speak English, Speak Language (any two), Spellcraft +5.

Feats: Heroic Surge, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Studious.

Talents (Smart Hero): Savant (Craft [chemical]), plan.

Mage Spells Prepared (3/2; save DC = 13 + spell level): 0—*detect magic, light, read magic;* 1st—*mage armor, magic missile*.

Possessions: SITES M9 (9mm autoloader), 50 rounds of 9mm ammunition, notebook computer (contains electronic spellbook*), overcoat, casual outfit, concealed carry holster, cell phone, wallet with credit cards and ID, umbrella.

**The spellbook contains all of the spells the Mage has prepared plus 1d3 additional 0-level arcane spells and 1d3 additional 1st-level arcane spells. The spellbook files are protected with an average security system requiring a successful Computer Use check (DC 25) to defeat.*

Smart Hero 3/Fast Hero 1/Mage 4: CR 8; Medium-size humanoid; HD 3d6+3 plus 1d8+1 plus 4d6+4; hp 37; Mas 13; Init +6; Spd 30 ft.; Defense 17, touch 17, flat-footed 15 (+2 Dex, +5 class); BAB +3; Grap +2; Atk +2 melee (1d3–1, unarmed strike); Full Atk +2 melee (1d3–1, unarmed strike) or +5 ranged (2d6, SITES M9); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Arcane spells, scribe scroll, brew potion, familiar (rat); AL any; SV Fort +5 (includes +2 bonus conferred by familiar), Ref +5, Will +7; AP 4; Rep +0; Str 8, Dex 15, Con 13, Int 16, Wis 12, Cha 10.

Occupation: White collar (class skills: Computer Use, Research).

Skills: Computer Use +15, Concentration +8, Craft (chemical) +16, Craft (visual art) +9, Craft (writing) +9, Decipher Script +11, Drive +4, Hide +4, Investigate +13, Knowledge (arcane lore) +12, Knowledge (art) +9, Knowledge (current events) +9, Knowledge (physical sciences) +6, Knowledge (technology) +6, Move Silently +4, Profession +10, Read/Write English, Read/Write Language (any two), Research +14, Sleight of Hand +4, Speak English, Speak Language (any two), Spellcraft +8.

Feats: Heroic Surge, Improved Initiative, Low Profile, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Studious.

Talents (Smart Hero): Savant (Craft [chemical]), plan.

Talents (Fast Hero): Evasion.

Mage Spells Prepared (4/4/3; save DC = 13 + spell level): 0—*detect magic, light, mage hand, read magic;* 1st—*mage armor, magic missile, shield, sleep*; 2nd—*darkvision, invisibility, web*.

Possessions: SITES M9 (9mm autoloader), 50 rounds of 9mm ammunition, notebook computer (contains electronic spellbook*), scroll of *spider climb*, scroll of *web*, potion of *levitate*, overcoat, casual outfit, concealed carry holster, cell phone, wallet with credit cards and ID, umbrella.

**The spellbook contains all of the spells the Mage has prepared plus 1d3 additional 0-level arcane spells, 1d3 additional 1st-level arcane spells, and 1d2 additional 2nd-level arcane spells. The spellbook files are protected with an exceptional security system requiring a successful Computer Use check (DC 35) to defeat.*

Rat Familiar: CR —; Tiny magical beast; HD special; hp 18; Mas 10; Init +2; Spd 15 ft., climb 15 ft., swim 10 ft.; Defense 16, touch 14, flat-footed 14 (+2 size, +2 Dex, +2 natural); BAB +0; Grap –12; Atk +4 melee (1d3–4, bite); Full Atk +4 melee (1d3–4, bite); FS 2 ½ ft. by 2 ½ ft.; Reach 0 ft.; AL master; SQ Scent, low-light vision, improved evasion, share spells, touch; SV Fort +5, Ref +5, Will +7; AP 0; Rep +0; Str 2, Dex 15, Con 10, Int 7, Wis 12, Cha 2.

Skills: Balance +10, Climb +12, Hide +18, Move Silently +10, Swim +10.

Feats: Weapon Finesse (bite).

The assumption that the police are working from is that these are kids engaged in joyrides, but Department-7 believes there's a touch of Shadow to this case.

Supporting Cast

The criminals responsible are a band of eight goblins led by a Fast hero (see page 239 for statistics). The Fast hero goblin is fascinated with speed and loves the "magical wagons" the humans call "cars." He insists on driving whatever vehicles catch his interest, and he has managed to walk away from a four wrecks so far (he has no action points left at this stage). The rest of his band are normal goblins (see page 239).

The heroes are not alone in their search. Louis Corsone is expanding his operation, and has dispatched one of his minotaur legbreakers to "have a chat" with the goblin leader and steer his wayward charges into more profitable ventures.

Things to Consider

The first challenge is finding the car thieves. Keeping track on a police scanner provides reports as they come in, but the





heroes will be following in the wake of the crime. Just maintaining a high profile in the area being affected may allow them to catch the car thieves in the act (they may be targets of the thieves themselves). Most of the thefts are in an area that combines warehouses and apartment complexes, providing both a plethora of targets and places to hide.

Where is the goblins' lair? Possibilities include an old warehouse, a storage unit, or an abandoned (but not yet destroyed) gas station. The goblins have taken some of their prizes to their lair to try to figure out how they are made (resulting in a messy, oily collection of broken parts).

The goblins consider the vehicles to be nothing more than another type of magic—you follow the ritual and the car does what you want it to (and if it doesn't, you obviously messed up the ritual). They understand the basics of hotwiring and steering. Things such as braking and traffic laws are an alien concept to them.

The goblins aren't evil (at least not yet). The heroes need to reach them before Corsone does, and then help divert their interests to more productive endeavors.

Call of the Beast (mid-level adventure)

A group of would-be demon worshipers puncture Shadow and draw something through that was best left alone.

Background

A multiple homicide is reported in a rural county far from the city. Twelve youths, including members of the high school football team, were found in a barn. Eleven dead, one survivor. The early media reports show a symbol of a skull engulfed in flame. Heroes with Knowledge (arcane lore) or experience in arcane or divine spellcasting recognize this as the symbol of an ancient and forgotten god.

The youths were trying to raise a demon, using an old book in one boy's possession. A decade before, the spell would have fizzled, but with the rising tide of magic, the spell worked, in a manner of speaking. The doors between worlds opened, and a pair of displacer beasts stalked through.

Thirteen young people were involved in the summoning. The beasts killed eleven of them and left a twelfth badly injured. The thirteenth was Jim Dobson, who escaped with the book and is now being pursued by the beasts.

Supporting Cast

The youth on the run is fourteen-year-old Jim Dobson, who found the old book in his attic. The displacer beasts feel a connection to the book and are pursuing the one holding it.

The displacer beasts' statistics are on page 233.

Things to Consider

This is a rural encounter, taking place far from the comforting lights of the city. For urban-based characters, stress the oddness—it is quiet in the evening except for natural sounds, and the woods at night are black and impenetrable. The natives of the small town are self-reliant and suspicious of strangers, all the more so with the sudden invasion of the media showing their town in a less than satisfactory light.

The heroes need to gain access to the site of the crime, either officially with the help of law enforcement officers or on their own. Within they find the arcane symbol, as well as a mystic circle sketched into the barn's floor. There are twelve stations around the circle, and one in the middle—there should have been thirteen people present, not twelve.

The survivor is in intensive care, and further connections may be needed to access her testimony. She is feverish and babbles about demon lions that came through and attacked the group. They were everywhere at once, she says.

The displacer beasts strike the next night, killing Dobson's parents in an effort to find him. The Dobson farm is outside town, and the deaths may not be discovered right away. The next morning, Jim Dobson hitchhikes to the next town and grabs a bus for the city. The displacer beasts follow, spurring reports of large black cats and torn bodies in their wake. If the heroes do not locate and stop the creatures, they soon turn the city into their hunting grounds.

Hostage Crisis (high-level adventure)

A crowded street corner becomes a killing zone for a monstrous bank robber who takes hostages on a city bus.

Background

Krub, a troll Tough hero (use the statistics on page 261), knocked over a bank earlier in the day. He got away with a bundle of cash, a bar of gold, and an assortment of rings and watches he acquired from the customers. Every police officer who encountered the troll since the robbery has gone down hard. They have no idea what they're actually dealing with, since most of them see nothing more than a huge guy in a fright mask and armed with an assault rifle.

An hour ago, Krub boarded an uptown bus. That's when things really got out of hand. Now the bus sits blocking three lanes of traffic. The troll uses the passengers as cover while threatening to "eat their flesh and spit out their bones" if the cops don't clear out. A tense standoff exists, and it won't be long before Krub starts making good on his threat.

Why did Krub rob the bank? That's up to you. Krub could just need the money, or it might be a trap to lure the heroes into a battle they might not be able to win—at least not without suffering some heavy casualties.

Supporting Cast

The troll has a busload of hostages. Figure that there are 18 1st-level ordinaries trapped on the bus, including men, women, and children. There are also police, reporters, and other spectators at the scene, including a cop who wants to move in despite the danger to the hostages.

Things to Consider

Krub is tough. With a variety of troll abilities, including regeneration, as well as hero talents, 3 action points, and an assault rifle, this troll won't go down easily. He won't hesitate to kill hostages or use them as cover, but he also won't sacrifice hostages needlessly; he knows that if it looks like the hostages are doomed, the cops will charge the bus.

The heroes need to come up with a plan of action and then try to defeat Krub without losing too many of the hostages. Krub wants to wait until nightfall so that he can try to sneak away in the darkness. He has no problem fighting to the death if it comes to that; he feels particularly invincible thanks to his various talents and abilities.

Chapter Ten

FX ABILITIES

Brandon Cross punches the buttons on his PDA, and arcane symbols scroll up. He smiles and commits to memory the gylphs and fonts that will allow him to cast fireballs and become invisible. Brandon is a Mage and uses arcane spells.

Lily Parish goes up to her loft apartment and meditates, reaching within herself to touch that inner flame that some call self and others call God. She feels a surge of energy, the power to heal the injured and punish the guilty. Lily is an Acolyte and uses divine spells.

Troy Bellarosa focuses his mind in a few moments of daily relaxation. When the time comes, he will reach within himself and draw upon the raw power of the mind, fueling his ability to read minds and alter wills. Troy is a Telepath and uses psionic powers.

Arcane spells, divine spells, and psionic powers are all representative of abilities beyond the scope of most ordinary individuals, and are called as a group FX abilities (just as in the film industry, FX is short for "special effects"). FX abilities are features of a few advanced classes, and are not available to basic classes. FX abilities have a number of similarities to each other as well as obvious differences. This chapter examines the basics of casting spells, manifesting psionic powers, and using special items that have magical or psionic powers.

KA

Brandon blasts a gargoyle with shuriken-shaped *magic missiles*



SPELLS

A spell is a one-time magical effect. Magic is used by individuals with magical power, which include Mages and Acolytes and creatures with spells and spell-like abilities. Spells can be arcane or divine.

Arcane spells, cast by Mages, involve direct manipulation of mystic energies. These manipulations require long study, and tend to produce dramatic results.

Divine spells, cast by Acolytes, instead draw power from an unworldly source, be it from within the caster's own beliefs or some greater entity of power. Divine spellcasting requires meditation and provides more utilitarian effects, including the ability to heal the wounded. Some spells may be cast by both Mages and Acolytes, functioning as arcane spells when cast by Mages and divine spells when cast by Acolytes.

Both Mages and Acolytes have a set number of spells known to them per day, determined by class level and the caster's score in the key ability for the class (intelligence for Mages, Wisdom for Acolytes). Both must prepare the spells they intend to cast each day. Each prepared spell occupies one of the caster's spell slots (see Level, page 330). The Mage chooses arcane spells from those she knows and has recorded in her spellbook (a literal book in some cases, or a file on a computer or PDA). The Acolyte doesn't keep a spellbook; the same divine inspiration that powers his magic also makes all divine spells available to him.

Most spells require the caster to speak some utterance, make complex gestures, or sometimes expend an object or a small quantity of some substance. The spellcaster's activity is visible to others, and the effects (such as the bright flash of a *fireball* spell) often are too, but the magic itself is not.

Casting a Spell

The first step in casting a spell is to choose which spell to cast. An Acolyte or Mage selects from among spells prepared earlier in the day and not yet cast (see Preparing Mage Spells, page 334, and Preparing Acolyte Spells, page 336).

To cast a spell, you must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate some material (if it has a material component) or focus (if any). Additionally, you must concentrate to cast a spell—and it's hard to concentrate in the heat of battle. (See page 53 for details.)

You may fail when trying to cast an arcane spell while wearing armor (see page 318).

If a spell has multiple versions, you choose which version to use when you cast it. For example, when you prepare *telekinesis*, you don't choose which version of the spell (a gentle, sustained force or a single short, violent thrust) to employ until you cast the spell.

Once you've cast a prepared spell, you can't cast it again until you prepare it again. (If you have prepared multiple copies of a single spell, you can cast each copy once.)

How to Read a Spell Description

Spells have a number of defining characteristics that distinguish each spell from the others. Each spell description includes most or all of the following pieces of information.

School

The first line beneath the spell's name provides the school (and perhaps also a subschool) that the spell belongs to. Schools provide a way of grouping together spells that have certain characteristics in common. In the following definitions, an example spell of each type is given in parentheses.

Abjuration: Spells of this school are protective spells. They create physical or magical barriers (*hold portal*) or negate magical or physical abilities (*dispel magic*).

Conjuration (Creation): This type of spell manipulates matter to create an object or creature in a place the spellcaster designates. If the spell has a duration other than instantaneous (*mage armor*), magic holds the creation together, and when the spell ends or is dispelled, the conjured creature or object vanishes without a trace. If the spell has an instantaneous duration (*wall of iron*), the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence.

Conjuration (Healing): Certain divine conjuration spells can heal creatures (*cure critical wounds*) or even bring them back to life (*raise dead*).

Conjuration (Summoning): A summoning spell (*insect plague*) instantly brings a creature or an object to a place the caster designates. When the spell ends or is dispelled, the summoned creature is instantly sent back to where it came from, but a summoned object is not sent back unless the spell description specifically indicates this. A summoned creature also goes away if it is killed or dropped to 0 hit points.

Conjuration (Teleporting): A spell of this type (*dimension door*) transports one or more creatures or objects a great distance.

Divination: These spells enable you to learn information (*discern lies*), to find hidden things (*true seeing*), or to foil deceptive spells (*see invisibility*).

Enchantment: An enchantment spell (*command*) affects the minds of others, influencing or controlling their behavior. All enchantment spells have the mind-affecting descriptor (see below for more on spell descriptors).

Evocation: These spells (*magic missile, fireball, lightning bolt*) manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

Illusion: Illusion spells (*invisibility, magic mouth*) deceive the senses or minds of others.

Saving Throws and Illusions (Disbelief): Creatures encountering an illusion effect usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion. This allows them to disbelieve the illusion. If any viewer successfully disbelieves an illusion and communicates this fact to other viewers, each such viewer gains a saving throw with a +4 bonus.

Necromancy: Necromancy spells manipulate the power of death, unlife, and the life force. Spells involving undead creatures (*animate dead*) belong to this school, as do the various *inflict* spells, such as *inflict critical wounds.*

Transmutation: Transmutation spells (*enhance ability, levitate, magic weapon*) change the properties of some creature, thing, or condition.

Universal: A small number of spells (*detect magical aura, read magic*) belong to no school and are designated as universal. The type of magic they involve does not fall into one of the above categories.

Descriptors

Descriptors are a way of classifying spells (often from different schools) that have some common characteristic. For instance, *magic missile* (from the Evocation school) and *shield* (from the Abjuration school) both carry the force descriptor, because each of them uses magic to manipulate force (and for this reason, a *shield* spell protects against a *magic missile* attack).

A spell's descriptors (if any) appear in brackets on the line identifying the school. Descriptors used for the spells in this book include cold, electricity, fear, fire, force, language-dependent, light, mind-affecting, and sonic.

Level

The relative power of a spell is indicated by its level—1st-level spells are more powerful than 0-level spells, and so on. A spell's level also indicates whether a particular spellcaster is capable of preparing and casting the spell (see the Acolyte and Mage class descriptions in Chapter Nine).

Spell Slots: Every spellcaster can prepare as many spells every day as he or she has spell slots. (See Arcane Spells, page 319, for the Mage's spell slots and Divine Spells, page 324, for the Acolyte's spell slots.)

Spell slots have levels just as spells do; a spell slot of a certain level is designed to hold a spell of that level. It's possible, however, to place a lower-level spell in a higher-level spell slot if you desire. You don't have to fill all your spell slots with prepared spells every day (although it usually makes sense to do so). For more information, see Preparing Mage Spells, page 334.

Components

Every spell has at least one type of component that the spellcaster must provide at the time of casting.

Verbal (V): To cast a spell with a verbal component, you must speak in a firm voice. If you're gagged or in the area of a *silence* spell, you can't cast such a spell. A spellcaster who has been deafened has a 20% chance to spoil any spell he tries to cast if that spell has a verbal component.

Somatic (S): To cast a spell with a somatic component, you must gesture freely with at least one hand. You can't cast a spell that has a somatic component while bound, grappled, or with both your hands full or occupied (clinging to a cliff or swimming, for instance). If a Mage casts a spell with a somatic component while wearing armor, the armor may bring with it an arcane spell failure chance (see page 318).

Material (M): A material component is an object or a small amount of some substance that the caster must have on hand. It is expended and disappears when the spell is cast. Preparing these materials is a free action. The purchase DCs for expensive material components are included in the spell descriptions; if no value is given, assume a purchase DC of 2.

Focus (F): A focus is similar to a material component, except that it is not expended when the spell is cast.

Divine Focus (DF): Some divine spells require the caster to provide a divine focus. An Acolyte's holy symbol (see page 323) serves as the divine focus for the casting of a spell, unless some other divine focus is specified in the spell's descriptive text.

Sometimes the Components entry of a spell description contains the entry "M/DF" (see the *tongues* spell for an example). This indicates a spell that can be cast as either an arcane spell or a divine spell—a Mage casting it needs the specified material component, while an Acolyte casting it needs to provide a divine focus.

Casting Time

This entry tells how much time is needed to complete the casting of a spell once it is begun.

Casting a spell with a casting time of 1 action is an attack action. The spell takes effect immediately.

Casting a spell with a casting time of 1 full round is a full-round action. You can take a 5-foot step before, during, or after casting, but you cannot otherwise move. The spell takes effect at the beginning of your turn in the round after you began to cast it. You then act normally after the casting is completed.

A spell that takes 1 minute to cast (such as *break enchantment*) comes into effect just before your turn 1 minute later (you spend each of those 10 rounds casting as a full-round action).

When you begin a spell that takes 1 full round or longer to cast, you must continue the invocations, gestures, and/or concentration from one round to just before your turn in the next round (at least). If you lose concentration after starting the casting and before it is complete, you lose the spell (see Concentration, page 53).

You retain your Dexterity bonus to Defense while casting a spell.

Attacks of Opportunity: Generally, if you attempt to cast a spell, you provoke attacks of opportunity from threatening enemies. Table 10–1: FX Actions in Combat specifies whether a certain activity provokes attacks of opportunity (AoO). If you take damage from an attack of opportunity, you must make a Concentration check (see page 53) or lose the spell you were trying to cast.

Casting on the Defensive: You may attempt to cast a spell while on the defensive. This option means casting the spell while paying attention to threats and avoiding blows. In this case, you are no more vulnerable to attack than you would be if you were just standing there, so casting while on the defensive does not provoke an attack of opportunity. It does, however, require a Concentration check (DC 15 + spell level) to pull off. Failure means you lose the spell.

Range

A spell's range indicates how far from you it can reach—the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the spell's area would extend beyond the range, that area is wasted.

A spell's range usually falls into one of the following categories.



TABLE 10–1: FX ACTIONS IN COMBAT

Attack Actions	AoO?
Activate a ring, rod, staff, wand, or wondrous item	No
Cast a spell (attack action casting time)	Yes
Concentrate to maintain an active spell or power	No
Dismiss a spell or power	No
Drink a potion	Yes
Manifest a power (attack action manifestation time)	Yes
Read a scroll	Yes
Turn or rebuke undead	No
Use spell-like ability	Yes
Use supernatural ability	No
Use extraordinary ability	No
Use touch spell on self	No

Move Actions	AoO?
Direct or redirect an active spell or power	No

Full-Round Actions	AoO?
Cast a spell (full-round action casting time)	Yes
Manifest a power (full-round action manifestation time)	Yes
Use touch spell on up to six friends	Yes

Free Actions	AoO?
Cease concentration on a spell or power	No
Prepare spell components to cast a spell	No
Make Spellcraft check on counterspell attempt	No

Personal: The spell affects only you.

Touch: You must touch a creature or object to affect it. To use a touch spell, you cast the spell and then touch the subject, either in the same round or any time later. In the same round that you cast the spell, you may also touch (or attempt to touch) the target. You may take your move before casting the spell, after touching the target, or between casting the spell and touching the target. You can automatically touch one friend or use the spell on yourself, but to touch an opponent, you must succeed on an attack.

Touch Attacks: Since you only need to touch your enemy, you make a touch attack instead of a regular attack. Touching an opponent with a touch spell is considered to be an armed attack and therefore does not provoke attacks of opportunity when it is discharged on an armed opponent. However, the act of casting a spell does provoke attacks of opportunity, so you may want to cast the spell and then move to the target instead of vice versa.

Touch attacks come in two types: melee touch attacks (for touches made with, say, your hand) and ranged touch attacks (for touches made with magic rays, for example). You can score critical hits with either type of attack. Your opponent's Defense against a touch attack does not include any equipment bonus or natural armor bonus. His size modifier and Dexterity modifier both apply normally.

Holding the Charge: You do not have to touch your target immediately after casting a touch spell. Instead, you can "hold the charge," waiting to discharge the spell at a later time. If you touch anything with your hand while holding a charge, the spell discharges. Otherwise, you can make touch attacks round after round, until you succeed (and thus discharge the spell). You can touch one friend (or yourself) as an attack action, or up to six friends as a full-round action. If you cast another spell, the touch spell dissipates.

Close: The spell reaches up to 25 feet away from you. The maximum range increases by 5 feet for every two full class levels (Mage or Acolyte).

Medium: The spell reaches up to 100 feet + 10 feet per class level.

Long: The spell reaches up to 400 feet + 40 feet per class level.

Range Expressed in Feet: Some spells (such as *bless*) have no standard range category, just a range expressed in a unit of measurement (usually feet).

Target

Some spells have a specific target or targets. You use these spells directly on creatures or objects, as defined by the spell itself. You must be able to see or touch the target, and you must specifically choose that target. For example, you can't fire a *magic missile* spell (which always hits its target) into a group of bandits with the instruction to "strike the leader." To strike the leader, you must be able to identify and see the leader (or guess which is the leader and get lucky). However, you do not have to select your target until you finish casting the spell.

If you cast a targeted spell on the wrong sort of target, such as using a *daze* spell on a humanoid with 5 Hit Dice, the spell has no effect.

If the target of a spell is yourself ("Target: You"), you do not receive a saving throw, and spell resistance does not apply.

Subject: The descriptive text of spells makes a distinction between "target" and "subject." The target of a spell is the creature(s) or object(s) it is directed against. A target becomes a subject if it fails a saving throw against the spell and is thus affected by the magic.

Effect

Some spells create or summon things rather than affecting things that are already present. You must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move regardless of the spell's range.

Ray: Some effects are rays (see *searing light* for an example). You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted spell. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at.

If a ray has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

Spread: Some effects, notably clouds and fogs (see *cloudkill* for an example), spread out from a point of origin to a distance given in the spell description. The effect can extend around corners and into areas you can't see. Figure distance by actual distance traveled, taking into account turns the spell effect takes. You must designate the point of

origin, but need not have line of effect (see below) to all portions of the effect.

Area

Some spells affect an area. You select where the spell starts, but otherwise you don't control which creatures or objects the spell affects. Sometimes a spell describes a specially defined area, but usually an area falls into one of the following categories.

Burst: As with an effect, you select the spell or power's point of origin. The spell or power bursts out from this point, affecting whatever it catches in its area. For instance, if you designate a four-way intersection of corridors to be the point of origin of a *dispel magic* spell, the spell bursts in all four directions, possibly catching creatures that you can't see.

A burst spell has a radius that indicates how far from the point of origin the spell's effect extends.

Cone: When you cast a spell with a cone area (see *cone of cold* for an example), the cone shoots away from you in the direction you designate. A cone starts in a square adjacent to you and widens out as it goes. A cone's width at a given distance from you equals that distance. Its far end is as wide as the effect is long. (A 25-foot-long cone is 10 feet wide at 10 feet along its length and 25 feet wide at its far end.)

Creatures: Some spells affect creatures directly (as a spell with a target does), but they affect creatures in an area of some kind rather than individual creatures you select. The area might be a burst, a cone, or some other shape.

Many spells affect "living creatures," which means all creatures other than constructs and undead. The *sleep* spell, for instance, affects living creatures. If you cast *sleep* in the midst of goblins and skeletons, the *sleep* spell ignores the skeletons and affects the goblins. The skeletons do not count against the creatures affected.

Cylinder: As with a burst, you select the spell's point of origin (see *ice storm* for an example). This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder.

Emanation: Some spells, such as *silence*, have an area like a burst except that the effect continues to radiate from the point of origin for the duration of the spell.

Quarter-Circle: Some spells, such as *detect magical aura,* have a quarter-circle-shaped area. Like a cone, the effect starts in a square adjacent to you and widens out as it goes.

Spread: Some spells, such as a *fireball*, spread out like a burst but can turn corners. You select the point of origin, and the spell spreads out a given distance in all directions. Figure distance by actual distance traveled, taking into account turns the spell effect takes.

Other: A spell or power can have a unique area, as defined in its description (see *burning hands* for an example).

(S): If an Area or Effect entry ends with "(S)" (standing for "shapeable"), you can shape the spell (see *wall of stone* for an example). A shaped effect or area can have no dimension smaller than 10 feet.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except it's not blocked by fog, darkness, and other factors that limit normal sight.

You must have a clear line of effect to any target that you use a spell on, or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any spell you cast or power you manifest, such as the central point of a *fireball*. For bursts, cones, cylinders, and emanation spells, the spell only affects areas, creatures, or objects to which it has line of effect from its origin (a burst's point, a cone's starting point, a cylinder's circle, or an emanation spell's point of origin).

A hole of at least 1 square foot is sufficient to allow a line of effect through an otherwise solid barrier. If any given 5-foot length of barrier contains such an opening, that 5-foot length is not considered a barrier for purposes of a spell's line of effect (though the rest of the wall still counts as a barrier as normal). For example, if a *fireball* is cast in a corridor, its spread is contained by the walls on either side. If one wall contains a small window (larger than 1 square foot), the 5-foot section of wall containing the window is treated as if it weren't there to block the fireball's spread. The rest of the wall, and the wall on the other side, block the spread as normal, however.

Directing or Redirecting Effects: Some spells, such as *detect magical aura,* allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell requires a move action that does not provoke attacks of opportunity. It also doesn't require concentration.

Duration

Once you've determined who's affected by a spell and how, you need to know for how long. The Duration entry of a spell description tells you how long the effect of the spell lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magical energy goes away and the spell ends. If a spell's duration is variable (see *cause fear* for an example), the DM rolls it secretly.

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences of the spell might be long-lasting. For example, a *cure light wounds* spell lasts only an instant, but the healing it bestows never runs out or goes away.

Permanent: The effect remains indefinitely, but is sustained by lingering magical energy. If the energy goes away, so does the effect. This means the spell is vulnerable to *dispel magic*.

Concentration: The spell or power lasts as long as you concentrate on it, possibly up to a specified maximum amount of time (see *detect magical aura* for an example). Concentrating to maintain a spell is an attack action that does not provoke attacks of opportunity. Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing the spell to be ruined (see Concentration, below). You can't cast a spell while concentrating on another one.

Sometimes a spell lasts for a short time after you cease concentrating (see *wall of fire* for an example). In these





cases, the spell keeps going for the stated length of time after you stop concentrating.

Subjects, Effects, and Areas: If a spell affects creatures directly (for example, *freedom of movement*), the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to the end of its duration (such as *insect plague* being dispersed by smoke). If the spell affects an area, such as *silence* does, the spell stays with that area for the spell's duration. Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

Discharge: A few spells last for a set duration or until triggered or discharged (see *protection from arrows/bullets* for an example). The spell remains in place until the triggering condition is met (at which point it takes effect) or the maximum duration is reached (at which point it dissipates, with no effect).

(D): If the Duration entry ends with "(D)" (standing for "dismissible"), you can dismiss the spell at will. You must be within range of the effect of the spell to dismiss it. Dismissing a spell is an attack action that does not provoke attacks of opportunity. A spell that depends on concentration is dismissible by its very nature, and dismissing it does not require an action (since all you have to do to end the spell is to stop concentrating).

Saving Throw

Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: This term means the spell has no effect on a creature that makes a successful saving throw.

Partial: The spell causes an effect on its subject, such as death. A successful saving throw means that some lesser effect occurs (such as being dealt damage rather than being killed).

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Disbelief: A saving throw is not allowed purely on the basis of encountering the spell. Rather, the creature gets a saving throw only after interacting with or carefully studying the spell. A successful save lets the subject ignore the effect.

(Object): The spell can be cast on objects, which receive saving throws only if they are magical in nature, or if they are attended (held, worn, or grasped) by a creature resisting the spell, in which case the object gets the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a spell can only be cast on objects. Some spells of this sort can be cast on creatures or objects.)

(Harmless): The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it wishes.

Saving Throw Difficulty Class: A saving throw against a spell has a DC of 10 + the level of the spell + your bonus for the relevant ability (Intelligence for a Mage, Wisdom for an Acolyte).

Succeeding at a Saving Throw: A creature that successfully saves against a spell without obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. For example, if you secretly cast *hold person* on a character and his saving throw succeeds, he feels the tingle of the magic trying to affect his mind. (If he's familiar with magic use, he recognizes the touch of a spell, though he can't tell what you were trying to do. An ordinary person who has never experienced magic, however, is unlikely to recognize the sensation.)

Likewise, if a creature's saving throw succeeds against a targeted spell, such as *hold person*, you sense that the spell has failed. You do not sense when creatures succeed at saving throws against effect and area spells.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this resistance if he or she wants to.

Items Surviving after a Saving Throw: Unless the descriptive text for the spell specifies otherwise, all items carried and worn are assumed to survive a magical attack.

If an item is not carried or worn and is not magical, it does not get a saving throw. It is simply dealt the appropriate damage.

Spell Resistance

Spell resistance is a special defensive ability that protects against spells.

Each spell description includes an entry that indicates whether spell resistance applies to the spell (if so, Yes; if not, No). In general, whether spell resistance applies depends on what the spell does:

Targeted Spell: If the spell is targeted at a creature, spell resistance applies. If the spell targets multiple specific creatures, spell resistance applies to those individuals that have it.

Area Spell: If the target is within the area of a spell, its spell resistance applies. The spell resistance protects the resistant creature without affecting the spell itself.

Effect Spell: Most effect spells summon or create something and are not subject to spell resistance. For instance, a *wall of iron* is not subject to spell resistance, but a *wall of fire* is. Effect spells that affect a creature more or less directly, such as the *web* spell, are sometimes subject to spell resistance.

Level Check: If your spell is being resisted by a creature with spell resistance, you must make a level check (1d20 + caster level) and get a result at least equal to the creature's spell resistance for the spell to affect that creature. If the caster fails the check, the spell doesn't affect the defender. The defender's spell resistance is like a Defense score against magical attacks.

(Harmless) and (Object): These terms mean the same thing in a spell resistance entry as they do for saving throws. A creature with spell resistance must voluntarily drop the resistance in order to receive the effects of a spell noted as harmless without the level check described above. Doing so is an attack action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains

down until the creature's next turn, at the beginning of which it automatically returns. A creature's spell resistance never interferes with its own spells, powers, items, or abilities.

Only spells and spell-like abilities are subject to spell resistance. Extraordinary and supernatural abilities (including enhancement bonuses on magic weapons) are not. A creature can have some abilities that are subject to spell resistance and others that are not.

Spell resistance does not stack with power resistance (see page 227), and vice versa.

Descriptive Text

A spell's descriptive text explains how the spell works or what it does and includes necessary information such as the spell's material component.

The Spell's Result

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any) or successfully used their spell resistance (if applicable), you can apply whatever results a spell entails.

Many spells affect particular types of creatures. *Hold person*, for example, works only on creatures of the humanoid type. Creature types are defined in Chapter Eight beginning on page 218.

Spells and Critical Hits: A spell that requires an attack roll, such as *searing light,* can score a critical hit. A spell attack that requires no attack roll, such as *fireball,* cannot score a critical hit.

Spellcraft Skill: Some uses of magic spells and magic-related abilities rely on Spellcraft checks. The Spellcraft skill is detailed on page 323.

Interrupting FX Users

If you want to prevent a character or creature from using an FX ability, you can ready an action (see page 147) to attempt to interrupt any such use.

Distracting Spellcasters and Psionic Characters: You can ready an attack against a character or creature with the trigger "if she starts casting a spell or manifesting a power." If you succeed in damaging the character or otherwise distracting her, she may lose the FX ability she was trying to use (as determined by her Concentration check result).

Readying a Counterspell: You may ready a counterspell against a spellcaster (often with the trigger "if she starts casting a spell"). In this case, when the spellcaster starts a spell, you get a chance to identify it with a Spellcraft check (DC 15 + spell level). If you do, and if you can cast that same spell (are able to cast it and have it prepared), you can cast the spell as a counterspell and automatically ruin the other spellcaster's spell. Counterspelling works even if one spell is divine and the other arcane.

A spellcaster can use *dispel magic* (see page 343) to counterspell another spellcaster, but it doesn't always work. A psionic character can use *negate psionics* to end ongoing psionic powers.

Spell Failure

If you ever try to cast a spell in conditions where the characteristics of the spell (range, area, and so forth) cannot be made to conform, the effort fails and the spell is wasted.

Spells also fail if your concentration is broken (see Concentration, page 53). Arcane spells (but not divine spells) might fail if you're wearing armor while casting a spell that has a somatic component.

ARCANE SPELLS

Mages cast arcane spells. Arcane spells involve the direct manipulation of mystic energies. These manipulations require natural talent and long study. Compared to divine spells, arcane spells are more likely to produce dramatic results, such as flight, explosions, or transformations.

Preparing Mage Spells

The rules for which spells, and how many spells, a Mage can cast are given in the class description starting on page 318. The class description also includes information on how a Mage prepares spells each day. Additional details are provided here.

Rest: To prepare his daily spells, a Mage must have a clear mind. To clear his mind, the Mage must first sleep for 8 hours. The character does not have to slumber for every minute of the time, but he must refrain from movement, combat, spellcasting, skill use, conversation, or any other fairly demanding physical or mental task during the rest period. If the Mage's rest is interrupted, each interruption adds 1 hour to the total amount of time he has to rest in order to clear his mind, and the Mage must have at least 1 hour of rest immediately prior to preparing his spells. If the character does not need to sleep for some reason, he still must have 8 hours of restful calm before preparing any spells.

Recent Casting Limit: If a Mage has cast spells recently, the drain on his resources reduces his capacity to prepare new spells. When he prepares spells for the coming day, all spells he has cast within the last 8 hours count against his daily limit.

Preparation Environment: To prepare any spell, the Mage must have enough peace, quiet, and comfort to allow for proper concentration. The Mage's surroundings need not be luxurious, but they must be free from overt distractions, such as combat raging nearby or other loud noises. Exposure to inclement weather prevents the necessary concentration, as does any injury or failed saving throw the character might experience while studying. Mages also must have access to their spellbooks to study from and sufficient light to read them by. One major exception: A Mage can prepare a *read magic* spell even without a spellbook. A great portion of a Mage's initial training goes into mastering this small but vital feat of magic.

Spell Preparation Time: After resting, a Mage must study his spellbook to prepare any spells that day. If the character wants to prepare spells for all his spell slots, the process takes 1 hour. Preparing some smaller portion of his daily capacity takes a proportionally smaller amount of time, but always at least 15 minutes, the minimum time required to achieve the proper mental state.





Spell Selection and Preparation: Until he prepares spells from his spellbook, the only spells a Mage has available to cast are the ones that he already had prepared from the previous day and has not yet used. During the study period, a Mage chooses which spells to prepare. The act of preparing a spell is actually the first step in casting it. A spell is designed in such a way that it has an interruption point near its end. This allows a Mage to cast most of the spell ahead of time and finish the spell when it's needed, even if the character is under considerable pressure. The Mage's spellbook serves as a guide to the mental exercises the Mage must perform to create the spell's effect. If a Mage already has spells prepared (from the previous day) that he has not cast, he can abandon some or all of them to make room for new spells.

When preparing spells for the day, the Mage can choose not to prepare as many as he has available. Later during that day, the Mage can repeat the preparation process as often as he likes, time and circumstances permitting. During these extra sessions of preparation, a Mage can fill these unused spell slots. He cannot, however, abandon a previously prepared spell to replace it with another one or fill a slot that is empty because he has cast a spell in the meantime. That sort of preparation requires a mind fresh from rest. Like the first session of the day, this preparation takes at least 15 minutes, and it takes longer if the Mage prepares more than one-quarter of his spells.

Prepared Spell Retention: Once a Mage prepares a spell, it remains in his mind as a nearly cast spell until he uses the prescribed components to complete and trigger it (or until he abandons it). Upon casting, the spell's energy is expended and purged from the character, leaving him feeling a little tired.

Spellbooks

A spellbook contains the intricate instructions for casting arcane spells—instructions far too complex and subtle to be committed to memory. As a Mage discovers new spells, he records them in his spellbook. He then refers to his spellbook as he prepares his spells for use every day.

The traditional spellbook is a solid, heavily bound text (or series of texts; many Mages accumulate numerous notebooks full of magical writing over their careers). Contemporary Mages can choose alternatives, however. A spellbook can be a file on a computer or PDA. Magically speaking, these function identically to paper spellbooks—the Mage uses them to prepare spells just as she would a traditional spellbook. However, electronic spellbooks have the same advantages and disadvantages as other forms of electronic documents. An electronic file can be easily duplicated, backed up, and protected by layers of computer security. However, it can also be hacked, and of course it can't be accessed at all without a functional computer or PDA.

Learning New Spells

A Mage increases his repertoire of available spells by learning new spells and copying them into his spellbook. Mages can add new spells to their spellbooks through several methods.

Spells Gained at a New Level: Mages perform a certain amount of spell research between adventures. Each time a Mage attains a new level, he gains two spells of his choice to add to his spellbook. These spells represent the results of his research. The two free spells must be of levels the Mage can cast.

Spells Copied from Another's Spellbook or a Scroll: A Mage can also add spells to his book whenever he encounters a new spell on a magic scroll (see page 376) or in another Mage's spellbook. No matter what the spell's source, the character must first decipher the magical writing (see Arcane Magical Writings, below). Next, the Mage must spend a day studying the spell. At the end of the day, the character must make a Spellcraft check (DC 15 + spell's level).

If the check succeeds, the Mage understands the spell and can copy it into his spellbook. Copying the spell takes one day, plus one additional day per spell level. (A 3rd-level spell, for example, takes four days.) The process does not harm a spellbook that is copied from, but a spell successfully copied from a magic scroll disappears from the scroll.

If the check fails, the Mage cannot understand or copy the spell. He cannot attempt to learn or copy it again, even if he studies it from another source, until he gains another rank in Spellcraft. If the spell was being copied from a scroll, it does not vanish from the scroll.

Arcane Magical Writings

To record an arcane spell in written form (either in his spellbook, or when crafting a magic scroll), a spellcaster uses complex notation that describes the magical forces involved in the spell. The notation constitutes a universal arcane language that Mages have discovered, not invented. The writer uses the same system no matter what her native language or culture. However, each character uses the system in his own way. Another person's magical writing remains incomprehensible to even the most powerful Mage until he takes time to study and decipher it.

To decipher an arcane magical writing (such as a single spell in written form in another's spellbook or on a scroll), a character must make a successful Spellcraft check (DC 20 + the spell's level). If the check fails, the character cannot attempt to read that particular spell until the next day. A *read magic* spell automatically deciphers a magical writing without a skill check. If the person who created the magical writing is on hand to help the reader, success is also automatic.

Once a character deciphers a particular magical writing, he does not need to decipher it again. Deciphering a magical writing allows the reader to identify the spell and gives some idea of its effects (as explained in the spell description). If the magical writing was a scroll and the reader can cast arcane spells, he can attempt to use the scroll.

Mage Spells and Borrowed Spellbooks

A Mage can use a borrowed spellbook to prepare a spell he already knows and has recorded in his own spellbook, but preparation success is not assured. First, the Mage must decipher the writing in the book (see the Arcane Magical Writings sidebar). Once a spell from another spellcaster's book is deciphered, the reader must make a successful Spellcraft check (DC 15 + spell level) to prepare the spell. If the check succeeds, the Mage can prepare the spell. He must repeat

the check to prepare the spell again, no matter how many times he has prepared the spell before. If the check fails, he cannot try to prepare the spell from the same source again until the next day. (However, as explained above, he does not need to repeat a check to decipher the writing.)

DIVINE SPELLS

Acolytes cast divine spells. Unlike arcane spells, divine spells draw power from the strength of the Acolyte's beliefs. Divine spells tend to be less flashy, destructive, and disruptive than arcane spells. What they do that arcane spells don't do is heal.

Preparing Acolyte Spells

The rules for which spells, and how many spells, an Acolyte can cast are given in the class description starting on page 322. The class description also includes information on how an Acolyte prepares spells each day. Additional details are provided here.

Time of Day: An Acolyte chooses and prepares spells ahead of time, just as a Mage does. However, divine spellcasters do not require a period of rest to prepare spells. Instead, the character chooses a particular part of the day to meditate and receive spells. The time usually is associated with some daily event. Dawn, dusk, noon, or midnight are common choices. (Some belief systems set the time or impose other special conditions for granting spells to their Acolytes.) If some event prevents the character from meditating at the proper time, she must do so as soon as possible. If the character does not stop to meditate for spells at the first opportunity, she must wait until the next day to prepare spells.

Spell Selection and Preparation: A divine spellcaster selects and prepares spells ahead of time through prayer and meditation at a particular time of day. The time required to prepare spells is the same as for a Mage (1 hour), as is the requirement for a relatively peaceful environment in which to perform the preparation. A divine spellcaster does not have to prepare all her spells at once. However, the character's mind is only considered fresh during her first daily spell preparation, so she cannot fill a spell slot that is empty because she has cast a spell or abandoned a previously prepared spell. However, she can spontaneously cast *cure* or *inflict* spells in place of certain prepared spells (see Spontaneous Casting of *Cure* and *Inflict* Spells, below).

Acolytes do not require spellbooks. An Acolyte can prepare any spell of appropriate level.

Recent Casting Limit: As with arcane spells, at the time of preparation any spells cast within the previous 8 hours count against the number of spells that can be prepared.

Spontaneous Casting of *Cure* and *Inflict* Spells: A good Acolyte (that is, an Acolyte with good as one of her allegiances) can spontaneously cast a *cure* spell in place of a prepared spell of the same level or higher. An evil Acolyte (that is, an Acolyte with evil as one of her allegiances) can spontaneously cast an *inflict* spell. The divine energy of the spell that the *cure* or *inflict* spell substitutes for is converted into the *cure* or *inflict* spell as if that spell had been prepared all along.

Divine Magical Writings

Divine spells can be written down and deciphered just as arcane spells can (see Arcane Magical Writings, page 335). Any character with the Spellcraft skill can attempt to decipher the divine magical writing and identify it. However, only characters who are capable of casting the spell in its divine form can cast a divine spell from a scroll. (The character does not have to have the spell prepared; she only has to be capable of preparing and casting it in general.)

New Divine Spells

When a divine spellcaster goes up in level and gains the ability to cast higher-level spells, she can automatically prepare any spell of the new level. Unlike arcane spellcasters, divine spellcasters are not limited in their choice of spells by those known or recorded in a spellbook.

New Spells in Your Game

Many of the spells described in this chapter are plucked from the DUNGEONS & DRAGONS *Player's Handbook*. If your campaign includes Mages and Acolytes (or other spellcasters), feel free to plumb the *Player's Handbook* for additional arcane and divine spells. However, be aware that many D&D spells are designed and balanced for game settings in which magic is potent and commonplace. Some of the more powerful spells in the *Player's Handbook* don't lend themselves well to low-magic, modern-day campaigns.

Spells you should think twice about introducing into your modern-day campaign include all spells of higher than 5th level plus the following *Player's Handbook* spells of 5th level or lower: *air walk, contact other plane, ethereal jaunt, fabricate, fly, lesser planar ally, lesser planar binding, major creation, make whole, polymorph self, polymorph other, reincarnate,* and *teleport*.

SPELL LISTS

This section begins with the spell lists for the spellcasting classes, Mage and Acolyte. The information below pertains to spells of both types.

Spell Chains: Some spells reference other spells that they are based upon. Only information in a spell later in the spell chain that is different from the base spell is covered in the spell being described. Header entries and other information that are the same as the base spell are not repeated. For instance, all the various *cure* spells are part of a chain, and the base spell in the chain is *cure light wounds.* The description of that spell contains information that also applies to *cure moderate wounds* and the other *cure* spells.

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a number of Hit Dice of creatures. A creature with only Hit Dice from its species, not from any classes it may have, has a character level equal to its Hit Dice. A creature with class levels is considered to have Hit Dice equal to the total of its Hit Dice and its class levels.





Caster Level: A spell's power often depends on caster level, which is the caster's level in the appropriate spell-casting class. Creatures with no classes have a caster level equal to their Hit Dice unless otherwise specified.

Creatures and Characters: "Creatures" and "characters" are used synonymously in the spell descriptions.

List Format: Spells in the following lists are presented in order of spell level (from lowest to highest) and alphabetized within each level group. A brief description of the spell's effect is provided.

Arcane Spells

0-Level Mage Spells

Daze. Subject takes no actions for 1 round.
Detect Magical Aura. Detects spells and magic items within 60 ft.
Light. Object shines like a torch.
Mage Hand. 5-pound telekinesis.
Message. Whispered conversation at distance.
Prestidigitation. Perform minor tricks.
Read Magic. Read scrolls, spellbooks, and magical writing.
Resistance. Subject gains +1 on saving throws.

1st-level Mage Spells

Burning Hands. 1d4 fire damage/level (max 5d4).
Cause Fear. One creature flees for 1d4 rounds.
Change Self. Changes your appearance.
Comprehend Languages. Understands all spoken and written languages.
Feather Fall. Objects or creatures fall slowly.
Hold Portal. Holds door shut.
Jump. Subject gets bonus on Jump checks.
Mage Armor. Gives subject +4 Defense bonus.
Magic Missile. 1d4+1 damage; +1 missile/two levels above 1st (max 5).
Magic Weapon. Weapon gains +1 bonus.
Power Device. Powers one inoperative electrical or mechanical device.
Ray of Fatigue. Ray fatigues target.
Shield. Invisible disc gives cover, blocks magic missiles.
Sleep. Put 2d4 HD of creatures into comatose slumber.
True Strike. Adds +20 bonus to your next attack roll.

2nd-Level Mage Spells

Arcane Lock. Magically locks a portal or chest.
Blur. Attacks miss subject 20% of the time.
Darkvision. See 60 ft. in total darkness.
Enhance Ability. Subject gains +5 bonus to one ability score for 1 min./level.
Glitterdust. Blinds creatures, outlines invisible creatures.
Invisibility. Subject is invisible for 10 min./level or until it attacks.
Knock. Opens locked or magically sealed door.
Levitate. Subject moves up and down at your direction.
Locate Object. Senses direction toward object (specific or type).
Magic Mouth. Speaks once when triggered.
Protection from Arrows/Bullets. Subject immune to most ranged attacks.
Resist Energy. Ignores 10 points of damage/round from one energy type.
See Invisibility. Reveals invisible creatures or objects.
Spider Climb. Grants ability to travel on walls and ceilings.
Web. Fills 20-ft.-radius spread with sticky spider webs.

3rd-level Mage Spells

Dispel Magic. Cancels magical spells and effects.
Displacement. Attacks miss subject 50% of the time.
Fireball. 1d6 damage per level, 20-ft. radius.
Flaming Projectiles. Projectiles deal +1d6 fire damage.
Greater Magic Weapon. +1/three levels (max +5).
Halt Undead. Immobilizes undead for 1 round/level.
Haste. Extra attack action, additional move, and +2 Defense.
Hold Person. Holds one person helpless; 1 round/level.
Invisibility Sphere. Makes everyone within 10 ft. invisible.
Keen Edge. Doubles normal weapon's threat range.
Lightning Bolt. Electricity deals 1d6 damage/level.
Slow. One subject/level may only move or attack; –2 to Defense, –2 on melee attack and damage rolls, –2 on Reflex saves.
Tongues. Speak any language.
Water Breathing. Subjects can breathe underwater.

4th-level Mage Spells

Animate Dead. Creates undead skeletons and zombies.
Arcane Eye. Invisible floating eye moves 30 ft./round.
Bestow Curse. –6 to an ability; –4 on attacks, saves, and checks; or 50% chance of taking no action.
Confusion. Makes subject behave oddly for 1 round/level.
Dimension Door. Teleports you and up to 50 lb./level.
Energy Trap. Opened object deals 1d4 +1/level damage of given energy type.
Fear. Subjects within cone flee for 1 round/level.
Ice Storm. Hail deals 5d6 damage in cylinder 40 ft. across.
Minor Globe of Invulnerability. Stops 1st- through 3rd-level spell effects.
Remove Curse. Frees object or person from curse.
Shout. Deafens all within cone and deals 2d6 damage.
Stoneskin. Stops blows, cuts, stabs, and slashes.
Wall of Fire. Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.
Wall of Ice. *Ice plane* creates wall with 15 hp +1/level, or *hemisphere* can trap creatures inside.

5th-level Mage Spells

Cloudkill. Kills 3 HD or less; 4–6 HD save or die.
Cone of Cold. 1d6 cold damage/level.
Hold Monster. As *hold person,* but any creature.
Passwall. Breaches walls 1 ft. thick/level.
Phantom Watchdog. Spectral dog can guard or attack.
Telekinesis. Lifts or moves 25 lb./level at long range.
Wall of Force. Wall is immune to damage.
Wall of Iron. 30 hp/four levels; can topple onto foes.
Wall of Stone. Creates a stone wall that can be shaped.

Divine Spells

0-Level Acolyte Spells

Create Water. Creates 2 gallons/level of pure water.
Cure Minor Wounds. Cures 1 point of damage.
Detect Magical Aura. Detects spells, magic items within 60 ft.
Inflict Minor Wounds. Touch attack, 1 point of damage.
Light. Object shines like a torch.
Read Magic. Read scrolls and magical writing.
Resistance. Subject gains +1 on saving throws.
Virtue. Subject gains 1 temporary hp.

1st-level Acolyte Spells

Bane. Enemies suffer –1 attack, –1 on saves against fear.
Bless. Allies gain +1 attack and +1 on saves against fear.
Cause Fear. One creature flees for 1d4 rounds.
Command. One subject obeys one-word command for 1 round.
Comprehend Languages. Understand all spoken and written languages.
Cure Light Wounds. Cures 1d8 +1/level damage (max +5).
Inflict Light Wounds. Touch, 1d8 +1/level damage (max +5).
Magic Weapon. Weapon gains +1 bonus.
Remove Fear. +4 on saves against fear for one subject + one additional subject/four levels.
Shield of Faith. Aura grants +2 or higher deflection bonus.

2nd-Level Acolyte Spells

Aid. +1 attack, +1 on saves against fear, 1d8 temporary hit points.
Augury. Learn whether an action will be good or bad.
Cure Moderate Wounds. Cures 2d8 +1/level damage (max +10).
Delay Poison. Stops poison from harming subject for 1 hour/level.
Enhance Ability. Subject gains +5 bonus to one ability score for 1 min./level.
Hold Person. Holds one person helpless; 1 round/level.
Inflict Moderate Wounds. Touch attack, 2d8 +1/level damage (max +10).
Lesser Restoration. Dispels magic ability penalty or repairs 1d4 ability damage.
Remove Paralysis. Frees one or more creatures from paralysis, hold, or slow.
Resist Energy. Ignores 10 points of damage/round from one energy type.
Shatter. Sonic vibration damages objects or crystalline creatures.
Silence. Negates sound in 15-ft. radius.
Spider Climb. Grants ability to travel on walls and ceilings.
Zone of Truth. Subjects within range cannot lie.

3rd-level Acolyte Spells

Animate Dead. Creates undead skeletons and zombies.
Bestow Curse. –6 to an ability; –4 on attacks, saves, and checks; or 50% chance of losing each action.
Cure Serious Wounds. Cures 3d8 +1/level damage (max +10).
Dispel Magic. Cancels magical spells and effects.
Glyph of Warding. Inscription harms those who pass it.
Inflict Serious Wounds. Touch attack, 3d8 +1/level damage (max +10).
Locate Object. Senses direction toward object (specific or type).
Prayer. Allies gain +1 on most rolls, and enemies suffer –1.
Remove Curse. Frees object or person from curse.
Remove Disease. Cures all diseases affecting subject.
Searing Light. Ray deals 1d8/two levels, more against undead.
Status. Monitors condition and position of one ally per 3 caster levels.
Water Breathing. Subjects can breathe underwater.

4th-level Acolyte Spells

Cure Critical Wounds. Cures 4d8 +1/level damage (max +10).
Discern Lies. Reveals deliberate falsehoods.
Faith's Fury. Damages and blinds creatures with a specific allegiance.
Freedom of Movement. Subject moves normally despite impediments.
Greater Magic Weapon. +1 bonus/three levels (max +5).
Inflict Critical Wounds. Touch attack, 4d8 +1/level damage (max +10).
Neutralize Poison. Detoxifies venom in or on subject.
Restoration. Restores level and ability score drains.
Tongues. Speak any language.

5th-level Acolyte Spells

Break Enchantment. Frees subjects from enchantments, alterations, curses, and petrification.
Flaming Wrath. Smites foes with fire (1d6/level).
Greater Command. As command, but affects one subject/level.
Insect Plague. Insect horde limits vision, inflicts damage, and weak creatures flee.
Mass Cure Light Wounds. Cures 1d8 +1/level damage for many creatures.
Mass Inflict Light Wounds. Deals 1d8 +1/level damage to many creatures.
Raise Dead. Restores life to subject who died up to 1 day/level ago.
True Seeing. See all things as they really are.
Wall of Stone. Creates a stone wall that can be shaped.

Spell Descriptions

The spells herein are presented in alphabetical order.

Aid

Enchantment [Mind-Affecting]
Level: Acolyte 2; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Living creature touched; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** Yes (harmless)

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus a number of temporary hit points equal to 1d8 +1 per caster level (maximum 1d8+10 temporary hit points).



Animate Dead

Necromancy [Evil]

Level: Acolyte 3, Mage 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Targets:** One or more corpses touched; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands. The skeletons or zombies can follow you, or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The undead remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.)

Regardless of the type of undead, you can't create more HD of undead than twice your caster level with a single casting of *animate dead*.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled (you choose which creatures are released). If you are an Acolyte, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit.

Skeletons: A skeleton (see page 256) can be created only from a mostly intact corpse or skeleton. The corpse must have bones (so purple worm skeletons are not allowed). If a skeleton is made from a corpse, the flesh falls off the bones. The statistics for a skeleton depend on its size; they do not depend on what abilities the creature may have had while alive.

Zombies: A zombie (see page 267) can be created only from a mostly intact corpse. The creature must have a true anatomy (so gelatinous cube zombies are not allowed). The statistics for a zombie depend on its size, not on what abilities the creature may have had while alive.

Material Component: You must place a black onyx gem (purchase DC 15 + 1 per 2 HD of the undead) into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless, burned-out shells.

Arcane Eye

Divination

Level: Mage 4; **Components:** V, S, M; **Casting Time:** 10 minutes; **Range:** Unlimited; **Effect:** Magical sensor; **Duration:** 1 minute/level (D); **Saving Throw:** None; **Spell Resistance:** No

You create an invisible magical sensor that sends you visual information. You can create the *arcane eye* at any point you can see, but it can then travel outside your line of sight without hindrance. The *arcane eye* travels 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. The *arcane eye* sees exactly as you would see if you were there. The *arcane eye* can travel in any direction as long as the spell lasts. Solid barriers prevent the passage of an *arcane eye*, although it can pass through a space no smaller than a small mouse hole (1 inch in diameter).

You must concentrate to use the eye. If you do not concentrate, the eye is inert until you again concentrate.

Material Component: A bit of bat fur.

Arcane Lock

Abjuration

Level: Mage 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** One door, cabinet, chest, or portal touched, up to 30 sq. ft./level in size; **Duration:** Permanent; **Saving Throw:** None; **Spell Resistance:** No

An *arcane lock* spell cast upon a door, cabinet, chest, or portal magically locks it. You can freely pass your own lock without affecting it; otherwise, a door or object secured with *arcane lock* can be opened only by breaking in or by a successful *dispel magic* or *knock* spell. Add +10 to the normal DC to break open a door or portal affected by this spell. Note that a *knock* spell does not remove an *arcane lock*. It only suppresses it for 10 minutes.

Material Component: Sprinkle of gold dust (purchase DC 15).

Augury

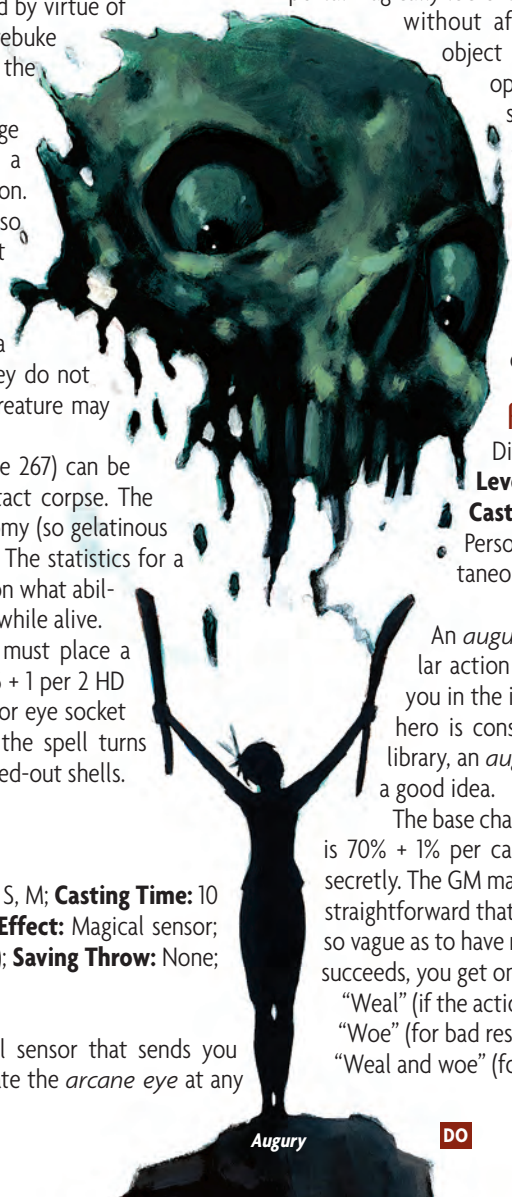
Divination

Level: Acolyte 2; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** Instantaneous

An *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future. For example, if a hero is considering breaking into a university library, an *augury* might determine whether it's a good idea.

The base chance for receiving a meaningful reply is 70% + 1% per caster level; the GM makes the roll secretly. The GM may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the *augury* succeeds, you get one of four results:

"Weal" (if the action will probably bring good results).
"Woe" (for bad results).
"Weal and woe" (for both).



Augury

"Nothing" (for actions that don't have especially good or bad results).

If the spell fails, you get the "nothing" result. An Acolyte who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful *augury*.

The *augury* can see into the future only about half an hour, so anything that might happen after that does not affect the *augury*. Thus, it might miss the long-term consequences of the contemplated action. All *augury* spells cast by the same person about the same topic use the same dice result as the first *augury*.

Focus: A set of marked sticks, bones, or similar tokens.

Bane

Enchantment [Mind-Affecting]

Level: Acolyte 1; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** 50 ft.; **Area:** All enemies within 50 ft.; **Duration:** 1 minute/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

Bane fills your enemies with fear and doubt. They suffer a –1 penalty on their attack rolls and a –1 penalty on saving throws against fear effects.

Bane counters and dispels *bless*.

Bestow Curse

Necromancy

Level: Acolyte 3, Mage 4; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Permanent; **Saving Throw:** Will negates; **Spell Resistance:** Yes

You place a curse on the creature touched. You choose one of the three following effects, depending on the version selected:

–6 penalty to an ability score (minimum score of 1).

–4 penalty on attack rolls, saving throws, ability checks, and skill checks.

Each turn, the target has a 50% chance to act normally; otherwise, he takes no action.

You may also invent your own curse, but it should be no more powerful than those described above, and the GM has final say on the curse's effect.

The curse cannot be dispelled, but it can be removed with a *break enchantment* or *remove curse* spell.

Bestow curse counters *remove curse*.

Bless

Enchantment [Mind-Affecting]

Level: Acolyte 1; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** 50 ft.; **Area:** All allies within 50 ft.; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** Yes (harmless)

Bless fills your allies with courage. They gain a morale bonus of +1 on their attack rolls and a morale bonus of +1 on saving throws against fear effects.

Bless counters and dispels *bane*.

Blur

Illusion

Level: Mage 2; **Components:** V; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level (D); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The subject's outline appears blurred, shifting and wavering. This distortion grants the subject one-half concealment (20% miss chance).

A *see invisibility* spell does not counteract the *blur* effect, but a *true seeing* spell does. Opponents who cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own; see page 144).

Break Enchantment

Abjuration

Level: Acolyte 5; **Components:** V, S; **Casting Time:** 1 minute; **Range:** Close (25 ft. + 5 ft./2 levels); **Target or Targets:** Up to one creature per level, all within 30 ft. of each other; **Duration:** Instantaneous; **Saving Throw:** See text; **Spell Resistance:** No

This dispelling spell frees creatures from enchantments, transmutations, curses, and petrification (as well as other magical transformations). *Break enchantment* can reverse even an instantaneous effect, such as petrification from a medusa's gaze. For each such effect, you make a check of 1d20 + caster level (maximum +10) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For cursed magic items, the DC is 25.

If the effect comes from some permanent magic item, such as a cursed sword, *break enchantment* does not remove the curse from the item but merely frees the victim from the item's effects, leaving the item cursed. For example, a cursed item may prohibit one from getting rid of it. *Break enchantment* allows the victim to be rid of the item, but the item's curse is intact and affects the next person to pick up the item (even if it's the *break enchantment* recipient).

Burning Hands

Transmutation [Fire]

Level: Mage 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** 10 ft.; **Area:** Semicircular burst of flames 10 ft. long, centered on your hands; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

A thin sheet of searing flame shoots from your outspread fingertips. You must hold your hands with your thumbs touching and your fingers spread. The sheet of flame is about as thick as your thumbs. Any creature in the area of the flames takes 1d4 points of fire damage per your caster level (maximum 5d4). Flammable materials such as cloth, paper, parchment, and thin wood burn if the flames touch them. A character can extinguish burning items as a full-round action.





Cause Fear

Necromancy [Fear, Mind-Affecting]

Level: Acolyte 1, Mage 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** 1d4 rounds; **Saving Throw:** Will negates; **Spell Resistance:** Yes

The affected creature becomes frightened. It suffers a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws. It flees from you as well as it can. If unable to flee, the creature may fight. Creatures with 6 or more Hit Dice are immune. *Cause fear* counters *remove fear*.

Note: Mind-affecting spells do not affect nonintelligent creatures, and fear spells do not affect undead.

Change Self

Illusion

Level: Mage 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 10 minutes/level (D)

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. For example, a human caster could look human, humanoid, or like any other generally human-shaped bipedal creature. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature, such as a mole or a beard, or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form. It does not alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. A pistol made to look like a handbag still functions as a pistol.

If you use this spell to create a disguise, you get a +10 bonus on the Disguise check.

Note: Creatures get a Will save to recognize the illusion if they interact with it (such as by touching you and having that sensory input not match what they see).

Cloudkill

Conjuration (Creation)

Level: Mage 5; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** Cloud spreads 30 ft. wide and 20 ft. high; **Duration:** 1 minute/level; **Saving Throw:** See text; **Spell Resistance:** Yes

This spell generates a bank of fog, similar to a *stinking cloud* except that its vapors are ghastly yellowish green and lethal. They kill any living creature with 3 or fewer HD (no save) and cause creatures with 4 to 6 HD to make Fortitude saving throws or die. Living creatures above 6 HD, and creatures of 4 to 6 HD who make their saving throws, take 1d10 points of damage each round while in the cloud. Holding one's breath doesn't help.

The *cloudkill* moves away from you at 10 feet per round, rolling along the surface of the ground. (Figure out the cloud's new spread each round based on its new point of origin, 10 feet farther away from the point of origin where you cast the spell.) Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down sewer gratings and into basements. It cannot penetrate liquids, nor can it be cast underwater.

Command

Enchantment [Language-Dependent, Mind-Affecting]

Level: Acolyte 1; **Components:** V; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** 1 round; **Saving Throw:** Will negates; **Spell Resistance:** Yes

You give the subject a single command, which he obeys to the best of his ability at his earliest opportunity. You may select from the following options.

Approach: On his turn, the subject moves toward the caster as quickly and directly as possible for 1 round. He may do nothing but move during his turn, and he incurs attacks of opportunity for this movement as normal.

Drop: On his turn, the subject drops whatever he is holding. He can't pick up any dropped item until his next turn.

Fall: The subject immediately falls to the ground and remains prone for 1 round. He may act normally while prone, but takes any appropriate penalties.

Flee: On his turn, the subject moves away from the caster as quickly as possible for 1 round. He may do nothing but move during his turn.

Halt: The subject stands in place for 1 round. He may not take any actions, but may defend himself normally.

If the subject can't carry out your command on his next turn, the spell automatically fails.

Comprehend Languages

Divination

Level: Acolyte 1, Mage 1; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 10 minutes/level

You can understand words spoken or written in a language you do not know (including the unique languages of some creatures; see Chapter Eight). In either case, you must touch the speaker or the writing. Note that the ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, other than to know it is magical, but the spell is often useful when deciphering treasure maps. This spell can be foiled by certain warding magic. It does not decipher codes or reveal messages concealed in otherwise normal text.

Arcane Material Components: A pinch of soot and a few grains of salt.

Cone of Cold

Evocation [Cold]

Level: Mage 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Area:** Cone; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, causing 1d6 points of cold damage per caster level (maximum 10d6).

Material Component: A very small prism.

Confusion

Enchantment [Mind-Affecting]

Level: Mage 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Targets:** All creatures in a 15-ft. radius; **Duration:** 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

Creatures affected by this spell behave randomly, as indicated on the following table.

d10 Roll	Behavior
1	Wander away for 1 minute (unless prevented)
2–6	Do nothing for 1 round
7–9	Attack nearest creature for 1 round
10	Act normally for 1 round

Except on a result of 1, roll again each round on the creature's turn to see what the subject does in that round. Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them. Any confused creature who is attacked automatically attacks its attackers on its next turn.

Arcane Material Component: A set of three nut shells.

Create Water

Conjuration (Creation)

Level: Acolyte 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** Up to 2 gallons of water/level; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This spell generates wholesome, drinkable water, just like clean rainwater. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large (possibly creating a downpour or filling many small receptacles).

Note: This spell cannot create water within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Cure Critical Wounds

Conjuration (Healing)

Level: Acolyte 4

As *cure light wounds*, except *cure critical wounds* cures 4d8 points of damage +1 point per caster level (up to +10).

Cure Light Wounds

Conjuration (Healing)

Level: Acolyte 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Will half (harmless) (see text); **Spell Resistance:** Yes (harmless)

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level (up to +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

Cure Minor Wounds

Conjuration (Healing)

Level: Acolyte 0

As *cure light wounds*, except *cure minor wounds* cures only 1 point of damage.

Cure Moderate Wounds

Conjuration (Healing)

Level: Acolyte 2

As *cure light wounds*, except *cure moderate wounds* cures 2d8 points of damage +1 point per caster level (up to +10).

Cure Serious Wounds

Conjuration (Healing)

Level: Acolyte 3

As *cure light wounds*, except *cure serious wounds* cures 3d8 points of damage +1 point per caster level (up to +10).

Darkvision

Transmutation

Level: Mage 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless); **Saving Throw:** None; **Spell Resistance:** Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant the ability to see in magical darkness.

Material Component: A pinch of dried carrot.

Daze

Enchantment [Mind-Affecting]

Level: Mage 0; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One person; **Duration:** 1 round; **Saving Throw:** Will negates; **Spell Resistance:** Yes

This enchantment clouds the mind of a humanoid of Medium-size or smaller so that he takes no actions. Humanoids of 5 or more HD are not affected. The dazed subject is not stunned (so attackers get no special advantage against him), but he can't move, cast spells, use mental abilities, or perform any other actions requiring awareness or concentration.

Material Component: A pinch of wool.





Delay Poison

Conjuration (Healing)

Level: Acolyte 2; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 hour/level; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

The subject becomes temporarily immune to poison. Any poison in the subject's system, or any poison the subject is exposed to during the spell's duration, does not affect the subject until the spell has expired. *Delay poison* does not cure any damage that a poison may have already dealt.

Detect Magical Aura

Universal

Level: Acolyte 0, Mage 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** 60 ft.; **Area:** Quarter-circle emanating from you to the extreme of the range; **Duration:** Concentration, up to 1 minute/level (D); **Saving Throw:** None; **Spell Resistance:** No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the strength of the strongest aura.

3rd Round: The strength and location of each aura.

Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker auras.

Aura Strength: An aura's magical power and strength depend on a spell's functioning spell level or an item's caster level.

Functioning Spell Level	Item Caster Level	Aura Power
0-level or lingering aura	Lingering aura	Dim
1st–2nd	1st–3rd	Faint
3rd	4th–5th	Moderate
4th	6th–7th	Strong
5th	8th–10th	Overwhelming

If an aura falls into more than one category (for instance, if a functioning spell and a magic item are in the same place and each emits an aura), *detect magical aura* indicates the stronger of the two.

Length Aura Lingers: How long a magical aura lingers after the source has vacated the location depends on the aura's original strength.

Original Strength	Duration
Faint	1d6 minutes
Moderate	1d6×10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round, you can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Dimension Door

Conjuration (Teleporting)

Level: Mage 4; **Components:** V; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Target:** You and touched objects or other touched willing creatures weighing up to 50 lb./level; **Duration:** Instantaneous; **Saving Throw:** None and Will negates (object); **Spell Resistance:** No and Yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction, such as "900 feet straight downward," or "upward to the northwest, 45-degree angle, 1,200 feet." After using this spell, you can't take any other actions until your next turn.

If you arrive in a place that is already occupied by a solid body, you are transported to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you appear in a free space within 1,000 feet. If there's no free space within 1,000 feet, the spell fails and you remain where you are.

Discern Lies

Divination

Level: Acolyte 4; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Targets:** One creature/level, no two of which can be more than 30 ft. apart; **Duration:** Concentration, up to 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** No

Each round, you concentrate on one subject, who must be in range. You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in her aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, you may concentrate on a different subject.

Dispel Magic

Abjuration

Level: Acolyte 3, Mage 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target or Area:** One spellcaster, creature, or object; or 30-ft.-radius burst; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

Because magic is powerful, so, too, is the ability to dispel magic. You can use *dispel magic* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area. A dispelled spell ends as if its duration had expired. *Dispel magic* can dispel (but not counter) the ongoing effects of supernatural

abilities as well as spells. *Dispel magic* affects spell-like effects just as it affects spells.

Note: The effects of spells with instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic* can take effect. Thus, you can't use *dispel magic* to repair fire damage caused by a *fireball* or to turn a petrified character back to flesh. (The magic has departed, leaving only burned flesh or perfectly normal stone in its wake.)

You choose to use *dispel magic* in one of two ways: a targeted dispel or an area dispel:

Targeted Dispel: One object, creature, or spell is the target of the spell. You make a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20 +1 per caster level (maximum +10) against a DC of 11 + the spell's caster level.

If the spellcaster targets an object or creature that is the effect of an ongoing spell (such as a *wall of fire*), she makes a dispel check to end the spell.

If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. Remember that a magic item's physical properties are unchanged: A suppressed magic sword is still a sword.

You automatically succeed on your dispel check against any spell that you cast yourself.

Area Dispel: The spell affects everything within a 30-foot radius.

For each creature that is the target of one or more spells, you make a dispel check against the spell with the highest caster level. If that fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the *dispel* so far as that target is concerned) or fail all your checks. The creature's magic items are not affected.

For each object that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by area dispels.

For each ongoing area or effect spell centered within the *dispel magic*'s area, you make a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the dispel, you make a dispel check to end the effect, but only within the area of the *dispel magic*.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Displacement

Illusion

Level: Mage 3; **Components:** V, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 round/level (D); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

Emulating the natural ability of the displacer beast, the subject appears to be about 2 feet away from his true location. He benefits from a 50% miss chance as if he had total concealment. However, unlike actual total concealment, displacement does not prevent enemies from targeting him normally. *True seeing* reveals his true location.

Material Component: A small strip of leather made from displacer beast hide, twisted into a loop (purchase DC 9).

Energy Trap

Abjuration

Level: Mage 4; **Components:** V, S, M; **Casting Time:** 10 minutes; **Range:** Touch; **Target:** Object touched; **Duration:** Permanent until discharged (D); **Saving Throw:** Reflex half (see text); **Spell Resistance:** Yes

Energy trap creates an explosion of one energy type (acid, cold, electricity, fire, or sonic/concussion) when an intruder opens the item that the trap wards. The *energy trap* can ward any closeable item (book, box, bottle, chest, coffin, door, drawer, and so forth). When casting *energy trap*, you select the energy type and a point on the item as the spell's center. When someone other than you opens the item, the resulting explosion fills the area within a 5-foot radius around the spell's center. The energy blast deals 1d4 points of damage (of the given energy type) +1 point per caster level. The item protected by the trap is not harmed by this explosion.

The warded item cannot have a second closure or warding spell placed on it.

A *knock* spell does not affect an *energy trap* in any way, because *knock* only opens things, and the *energy trap* in no way prevents one from opening the trapped item. An unsuccessful *dispel magic* spell does not detonate the spell.

Underwater, the acid and fire versions of this spell deal half damage.

As the caster, you can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast. "Attuning" to an individual usually involves denoting a password that you can share with friends.

A successful Search check (DC 29) finds an *energy trap*, and a successful Disable Device check (DC 29) safely removes it.

Material Components: A quantity of gold dust (purchase DC 10) sprinkled on the warded object. Attuning an *energy trap* to another individual requires a hair or fingernail from that individual (no cost).

Enhance Ability

Transmutation

Level: Acolyte 2, Mage 2; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The spell grants a temporary +5 enhancement bonus to one ability score (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma) chosen by you at the time of casting.

A temporary increase to Intelligence or Wisdom does not allow Mages or Acolytes to gain extra spells, but the save DCs for their spells increase. A temporary increase in Intelligence doesn't grant extra skill points.

Arcane Material Component: An origami animal rep-



resenting one of the six abilities: bull (Strength), cat (Dexterity), bear (Constitution), fox (Intelligence), owl (Wisdom), or eagle (Charisma).

Faith's Fury

Evocation

Level: Acolyte 4; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Area:** 20-ft.-radius burst; **Duration:** Instantaneous; **Saving Throw:** Fortitude partial (see text); **Spell Resistance:** Yes

You draw upon holy (or unholy) power to smite enemies with one of the following allegiances, as chosen by you: chaos, evil, good, or law. The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to creatures with the designated allegiance and blinds them for 1 round. A successful Fortitude saving throw reduces damage to half and negates the blinding effect.

The spell does not affect creatures that do not have the chosen allegiance.

An outsider with the designated allegiance instead suffers 1d6 points of damage per caster level (maximum 10d6).

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus to Defense, grants a +2 bonus on opponents' attack rolls (they are effectively invisible), moves at half speed, and takes a –4 penalty on Search checks and most Strength- and Dexterity-based skill checks.

Fear

Necromancy [Fear, Mind-Affecting]

Level: Mage 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Area:** Cone; **Duration:** 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

An invisible cone of terror causes living creatures to become panicked. They suffer a –2 morale penalty on saving throws, and they flee from you. A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers. A cowering creature loses its Dexterity bonus, can take no actions, and takes a –2 penalty to its Defense.

Material Component: Either the heart of a hen or a white feather.

Feather Fall

Transmutation

Level: Mage 1; **Components:** V; **Casting Time:** See text; **Range:** Close (25 ft. + 5 ft./2 levels); **Targets:** Any free-falling objects or creatures in a 10-ft. radius whose weight does not total more than 300 lb./level; **Duration:** Until landing or 1 round/level; **Saving Throw:** Will negates (harmless) or Will negates (object); **Spell Resistance:** Yes (object)

The creatures or objects affected fall slowly (though faster than feathers typically do). The rate of falling is instantly changed to a mere 60 feet per round (equivalent to the end of a fall from a few feet), with no damage incurred upon landing while the spell is in effect. However, when the spell duration ceases, a normal rate of fall resumes.

The character can cast this spell with an instant utterance, quickly enough to save herself if she unexpectedly falls. Casting the spell is a free action.

This spell has no effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, such as a boulder dropped from the top of a castle wall, the item does half normal damage based on weight (see page 214) with no bonus for the height of the drop.

The spell works only upon free-falling objects. It does not affect melee weapon attacks or charging or flying creatures.

Fireball

Evocation [Fire]

Level: Mage 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Area:** 20-ft.-radius spread; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

A *fireball* spell is a burst of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to all creatures within the area. Unattended objects also take this damage. The explosion creates no concussive force.

You point your finger and determine the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point (an early impact results in an early detonation). If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a successful ranged touch attack or else the bead strikes the barrier and detonates prematurely.

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Material Component: A pinch of sulfur.

Flaming Projectiles

Transmutation [Fire]

Level: Mage 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** 50 projectiles, all of which must be in contact with each other at the time of casting; **Duration:** 10 minutes/level; **Saving Throw:** None; **Spell Resistance:** No

You turn ammunition (such as arrows, bolts, bullets, and shuriken) into fiery projectiles. Each projectile deals an extra 1d6 points of fire damage to any target it hits. The

flaming projectiles can easily ignite flammable materials or structures, but won't ignite creatures struck.

Material Component: A lighter.

Flaming Wrath

Evocation [Fire]

Level: Acolyte 5; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Area:** Cylinder (10-ft. radius, 40 ft. high); **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

A *flaming wrath* produces a vertical column of divine fire roaring downward. The spell deals 1d6 points of fire damage per caster level (maximum 10d6).

Freedom of Movement

Abjuration

Level: Acolyte 4; **Components:** V, S, M, DF; **Casting Time:** Attack action; **Range:** Personal or touch; **Target:** You or creature touched; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

This spell enables you or the creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as *hold person*, *slow*, and *web* spells.

The spell also allows a character to move and attack normally while underwater, even with slashing and bludgeoning weapons, provided that the weapon is wielded in the hand rather than hurled. The *freedom of movement* spell does not, however, allow water breathing.

Material Component: A strip of leather (no cost) bound around the arm.

Glitterdust

Conjuration (Creation)

Level: Mage 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Area:** Creatures and objects within 10-ft. spread; **Duration:** 1 round/level; **Saving Throw:** Will negates (blinding only); **Spell Resistance:** Yes

A cloud of golden particles covers everyone and everything in the area, blinding creatures and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to Defense, grants a +2 bonus on opponents' attack rolls (they are effectively invisible), moves at half speed, and suffers a –4 penalty on Search checks and most Strength- and Dexterity-based skill checks.

Material Component: Ground mica.

Glyph of Warding

Abjuration

Level: Acolyte 3; **Components:** V, S, M; **Casting Time:** 10 minutes; **Range:** Touch; **Target or Area:** Object touched or up to 5 sq. ft./level; **Duration:** Permanent until discharged (D); **Saving Throw:** See text; **Spell Resistance:** Yes (object)

This powerful inscription harms those who enter, pass, or open the warded area or object. A *glyph* can guard a car or a corridor, ward a door, trap a chest or a file cabinet, and so on.

You set the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a pass phrase (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a pass phrase trigger, *glyphs of warding* can be set according to physical characteristics (such as height or weight) or creature type, subtype, or species (such as "medusa" or "undead"). *Glyphs* can also be set with respect to allegiance (such as



Glyph of warding



good, evil, law, or chaos). They cannot be set according to class, Hit Dice, or level. *Glyphs* respond to invisible creatures normally. Multiple *glyphs* cannot be cast on the same area. However, if a file cabinet had three drawers, each could be separately warded.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. The *glyph* can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the *glyph* and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Nonmagical disguises cannot fool a *glyph of warding*.

Read magic allows you to identify a *glyph of warding* with a successful Spellcraft check (DC 13). Identifying the *glyph* does not discharge it and allows you to know the basic nature of the *glyph* (version, type of damage caused, what spell is stored).

Detecting the *glyph* requires a successful Search check (DC 28), and safely removing it requires a successful Disable Device check (DC 28).

Depending on the version selected, a *glyph* either blasts the intruder or activates a spell.

Blast Glyph: A blast deals 1d8 points of damage per two caster levels to the intruder and to all within 5 feet of the intruder (maximum 5d8). This damage is acid, cold, fire, electricity, or sonic/concussion (caster's choice, made at time of casting). Those affected can make Reflex saves to take half damage.

Spell Glyph: You can store any harmful spell of up to 3rd level that you know. All level-dependent features of the spell are based on your level at the time of casting. If the spell has targets, it targets the intruder. If the spell normally affects an area, the area or effect is centered on the intruder. All saving throws operate as normal, except that the DC is based on the level of the *glyph*.

Material Component: You trace the *glyph* with incense, which must first be sprinkled with a powdered diamond (purchase DC 15).

Greater Command

Enchantment [Language-Dependent, Mind-Affecting]

Level: Acolyte 5; **Targets:** One creature/level, no two of which can be more than 30 ft. apart; **Duration:** 1 round/level

As *command,* except that up to one creature per level may be affected, and the activities may continue beyond 1 round. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell.

Greater Magic Weapon

Transmutation

Level: Acolyte 4, Mage 3; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One weapon or 50 projectiles (all of which must be in contact with each other at the time of casting); **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

This spell gives a weapon an enhancement bonus to attack and damage of +1. This bonus increases to +2 at 8th caster level. An enhancement bonus does not stack with a mastercraft weapon's bonus to attack.

Alternatively, you can affect up to fifty arrows, bolts, or individual bullets, or a single magazine of up to 50 rounds. The projectiles must be of the same type, and they have to be together (such as in the same quiver). Projectiles (but not thrown weapons) lose their transmutation after use.

You can't cast this spell on a natural weapon such as an unarmed strike

Arcane Material Components: Powdered lime and carbon.

Halt Undead

Necromancy

Level: Mage 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Targets:** Up to three undead, no two of which can be more than 30 ft. apart; **Duration:** 1 round/level; **Saving Throw:** See text; **Spell Resistance:** Yes

This spell renders up to three undead creatures immobile. Nonintelligent undead (such as skeletons and zombies) get no saving throw; intelligent undead (such as vampires) do. If the spell is successful, it renders the undead immobile for the duration of the spell (similar to the effect of *hold person* on a living creature). The effect is broken if the *halted* creatures are attacked or take damage.

Material Component: A pinch of powdered garlic.

Haste

Transmutation

Level: Mage 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 round/level; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

The transmuted creature moves and acts more quickly than normal. This extra speed has several effects.

When making a full attack action, the subject may make one extra attack with any weapon he is holding. The attack is made using the character's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit does not actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

He gains a +2 dodge bonus to Defense. Any condition that makes you lose your Dexterity bonus to Defense (if any) also makes you lose dodge bonuses.

All of the subject's modes of movement (including normal movement, burrow, climb, fly, and swim) increase by 30 feet (to a maximum of double the subject's normal speed).

Haste dispels and counters *slow.*

Material Component: A can of soda (not diet).

Hold Monster

Enchantment [Mind-Affecting]

Level: Mage 5; **Components:** V, S, M; **Target:** One living creature

As *hold person,* except this spell holds any living creature that fails its Will save.

Material Component: One hard metal bar or rod, which can be as small as a nail.

Hold Person

Enchantment [Mind-Affecting]

Level: Acolyte 2, Mage 3; **Components:** V, S, F/DF; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One Medium-size or smaller humanoid; **Duration:** 1 round/level (D); **Saving Throw:** Will negates; **Spell Resistance:** Yes

The subject freezes in place, standing helpless. He is aware and breathes normally but cannot take any physical actions, even speech. He can, however, execute purely mental actions (such as using psionic powers).

A winged creature who is *held* cannot flap its wings and falls. A swimmer can't swim and may drown.

Arcane Focus: A small, straight piece of iron.

Hold Portal

Abjuration

Level: Mage 1; **Component:** V; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One portal, up to 20 sq. ft./level; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No

This spell magically bars a door, gate, window, or shutter of wood, metal, or stone. The magic holds the portal fast, just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate the *hold portal*. For a portal affected by this spell, add 5 to the normal DC for forcing the portal.

Ice Storm

Evocation [Cold]

Level: Mage 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Area:** Cylinder (20-ft. radius, 40 ft. high); **Duration:** 1 round; **Saving Throw:** None; **Spell Resistance:** Yes

Great hailstones pound down for one full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to creatures in their path. Listen checks made within the ice storm's effect take a –4 penalty, and all ground movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage inflicted).

Material Components: A pinch of dust and a few drops of water (no cost).

Inflict Critical Wounds

Necromancy

Level: Acolyte 4

As *inflict light wounds*, except you deal 4d8 points of damage +1 point per caster level (maximum +10).

Inflict Light Wounds

Necromancy

Level: Acolyte 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Will half; **Spell Resistance:** Yes

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage +1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.

Inflict Minor Wounds

Necromancy

Level: Acolyte 0; **Saving Throw:** Will negates (see text)

As *inflict light wounds,* except you deal 1 point of damage.

Inflict Moderate Wounds

Necromancy

Level: Acolyte 2

As *inflict light wounds*, except you deal 2d8 points of damage +1 point per caster level (maximum +10).

Inflict Serious Wounds

Necromancy

Level: Acolyte 3

As *inflict light wounds*, except you deal 3d8 points of damage +1 point per caster level (maximum +10).

Insect Plague

Conjuration (Summoning) [see text]

Level: Acolyte 5; **Components:** V, S, DF; **Casting Time:** Full-round action; **Range:** Long (400 ft. + 40 ft./level); **Effect:** Cloud of insects 180 ft. in diameter; **Duration:** 1 minute/level; **Saving Throw:** See text; **Spell Resistance:** No

A horde of creeping, hopping, and flying insects swarm in a thick cloud when you cast this spell. The insects limit vision to 10 feet, and spellcasting within the cloud is impossible. Creatures inside the *insect plague*, regardless of Defense, sustain 1 point of damage at the end of each round they remain within, due to the bites and stings of the insects. Invisibility is no protection. All creatures with 2 or fewer HD are driven from the cloud at their fastest possible speed in a random direction and flee until they are at least 100 feet away from the insects. Creatures with 3 to 5 HD flee as well, though a Will save negates this effect. (This urge to flee is an extraordinary fear effect.)

Heavy smoke drives off insects within its bounds. Fire also drives insects away. For example, a *wall of fire* in a ring shape keeps a subsequently cast *insect plague* outside its





confines, but a *fireball* spell simply clears insects from its blast area for 1 round. A single torch is ineffective against this vast horde of insects. Lightning, cold, and ice are likewise ineffective, while a strong wind (21+ mph) that covers the entire *plague* area disperses the insects and ends the spell.

Invisibility

Illusion

Level: Mage 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Personal or touch; **Target:** You or a creature or object weighing no more than 100 lb./level; **Duration:** 1 minute/level (D); **Saving Throw:** Will negates (harmless) or Will negates (harmless, object); **Spell Resistance:** Yes (harmless) or Yes (harmless, object)

The creature or object touched vanishes from sight, even from darkvision. If the recipient is a creature carrying gear, the gear vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope.

Of course, the subject is not magically *silenced,* and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an "attack" includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Note that spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

An invisible creature gains a +40 bonus on Hide checks if immobile, or a +20 bonus on Hide checks if moving. Pinpointing the location of an invisible character who isn't attempting to hide requires a Spot check against DC 40 if immobile or DC 20 if moving (as if she had rolled a 0 on her Hide check).

See Table 5–5: Attack Roll Modifiers, page 144, for the effects of invisibility on combat.

Material Component: An eyelash enclosed in a bit of transparent tape (no cost).

Invisibility Sphere

Illusion

Level: Mage 3; **Components:** V, S, M; **Area:** 10-ft.-radius sphere around the creature or object touched

As *invisibility,* except this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient.

Those affected by this spell cannot see each other but can see themselves. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the *invisibility sphere* ends.

Jump

Transmutation

Level: Mage 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level (D); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes

The subject gets an enhancement bonus on Jump checks. The enhancement bonus is +10 at 1st level, +20 at 3rd level, and +30 at 5th level (the maximum).

Material Component: A grasshopper's hind leg, which you break when the spell is cast.

Keen Edge

Transmutation

Level: Mage 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Targets:** One weapon or 50 projectiles, all of which must be in contact with each other at the time of casting; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19–20. A threat range of 19–20 becomes 17–20. A threat range of 18–20 becomes 15–20. The spell can be cast only on piercing or slashing weapons (and it does not stack with itself). If cast on arrows or crossbow bolts, the *keen edge* on a particular projectile ends after one use, whether or not the missile strikes its intended target.

You can't cast this spell on a natural weapon, such as an unarmed strike.

Knock

Transmutation

Level: Mage 2; **Components:** V; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One door, box, or chest with an area of up to 10 sq. ft./level; **Duration:** Instantaneous (see text); **Saving Throw:** None; **Spell Resistance:** No

The *knock* spell opens stuck, barred, locked, or magically held or sealed doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). In all other cases, the door does not relock itself or become stuck again on its own. *Knock* does not raise barred

gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. Note that the effect is limited by the area. A 3rd-level Mage can cast a *knock* spell on a door of 30 square feet or less (for example, a standard 4-foot-by-7-foot door). Each spell can undo up to two means of preventing egress. Thus if a door is locked, barred, and *held* (by means of the *hold portal* spell), or quadruple locked, opening it requires two *knock* spells.

Lesser Restoration

Conjuration (Healing)

Level: Acolyte 2; **Components:** V, S; **Casting Time:** 3 rounds; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It does not restore permanent ability drain.

Levitate

Transmutation

Level: Mage 2; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Personal or close (25 ft.+ 5 ft./2 levels); **Target:** You or one willing creature or one object (total weight up to 100 lb./level); **Duration:** 1 round/level (D); **Saving Throw:** None; **Spell Resistance:** No

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be *levitated*, and an object must be unattended or possessed by a willing creature. You can mentally direct the subject to move up or down as much as 20 feet each round; doing so is a move-equivalent action. You cannot move the recipient horizontally, but the subject could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack is made with a –1 penalty, the second –2, and so on, up to a maximum penalty of –5. A full round spent stabilizing allows the creature to begin again at –1.

Focus: Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

Light

Evocation [Light]

Level: Acolyte 0, Mage 0; **Components:** V, M/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Object touched; **Duration:** 10 minutes/level (D); **Saving Throw:** None; **Spell Resistance:** No

This spell causes an object to glow like a torch, shedding light in a 20-foot radius from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical *darkness* does not function.

Arcane Material Component: A firefly or a piece of phosphorescent moss.

Lightning Bolt

Evocation [Electricity]

Level: Mage 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level) or 50 ft. + 5 ft./level; **Area:** 5 ft. wide to medium range (100 ft. + 10 ft./level); or 10 ft. wide to 50 ft. + 5 ft./level; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

You release a powerful stroke of electrical energy that deals 1d6 points of damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

The *lightning bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Material Components: A bit of fur and an amber, crystal, or glass rod.

Locate Object

Divination

Level: Acolyte 3; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Area:** Circle, centered on you, with a radius of 400 ft. + 40 ft./level; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No

You sense the direction of a well-known or clearly visualized object. The spell locates such objects as apparel, jewelry, furniture, tools, and weapons. You can search for general items such as a stairway, a handgun, or a phone, in which case you locate the nearest one of its type if more than one is within range. Attempting to find a specific item, such as a particular piece of jewelry, requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique object (such as "Doctor James Halloway's BMW") unless you have observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell.

Mage Armor

Conjuration (Creation) [Force]

Level: Mage 1; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 hour/level (D); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

An invisible but tangible field of force surrounds the subject of *mage armor,* providing a +4 equipment bonus to Defense. Unlike mundane armor, *mage armor* carries no armor penalty, maximum Dexterity bonus, arcane spell failure chance, or speed reduction.

Focus: A strip of leather.





Mage Hand

Transmutation

Level: Mage 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** Nonmagical, unattended object weighing up to 5 lb.; **Duration:** Concentration; **Saving Throw:** None; **Spell Resistance:** No

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can move the object up to 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Magic Missile

Evocation [Force]

Level: Mage 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Targets:** Up to five creatures, no two of which can be more than 15 ft. apart; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** Yes

A missile of magical energy darts forth from your fingertip and unerringly strikes its target, dealing 1d4+1 points of damage.

The missile strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every two levels of experience past 1st, you gain an additional missile. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five missiles at 9th level. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you roll for spell resistance or roll damage.

Magic Mouth

Illusion

Level: Mage 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature or object; **Duration:** Permanent until discharged; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot speak verbal components, use command words, or activate magical effects. It does, however, move; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, *magic mouth* can be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used, such as the following: "Speak only when a venerable female human carrying a sack sits cross-legged within 1 foot of this location." Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical *darkness* or *invisibility* does. Silent movement or magical *silence* defeats an audible trigger. Audible triggers can be keyed to general types of noises (footsteps, metal clanking) or to a specific noise or spoken word (when a pin drops, when anyone says "Boo"). Actions can serve as triggers if they are visible or audible. For example, "Speak when any creature touches the statue" is an acceptable command if the creature is visible. A *magic mouth* cannot distinguish allegiance, level, HD, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a *magic mouth* to respond to triggers up to 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Material Component: A small bit of honeycomb and a small quantity of jade dust (purchase DC 12).

Magic Weapon

Transmutation

Level: Acolyte 1, Mage 1; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Weapon touched; **Duration:** 1 minute/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.

You can't cast this spell on a natural weapon, such as an unarmed strike.

Mass Cure Light Wounds

Conjuration (Healing)

Level: Acolyte 5; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature/level, no two of which can be more than 30 ft. apart; **Duration:** Instantaneous; **Saving Throw:** Will half (harmless); **Spell Resistance:** Yes (harmless)

Positive energy spreads out in all directions from the point of origin, curing 1d8 points of damage +1 point per caster level to nearby living allies.

Like other *cure* spells, *mass cure light wounds* deals damage to undead in its area rather than curing them.

Mass Inflict Light Wounds

Necromancy

Level: Acolyte 5; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature/level, no two of which can be more than 30 ft. apart; **Duration:** Instantaneous; **Saving Throw:** Will half (harmless); **Spell Resistance:** Yes (harmless)

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage +1 point per caster level to nearby living enemies.

Like other *inflict* spells, *mass inflict light wounds* heals undead in its area rather than damaging them.

Message

Transmutation [Language-Dependent]

Level: Mage 0; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Targets:** One creature/level; **Duration:** 10 minutes/level; **Saving Throw:** None; **Spell Resistance:** No

You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature to be included in the spell effect. When you whisper, the whispered message is audible to all of the targeted creatures who are within range. Magical *silence*, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message, however, does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures who receive the message can whisper a reply that you hear. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Focus: A short piece of copper wire.

Minor Globe of Invulnerability

Abjuration

Level: Mage 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** 10 ft.; **Area:** 10-ft.-radius spherical emanation, centered on you; **Duration:** 1 round/level; **Saving Throw:** None; **Spell Resistance:** No

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level and lower. The area or effect of any such spells does not include the area of the *minor globe of invulnerability*. Such spells fail to affect any target located within the globe. This includes spell-like abilities and spells or spell-like effects from objects. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe. The globe can be brought down by a targeted *dispel magic* spell, but not by an area *dispel magic.* You can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled. For example, a caster standing in the area of a *light* spell would still receive sufficient light for vision, even though that part of the *light* spell volume in the globe would not be luminous.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether *minor globe of invulnerability* stops it.

Material Component: A glass or crystal bead that shatters at the end of the duration.

Neutralize Poison

Conjuration (Healing)

Level: Acolyte 4; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature or object of up to 1 cu. ft./level touched; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional damage or effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. For example, if a poison has dealt 3 points of temporary Constitution damage to a character and threatens to deal more damage later, this spell prevents the future damage but does not repair the damage already done.

The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with *delay poison*, such effects aren't postponed until after the duration—the creature is simply immune to all poison effects for the length of the spell.

This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option.

Arcane Material Component: A bit of charcoal.

Passwall

Transmutation

Level: Mage 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** 5-ft.-by-8 ft. opening, 1 ft./level deep; **Duration:** 1 hour/level (D); **Saving Throw:** None; **Spell Resistance:** No

You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. If the wall's thickness is more than 1 foot per caster level, then a single *passwall* simply makes a niche or short tunnel. Several *passwall* spells can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone dispels the *passwall* or you dismiss it, creatures in the passage are ejected out the far exit if there is one or out the sole exit if there is only one.

Material Component: A pinch of sesame seeds.

Phantom Watchdog

Conjuration (Creation)

Level: Mage 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** Phantom watchdog; **Duration:** 1 hour/caster level or until discharged, then 1 round/caster level; **Saving Throw:** None; **Spell Resistance:** No

You conjure up a spectral watchdog that is invisible to everyone but yourself. It then guards the area where it was conjured. The *phantom watchdog* immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those already within 30 feet of the



hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible creatures but does not perceive illusions. It is stationary.

If an intruder approaches to within 5 feet of the watchdog, the dog stops barking and delivers a vicious bite (+10 bonus on its attack roll, 2d6+3 points of piercing damage) once per round. The dog also gets the bonuses appropriate to an invisible creature. (For most defenders, the invisible creature gets a +2 bonus on attack rolls and the defender loses any Dexterity bonus to Defense.) The dog is considered to have readied an action to bite an intruder, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a +3 weapon for purposes of damage reduction. The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts for only 1 round per caster level. If you are ever more than 100 feet distant from the watchdog, the spell ends.

Material Component: A tiny silver whistle, a piece of bone, and a thread (purchase DC 3 for the lot).



Phantom watchdog

Power Device

Transmutation

Level: Mage 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Effect:** Powers one electrical or mechanical device; **Duration:** 10 minutes/level; **Saving Throw:** None; **Spell Resistance:** No

This spell provides power to an electrical or mechanical device that does not have a power source but is otherwise functional. For example, you can make a notebook computer work even if its batteries are dead, or make a car run even if it is out of gas. The device functions exactly as it normally would if it had conventional power.

This spell can affect any household or handheld device, scratch-built robot, or general-purpose vehicle. Larger or more intricate devices cannot be powered with this spell.

Prayer

Conjuration (Creation)

Level: Acolyte 3; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** 30 ft.; **Area:** All allies and foes within a 30-ft.-radius burst centered on you; **Duration:** 1 round/level; **Saving Throw:** None; **Spell Resistance:** Yes

You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while foes take a –1 penalty on such rolls.

Prestidigitation

Universal

Level: Mage 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** 10 ft.; **Target, Effect, or Area:** See text; **Duration:** 1 hour; **Saving Throw:** See text; **Spell Resistance:** No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, the *prestidigitation* spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. Prestidigitations can slowly lift 1 pound of material. They can color, clean, or soil items in a 1-foot cube each round. They can chill, warm, or flavor 1 pound of nonliving material. They cannot deal damage or affect the concentration of spellcasters. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by a *prestidigitation* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a *prestidigitation* spell lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Characters typically use prestidigitations to impress common folk, amuse children, and brighten dreary lives. Common tricks with prestidigitations include producing tinklings of music, brightening faded flowers, creating glowing balls that float over your hand, generating puffs of wind to flicker candles, spicing up aromas and flavors of bland food, and making little whirlwinds to sweep dust under rugs.

Protection from Arrows/Bullets

Abjuration

Level: Mage 2; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level or until discharged; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The warded creature gains resistance to ranged weapons that fire arrows, bullets, or crossbow bolts. The subject gains damage reduction 10/+1 against those ranged weapons. The damage reduction increases with the caster level to 10/+2 at 5th and 10/+3 at 10th. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Focus: A piece of shell from a tortoise or a turtle.

Raise Dead

Conjuration (Healing)

Level: Acolyte 5; **Components:** V, S, M, DF; **Casting Time:** 1 minute; **Range:** Touch; **Target:** Dead creature touched; **Duration:** Instantaneous; **Saving Throw:** None (see text); **Spell Resistance:** Yes (harmless)

The Acolyte restores life to a deceased creature. The Acolyte can raise creatures who have been dead up to one day per caster level.

Raise dead cures hit point damage up to a total of 1 hit point per Hit Die. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases (such as mummy rot) and curses (such as lycanthropy) are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature (such as by the use of the *animate dead* spell) can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature who has died of old age.

Coming back from the dead is an ordeal. The subject of the spell loses one level when it is raised, just as if it had lost a level to an energy-draining creature (such as a vampire). This level loss cannot be repaired by any spell. If the subject is 1st level, it loses 1 point of Constitution instead. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spell slots for losing a level. A spellcasting creature that doesn't prepare spells has a 50% chance of losing any spell he has prepared but not yet cast, in addition to losing spell slots for losing a level.

Material Component: A diamond (purchase DC 26).

Ray of Fatigue

Necromancy

Level: Mage 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** Ray; **Duration:** 1 minute/level; **Saving Throw:** No; **Spell Resistance:** Yes

A purple ray projects from your pointing finger. You must succeed at a ranged touch attack with the ray to strike a target. The subject is immediately fatigued for the spell's duration. A fatigued character suffers a –2 penalty to Strength and Dexterity and can't run or charge. This spell has no effect on a creature who is already fatigued.

Material Component: A drop of sweat (no cost).

Read Magic

Universal

Level: Acolyte 0, Mage 0; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 10 minutes/level

By means of *read magic,* you can read magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not invoke the magic contained in the writing. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *read magic.* You can read at the rate of one page (250 words) per minute.

Focus: A clear crystal prism or geode.

Remove Curse

Abjuration

Level: Acolyte 3, Mage 4; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature or item touched; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

Remove curse instantaneously removes any curses on a creature, such as lycanthropy. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Remove curse counters *bestow curse*.

Remove Disease

Conjuration (Healing)

Level: Acolyte 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

Remove disease cures all treatable diseases afflicting the subject. It does not rid the subject of a disease for which no cure exists. Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Remove Fear

Abjuration

Level: Acolyte 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Targets:** One creature plus one additional creature/four levels, no two of which can be more than 30 ft. apart; **Duration:** 10 minutes (see text); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

You instill courage in the subject, granting the creature a +4 morale bonus against *fear* effects for 10 minutes. If the subject is suffering from a *fear* effect when receiving the spell, it gets a new save with a +4 morale bonus.

Remove fear counters and dispels *cause fear*.





Remove Paralysis

Conjuration (Healing)

Level: Acolyte 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Targets:** Up to four creatures, no two of which can be more than 30 ft. apart; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

You can free one or more creatures from the effects of any temporary paralysis or related magic, including a *hold* spell or a *slow* spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability scores reduced by penalties, damage, or loss.

Resist Energy

Abjuration

Level: Acolyte 2, Mage 2; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

This abjuration grants a creature limited protection to damage from whichever one of five energy types you select: acid, cold, electricity, fire, or sonic/concussion. The creature gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases by 5 points for every three caster levels above 3rd. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The character could still suffer unfortunate side effects, such as drowning in acid (since drowning damage comes from lack of oxygen) or becoming encased in ice.

Resistance

Abjuration

Level: Acolyte 0, Mage 0; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

You imbue the subject with magical energy that protects her from harm, granting her a +1 resistance bonus on saving throws.

Arcane Material Component: A multiple vitamin pill.

Restoration

Conjuration (Healing)

Level: Acolyte 4; **Components:** V, S. M; **Casting Time:** 3 rounds; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

Restoration cures all temporary ability damage and restores all points permanently drained from a single ability score (caster's choice if more than one score is drained). This spell also dispels negative levels and restores one experience level to a creature who has had a level drained (such as by a vampire). The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level.

Restoration does not restore level loss or Constitution point loss as a result of being raised from the dead.

Material Component: Diamond dust (purchase DC 20) that is sprinkled over the target.

Searing Light

Evocation

Level: Acolyte 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** Ray; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** Yes

Focusing holy power like a ray of the sun, you project a blast of light from your open palm. You must succeed at a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). Undead creatures take 1d6 points of damage per caster level (maximum 10d6), and undead creatures particularly vulnerable to sunlight, such as vampires, take 1d8 points of damage per caster level (maximum 10d8). Constructs and inanimate objects take only 1d6 points of damage per two caster levels (maximum 5d6).

See Invisibility

Divination

Level: Mage 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Area:** Cone; **Duration:** 10 minutes/level (D); **Saving Throw:** None; **Spell Resistance:** No

You see any objects or beings that are invisible as if they were normally visible.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Material Components: A pinch of talc and a small sprinkling of powdered silver (purchase DC 7).

Shield

Abjuration [Force]

Level: Mage 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D)

Shield creates an invisible, mobile disk of force that hovers in front of you. It negates *magic missile* attacks directed at you. The disk also intercepts attacks, providing a +4 bonus to Defense. The shield carries no armor penalty or arcane spell failure chance.

Shield of Faith

Abjuration

Level: Acolyte 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus, with an additional +1 to the bonus at 6th caster level.

Material Component: A small piece of paper or parchment with some religious text written upon it.

Shout

Evocation [Sonic]

Level: Mage 4; **Components:** V; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Area:** Cone; **Duration:** Instantaneous; **Saving Throw:** Fortitude partial (see text) (object); **Spell Resistance:** Yes (object)

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 2d6 points of damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object, such as a window or a crystal vase, takes 1d6 points of damage per caster level. Creatures holding fragile objects can negate damage to them with successful Reflex saves.

A deafened character, in addition to the obvious effects, suffers a –4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance to miscast and lose any spell with a verbal component that he tries to cast.

The *shout* spell cannot penetrate the spell *silence.*

Silence

Illusion

Level: Acolyte 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Area:** 15-ft.-radius emanation centered on a creature, object, or point in space; **Duration:** 1 minute/level; **Saving Throw:** Will negates or none (object); **Spell Resistance:** Yes or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks, such as the *command* or *shout* spell.

Sleep

Enchantment [Mind-Affecting]

Level: Mage 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Area:** Several living creatures within a 15-ft.-radius burst; **Duration:** 1 minute/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

A *sleep* spell causes a comatose slumber to come upon one or more creatures. Roll 2d4 to determine how many total HD of creatures can be affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. No creature with 5 or more HD is affected, and HD that are not sufficient to affect a creature are wasted.

For example, Mage Brandon Cross casts *sleep* at three kobolds (½ HD), two gnolls (2 HD), and an ogre (4 HD). The roll (2d4) result is 4. All three kobolds and one gnoll are affected (½ + ½ + ½ + 2 = 3 ½ HD). The remaining ½ HD is not enough to affect the last gnoll or the ogre. Brandon can't choose to have *sleep* affect the ogre or the two gnolls.

Sleeping creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. Awakening a creature is a move action.

Sleep does not affect unconscious creatures, constructs, or undead creatures.

Note: Additional hit points given along with a creature's Hit Dice are irrelevant for determining how many Hit Dice a creature has. An ogre with 4d8+8 hit points still has only 4 HD and can be affected by the spell.

Material Component: A pinch of fine sand, rose petals, or a live cricket.

Slow

Transmutation

Level: Mage 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Targets:** One creature/level, no two of which can be more than 30 ft. apart; **Duration:** 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

Affected creatures move and attack at a drastically slowed rate. *Slowed* creatures can take only a single move action or attack action each turn, but not both (nor may they take full-round actions). Additionally, they suffer –2 penalties to Defense, melee attack rolls, melee damage rolls, and Reflex saves. *Slowed* creatures jump half as far as normal.

Slow counters and dispels *haste* but does not otherwise affect magically speeded or slowed creatures.

Material Component: A drop of molasses.

Spider Climb

Transmutation

Level: Acolyte 2, Mage 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected



creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and need not make Climb checks to scale a surface.

Material Component: A live spider, which must be eaten by the subject.

Status

Divination

Level: Acolyte 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Targets:** One creature touched/three levels; **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

When an Acolyte needs to keep track of comrades who may get separated, *status* allows him to mentally monitor their relative positions and general condition. The Acolyte is aware of direction and distance to the creatures and their status: unharmed, wounded, disabled, staggered, unconscious, dying, dead, and so forth. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell.

Stoneskin

Abjuration

Level: Mage 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level or until discharged; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 10/— against physical attacks. Once the spell has prevented a total of 10 points of damage per caster level, it is discharged.

Material Components: A combination of granite and diamond dust (purchase DC 23) sprinkled on the target's skin.

Telekinesis

Transmutation

Level: Mage 5; **Components:** V, S; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Target or Targets:** See text; **Duration:** Concentration (up to 1 round/level) or instantaneous (see text); **Saving Throw:** Will negates (object) (see text); **Spell Resistance:** Yes (object) (see text)

You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide either a gentle, sustained force or a single short, violent thrust.

Sustained Force: A sustained force moves a creature or object weighing up to 25 pounds per caster level up to 20 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful Will save or with spell resistance.



Spider climb

This version of the spell lasts up to 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or both. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks against a DC set by the Gamemaster.

Violent Thrust: Alternatively, the spell energy can be expended in a single round. You can hurl one or more objects or creatures that are within range and all within 10 feet of each other toward any target within 10 feet/level of all the objects. You can hurl up to a total weight of 25 pounds per caster level.

You must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier. Weapons deal their normal damage (with no Strength bonus). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects such as a barrel) to 1d6 points of damage per 25 pounds (for hard, dense objects such as a boulder).

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinesed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (see page 214).

Tongues

Divination

Level: Acolyte 4, Mage 3; **Components:** V, M/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** No

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a species language or a regional dialect. Naturally, the subject can speak only one language at a time, although she may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make herself understood as far as her voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Arcane Material Component: A pocket dictionary, which turns to dust when the verbal component is pronounced.

True Seeing

Divination

Level: Acolyte 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic or psionics, sees invisible creatures or objects normally, sees through illusions, and sees the true form of changed or transmuted things. The range of *true seeing* conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not cancel concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret panels hidden by mundane means. The effects cannot be combined with other spells and powers.

Material Component: An antique spyglass or a pair of high-powered binoculars (purchase DC 16).

True Strike

Divination

Level: Mage 1; **Components:** V, F; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** See text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attacks against a concealed target.

Focus: A patch, pendant, charm, or tattoo displaying a bullseye.

Virtue

Transmutation

Level: Acolyte 0; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute; **Saving Throw:** Yes (harmless); **Spell Resistance:** Yes (harmless)

The subject gains 1 temporary hit point.

Wall of Fire

Evocation [Fire]

Level: Mage 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** Opaque sheet of flame up to 20 ft. long/caster level or a ring of fire with a radius of up to 5 ft./two caster levels; either form 20 ft. high; **Duration:** Concentration + 1 round/level; **Saving Throw:** See text; **Spell Resistance:** Yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and each round that a creature enters or remains in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall by making a successful Reflex save. (If the creature ends up on the hot side of the wall, it takes 2d4 points of damage, as normal.)

If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects; see page 150.)

Arcane Material Component: A book or box of matches.

Wall of Force

Evocation [Force]

Level: Mage 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level; **Duration:** 1 minute/level (D); **Saving Throw:** None; **Spell Resistance:** No

A *wall of force* spell creates an invisible wall of force. The *wall of force* cannot move, it is immune to damage of all kinds, and it is unaffected by *dispel magic*. Spells, breath weapons, and flamethrowers cannot pass through the wall in either direction, although *dimension door* can bypass the barrier. Gaze attacks (such as that of a medusa) can operate through the *wall of force*.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level, or into a sphere or hemisphere with a radius of up to 1 foot per level.

The *wall of force* must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Material Component: A pinch of powder made from a clear gem.





Wall of Ice

Evocation [Cold]

Level: Mage 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** Anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level; **Duration:** 1 minute/level; **Saving Throw:** See text; **Spell Resistance:** Yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A *wall of ice* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Fire, including a *fireball* spell, can melt a *wall of ice*. It deals full damage to the wall (instead of the normal half damage suffered by objects; see page 150). Suddenly melting the *wall of ice* (by reducing it to 0 hit points in a single attack) creates a 10-foot-radius cloud of fog that lasts for 10 minutes. Objects and creatures within the area are treated as if they had one-half concealment (20% miss chance) with respect to one another.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level Mage can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, and so forth). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

The wall is primarily defensive in nature and is used to stop pursuers from following you and the like. Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage +1 point per caster level.

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet +1 foot per caster level. Thus, a 7th-level caster can create a hemisphere 10 feet in radius. It is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

You can create the hemisphere so that it traps one or more creatures, though these creatures can avoid being trapped by the hemisphere by making successful Reflex saves.

Material Component: A small piece of quartz or similar rock crystal.

Wall of Iron

Conjuration (Creation)

Level: Mage 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** Iron wall whose area is up to one 5-ft. square/level (see text); **Duration:** Instantaneous; **Saving Throw:** See text; **Spell Resistance:** No

You cause a flat, vertical iron wall to spring into being. This wall can be used to seal off a passage or close a breach, for the wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

The *wall of iron* is 1 inch thick per four caster levels. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must succeed at a Strength check (DC 40) to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Large and smaller creatures who fail take 10d6 points of damage. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Material Component: A small piece of sheet iron, plus a quantity of gold dust (purchase DC 18).

Wall of Stone

Conjuration (Creation)

Level: Acolyte 5, Mage 5; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** Stone wall whose area is up to one 5-ft. square/level (S); **Duration:** Instantaneous; **Saving Throw:** See text; **Spell Resistance:** No

This spell creates a wall of rock that merges into adjoining rock surfaces. It is typically employed to close passages, portals, and breaches against opponents. The *wall of stone* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *wall of iron,* you can create a *wall of stone* in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. Thus, a 10th-level caster can create a span with a surface area of five 5-foot squares.

Like any other stone wall, this one can be destroyed by explosives or brought down by bludgeoning or piercing weapons. Each 5-foot square has 15 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the

wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures. Creatures avoid entrapment with successful Reflex saves.

Arcane Material Component: A small block of granite.

Water Breathing

Transmutation

Level: Acolyte 3, Mage 3; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Living creatures touched; **Duration:** 2 hours/level (see text); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

Arcane Material Component: A straw (no cost).

Web

Conjuration (Creation)

Level: Mage 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** Webs in a 20-ft.-radius spread; **Duration:** 10 minutes/level; **Saving Throw:** Reflex negates (see text); **Spell Resistance:** Yes

The *web* spell creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points—floor and ceiling, opposite walls, and so forth—or else the web collapses upon itself and disappears. Creatures caught within a *web* or simply touching its strands become entangled among the gluey fibers.

An entangled creature takes a –2 penalty on attack rolls, takes a –4 penalty to effective Dexterity, and can't move. An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is not stuck in the webs and is free to act, though moving may be a problem (see below). If the save fails, the creature is stuck. A stuck creature can break loose by spending 1 round and succeeding on a Strength check (DC 20) or an Escape Artist check (DC 25). Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature may progress through the web very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

The web provides one-quarter cover for every 5 feet of the substance between you and an opponent—one-half cover for 10 feet of web, three-quarters for 15 feet, and total cover for 20 feet or more. (See Table 5–6: Cover, page 145.)

The strands of a *web* spell are flammable. Any fire can set them alight and burn away 5 square feet in 1 round. All creatures within flaming webs take 2d4 points of damage from the flames.

Material Component: A bit of spider web.

Zone of Truth

Enchantment [Mind-Affecting]

Level: Acolyte 2; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Area:** 5-ft.-radius/level emanation; **Duration:** 1 minute/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Creatures are allowed a save to avoid the effects when the spell is cast or when they first enter the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

PSIONIC POWERS

The Telepath and Battle Mind advanced classes, as described in Chapter Nine: Campaign Models, manifest psionic powers. A campaign that includes psionic powers must use this FX rules system.

A psionic power is a one-time psionic effect manifested by a psionic character (Telepath or Battle Mind) or creature. Psionic powers require power points to use, although naturally psionic creatures can manifest their powers a certain number of times per day with no power point cost.

Each psionic power is tied to a specific ability, which is the key ability for that psionic power. A psionic character must have a key ability score equal to at least 10 + the power's level to manifest a particular power.

Unlike arcane spellcasters, psionic characters don't have spellbooks and they don't prepare their powers ahead of time. A psionic character's level limits the number of power points available for manifesting powers. A psionic character has a set number of powers available that he may manifest at will, provided he has sufficient power points to pay for the manifestation.

A power manifests when the psionic character pays its power point cost. The character pays the cost, and the power manifests immediately.

Psionic powers don't require special gestures, words, or materials. They operate as thoughts made manifest. Most powers do have a noticeable display associated with their use, however.

Manifesting a Power

The Telepath and Battle Mind advanced classes describe how many powers each class knows by level, as well as how many power points they have available each day. (See the class descriptions in Chapter Nine: Campaign Models.)

To manifest a power, a character selects one power that he or she knows and pays the power point cost.





Power Points

A power's cost is determined by its level, as shown below. Every power's cost is also noted in its description for easy reference.

Power Level	0	1	2	3	4	5
Power point cost	0/1*	1	3	5	7	9

*A psionic character can manifest any 0-level power he knows a number of times per day equal to 3 + his psionic level; additional manifestations cost 1 power point each.

Each day, a psionic character gets an allocation of power points based on his or her level. The character must rest for 8 hours and then spend 15 minutes meditating to recharge his mind with power points. Without such a period of rest and refreshment, the psionic character doesn't regain power points that were previously used. A psionic character can only refresh his or her power points once every 24 hours.

How to Read a Power Description

In most significant respects, manifesting a psionic power follows the same rules as casting a spell. The differences between a power description and a spell description are summarized in this section. See How to Read a Spell Description, starting on page 329, for information that is the same for both psionic powers and spells.

Key Ability

The first line beneath the power's name provides the key ability associated with the power. A psionic character must have a score in this ability equal to at least 10 + the power's level in order to manifest the power. For example, aura sight is a 4th-level power and its key ability is Wisdom; thus, a Telepath must have a Wisdom score of 14 or higher to use this power.

Descriptors

Descriptors are a way of classifying powers that have some common characteristic. Descriptors are often useful for knowing which creatures are or are not affected by a power. For instance, *finger of fire* and *whitefire* both carry the fire descriptor, meaning that they affect any target that is not immune or resistant to fire effects. Likewise, *electric charge* and *lightning strike* both carry the electricity descriptor, meaning that they are effective against any target that can be damaged by electricity effects.

A power's descriptors (if any) appear in brackets on the line containing the key ability. Descriptors used for the powers in this book include compulsion, electricity, fire, language-dependent, and mind-affecting.

Level

The relative strength of a power is indicated by its level—1st-level powers are more powerful than 0-level powers, and so on. A power's level also indicates whether a particular psionic character is capable of using the power, based on the character's class level and key ability score. See the Telepath and Battle Mind class descriptions in Chapter Nine: Campaign Models for more information.

Display

When psionic powers manifest, secondary displays usually accompany the primary effect. The psionic display may be auditory (Au), material (Ma), mental (Me), olfactory (Ol), or visual (Vi). Each power describes the sort of display that accompanies it.

Manifestation Time

Manifesting a psionic power is either an attack action or a full-round action, depending on the power. See the power descriptions for details.

Range

Each psionic power has a range, as listed in the power description. A power's range is the maximum distance from the psionic character that the power's effect can occur. The range categories are the same as the ones used for spells.

Target, Effect, Area

These terms are defined and used the same as they are for spells.

Saving Throw

Most harmful powers allow an affected target a saving throw to avoid some or all of the effect. Each power lists which saving throw type applies. The DC for a saving throw to resist a power is 10 + the power's level + the psionic character's key ability modifier. The terms used to define the various types of saving throws and results are the same as for spells.

Power Resistance

Power resistance is a special defensive ability that protects against psionic powers. If a psionic character faces a creature with power resistance, he must make a level check (1d20 + psionic character's class level) equal to or greater than the creature's power resistance for the power to affect it.

Each power description includes an entry that indicates whether power resistance applies to the power (if so, Yes; if not, No). Other details are the same as for spell resistance.

Power Point Cost

All powers of a certain level have the same power point cost. The point cost to manifest a particular power is also provided in that power's description.

Descriptive Text

A power's descriptive text explains how the power works or what it does.

Power Failure

If you ever try to manifest a power in conditions where the characteristics of the spell (range, area, and so forth) cannot be made to conform, the effort fails and the power is wasted.

Powers also fail if your concentration is broken (see Concentration, page 53).

Combining FX Abilities

Spells, psionic powers, and magical effects usually work as described, no matter how many other FX abilities happen to be operating in the same area or on the same recipient. Except in special cases, a spell or power does not affect the way another spell or power operates. Whenever an FX ability has a specific effect on other spells or powers, the description explains the effect. Several other general rules apply when multiple FX abilities operate in the same place:

Stacking Effects: Bonuses of the same type do not usually stack. For example, if you get a +1 morale bonus from one source, and a +1 morale bonus from another, you do not get a total morale bonus of +2. Only one of the bonuses can count. (For more detailed information, including a few exceptions, see the sidebar on page 48.)

For this reason, if a spell or power gives you a bonus on attack rolls, damage rolls, saving throws, or other rolls or checks, you cannot gain twice the benefit by using the spell or power twice. For example, two *bless* spells don't give recipients twice the benefits of one *bless*. Both *bless* spells, however, continue to act simultaneously, and if one ends first, the other one continues to operate for the remainder of its duration. Likewise, two *haste* spells do not make a creature doubly fast.

The bonuses or penalties from two different spells or powers do stack, however, if the effects are of different types. For example, *resistance* provides a +1 resistance bonus on all saving throws and *bless* provides a +1 morale bonus on saving throws against fear effects. A character under the influence of a *resistance* spell and a *bless* spell gets a +2 bonus on saving throws against fear effects and a +1 bonus on all other saving throws.

A bonus that isn't named (just a "+2 bonus" rather than a "+2 resistance bonus") stacks with any other bonus.

Same Effect More than Once in Different Strengths: In cases when two or more identical spells or powers are operating in the same area, but at different strengths, only the best one applies.

Multiple Mental Control Effects: Sometimes magical effects or psionic powers that establish mental control render each other irrelevant. For example, a *hold person* effect renders any other form of mental control irrelevant because it robs the *held* character of the ability to move. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability (and to the extent of the control each effect allows). If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

Spells/Powers with Opposite Effects: Spells and powers that have opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply.

Instantaneous Effects: Two or more magical or psionic effects with instantaneous durations work cumulatively when they affect the same object, place, or creature. For example, when two *fireballs* strike the same creature, the creature must attempt a saving throw against each *fireball* and takes damage from each according to the saving throws' results. If the same creature receives two *cure light wounds* spells in a later round, both work normally.

NEW FEAT

If the Gamemaster decides to include psionics in the campaign, he or she will make the following feat available to psionic characters. As indicated in the class descriptions for the Telepath and the Battle Mind (see Chapter Nine), this feat is a requirement for all characters desiring to enter either one of those classes.

Wild Talent

You can manifest one 0-level psionic power.

Benefit: Select one 0-level psionic power. You can manifest this power up to three times in a 24-hour period. There is no power point cost for using this power.

POWER LISTS

This section begins with the power lists for the psionic character classes, Telepath and Battle Mind. The information below pertains to powers of both types.

Power Chains: Some powers reference other powers that they are based upon. Only information in a power later in the power chain that is different from the base power is covered in the power being described. Header entries and other information that are the same as the base power are not repeated. For instance, all the various *mindlink* powers are part of a chain, and the base power in the chain is *lesser mindlink*. The description of that power contains information that also applies to *mindlink* and *forced mindlink* (the other two powers in the chain).

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a number of Hit Dice of creatures. A creature with only Hit Dice from its species, not from any classes it may have, has a character level equal to its Hit Dice. A creature with class levels is considered to have Hit Dice equal to the total of its Hit Dice and its class levels.

Manifester Level: A power's strength often depends on manifester level, which is the manifester's level in the appropriate psionic character class. Creatures with no classes have a manifester level equal to their Hit Dice unless otherwise specified.

Creatures and Characters: "Creatures" and "characters" are used synonymously in the power descriptions.

List Format: Powers in the following lists are presented in order of power level (from lowest to highest) and alphabetized within each level group. A brief description of the





power's effect is provided. Also, each power's key ability is identified in parentheses right after its name.

Telepath Powers

The Telepath chooses his psionic powers from the following list.

0-Level Telepath Powers

Burst (Dex). Speed improves by 10 feet for 1 round.
Daze (Cha). Target loses next action.
Detect Psionics (Wis). You detect the presence of psionic activity.
Distract (Cha). Target's mind wanders, imparting a –1 penalty on certain actions.
Far Hand (Con). Minor telekinesis.
Finger of Fire (Int). You deal 1d3 fire damage to one target.
Missive (Cha). Send a one-way telepathic message.
Verve (Str). Gain 1 temporary hit point.

1st-Level Telepath Powers

Attraction (Cha). Target develops an attraction you specify.
Charm Person (Cha). Makes target your friend.
Control Object (Con). Telekinetically animate a small object.
Lesser Body Adjustment (Str). Heal 1d8 hp, or gain +1 bonus on next Fortitude save to resist poison or disease, or heal 1 point of ability damage.
Lesser Mindlink (Cha). Forge a limited mental bond with target.
Object Reading (Wis). Reveal an object's past.

2nd-Level Telepath Powers

Brain Lock (Cha). Target can't move or take any mental actions.
Clairaudience/Clairvoyance (Wis). Hear or see at a distance.
Detect Thoughts (Cha). Detect target's surface thoughts.
Inflict Pain (Cha). Mental attack deals 3d6 damage to target.
Levitate (Dex). Target moves up or down at your direction.
Sensitivity to Psychic Impressions (Wis). Reveal an area's past.
Suggestion (Cha). Compels target to follow suggested action.

3rd-Level Telepath Powers

False Sensory Input (Cha). Falsify one of the target's senses.
Lesser Domination (Cha). Forces target to obey your will.
Mental Blast (Cha). Target stunned for 3d4 rounds.
Mindlink (Cha). Forge a mental bond with others.
Negate Psionics (Con). Cancels psionic powers and effects.

4th-Level Telepath Powers

Domination (Cha). Subject obeys your will.
Forced Mindlink (Cha). Forge mental bond with unwilling target.
Tailor Memory (Cha). Plant false memory in target.
Telekinesis (Con). Lift or move 25 pounds per level at long range.

5th-Level Telepath Powers

Mindprobe (Cha). Discover a target's secret thoughts.
Power Resistance (Wis). Target gains power resistance 12.
Sending (Dex). Deliver short message anywhere instantly.

Battle Mind Powers

The Battle Mind chooses her psionic powers from the following list.

0-Level Battle Mind Powers

Detect Psionics (Wis). You detect the presence of psionic activity.
Far Punch (Con). Telekinetic strike deals 1 damage.
Finger of Fire (Int). Deal 1d3 fire damage to target.
Valor (Str). Gain a +1 morale bonus on saving throws.
Verve (Str). Gain 1 temporary hit point.

1st-Level Battle Mind Powers

Combat Precognition (Wis). Gain a +1 insight bonus to Defense.
Fire Bolt (Int). Deals 1d6+1 fire damage to target.
Lesser Bioweapon (Str). Create a staff of bioenergy that deals 1d4 bludgeoning damage.
Lesser Concussion (Con). Mentally pummel target for 1d6 damage.
Vigor (Str). Gain 3 temporary hit points.

2nd-Level Battle Mind Powers

Claws of the Bear (Str). Your claw attack deals 1d12 damage.
Combat Focus (Wis). Gain a +4 insight bonus to initiative.
Combat Prescience (Wis). Gain a +2 insight bonus on attack rolls.
Concussion (Con). Mentally pummel target for 3d6 damage.
Darkvision (Wis). See in the dark.
Electric Charge (Int). Shocking touch deals 2d6 damage to target.

3rd-Level Battle Mind Powers

Lightning Strike (Int). Deals 3d6 electrical damage in a 30-foot radius.
Metaphysical Weapon (Int). Weapon gains a +3 enhancement bonus.
Mind Darts (Int). A flurry of mental bursts deals 2d6 damage to target.
Negate Psionics (Con). Cancels psionic powers and effects.
Whitefire (Int). Deals 5d4 fire damage in 20-foot radius.

4th-Level Battle Mind Powers

Fire Storm (Int). Deals 5d6 fire damage in 30-foot radius.
Greater Bioweapon (Str). Creates a staff of bioenergy that deals 2d8 bludgeoning damage.
Natural Armor (Str). You gain a +4 natural armor bonus to Defense.
Psychofeedback (Str). Use power points to boost Str, Dex, and/or Con modifiers.

Power Descriptions

The powers herein are presented in alphabetical order.

Attraction

Charisma [Compulsion, Mind-Affecting]

Level: Telepath 1; **Display:** Audible; **Manifestation Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** 1 hour/level; **Saving Throw:** Will negates; **Power Resistance:** Yes; **Power Point Cost:** 1

You plant a compelling attraction in the mind of the target. The attraction can be toward a particular person, an object, an action, or an event. The power's target takes reasonable steps to meet, get close to, attend, find, or perform the object of its implanted attraction. For the purposes of this power, "reasonable" means that while fascinated, the target doesn't suffer from blind obsession. He won't leap into a fire or over a cliff. He can still recognize danger, but he will not flee unless the threat is immediate. If you make the target feel an attraction to yourself, you can't command him indiscriminately, although he will be willing to listen to you (even if he disagrees). This power grants you a +4 bonus to your Charisma modifier when dealing with the subject.

Brain Lock

Charisma [Mind-Affecting]

Level: Telepath 2; **Display:** Visual, Material; **Manifestation Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One creature of Medium-size or smaller; **Duration:** 1 round/level (D); **Saving Throw:** Will negates; **Power Resistance:** Yes; **Power Point Cost:** 3

The target's higher mind is locked away. He stands mentally paralyzed, unable to take any actions. The *brain locked* subject is not stunned (so attackers get no special advantage). He can defend himself against physical attacks (Dexterity bonus to Defense still applies), but otherwise can't move, and can't use psionic powers.

A *brain locked* flyer can't flap its wings and falls. A swimmer can't swim and may drown.

Burst

Dexterity

Level: Telepath 0; **Display:** Audible; **Manifestation Time:** See text; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** 1 round; **Power Point Cost:** 1

The target receives a burst of speed, increasing his base speed by +10 feet on his next turn.

You can manifest this power instantly on yourself, gaining the benefit of the speed increase in the same round. Manifesting the power is a free action. If manifested on another creature, the manifestation time is an attack action.

Charm Person

Charisma [Compulsion, Mind-Affecting, Language-Dependent]

Level: Telepath 1; **Display:** Mental; **Manifestation Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One person; **Duration:** 1 hour/level; **Saving Throw:** Will negates; **Power Resistance:** Yes; **Power Point Cost:** 1

This power makes a Medium-size or smaller person regard you as his trusted friend and ally. If the target is currently being threatened or attacked by you or your allies, however, he receives a +5 bonus on his saving throw.

The power does not enable you to control the *charmed* person as if he was an automaton, but he does perceive your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince him to do anything he would not ordinarily do. (You can't try again.) A *charmed* person never obeys suicidal or obviously harmful orders, but he might believe you if you assured him that the only chance to save your life is for him to hold back an onrushing horde of thugs for "just a few seconds." Any act by you or your apparent allies that threatens the *charmed* person breaks the power. Note also that you must speak the person's language to communicate your commands.

Clairaudience/Clairvoyance

Wisdom

Level: Telepath 2; **Display:** Visual, Audible; **Manifestation Time:** Attack action; **Range:** See text; **Duration:** 1 minute/level (D); **Saving Throw:** None; **Power Resistance:** No; **Power Point Cost:** 3

This power enables you to concentrate on some locale and hear or see (your choice) almost as if you were there. Distance is not a factor, but the locale must be known—either a place familiar to you or an obvious place (such as behind a door or around a corner).

Claws of the Bear

Strength

Level: Battle Mind 2; **Display:** Visual, Material; **Manifestation Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 1 hour/level; **Power Points:** 3

Your forearms lengthen, your hands broaden into wide paws, and you grow sicklelike bear claws on both hands. The power grants grants you a claw attack (which does not provoke attacks of opportunity) that deals 1d12 points of slashing damage (plus Strength modifier). You are considered armed. You cannot grasp or manipulate objects (including weapons) as long as this power remains in effect. You can use this power in conjunction with feats, powers, or spells allowing additional attacks on your turn, and it can be used with multiple attacks gained through level advancement.





Combat Focus

Wisdom

Level: Battle Mind 2; **Display:** Visual; **Manifestation Time:** 1 minute; **Range:** Personal; **Target:** You; **Duration:** 1 hour; **Saving Throw:** None; **Power Resistance:** No; **Power Point Cost:** 3

Your awareness extends a fraction of a second into the future, allowing you to better anticipate the actions of others. You gain a +4 insight bonus on your next initiative check, provided you make that check before the duration expires.

Combat Precognition

Wisdom

Level: Battle Mind 1; **Display:** Visual, Material; **Manifestation Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 1 hour/level (D); **Saving Throw:** None; **Power Resistance:** No; **Power Point Cost:** 1

Your awareness extends a fraction of a second into the future, allowing you to better evade an opponent's attacks. You gain a +1 insight bonus to Defense. If you are caught flat-footed, this bonus to Defense doesn't apply.

Combat Prescience

Wisdom

Level: Battle Mind 2; **Display:** Visual; **Manifestation Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throw:** None; **Power Resistance:** No; **Power Point Cost:** 3

Your awareness extends a fraction of a second into the future, allowing you to better land attacks against your opponent. You gain a +2 insight bonus on your attack rolls for the duration of the power.

Concussion

Constitution

Level: Battle Mind 2; **Display:** Audible; **Manifestation Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One individual; **Duration:** Instantaneous; **Saving Throw:** Fortitude half; **Power Resistance:** Yes; **Power Point Cost:** 3

A target you select is pummeled with telekinetic force for 3d6 points of damage. You may choose to have the power deal only nonlethal damage instead of lethal damage.

Concussion always affects a target within range that you can see, even if the subject is in melee or has partial cover or concealment. Inanimate objects (doors, walls, locks, and so on) can't be damaged by this power.

Control Object

Constitution

Level: Telepath 1; **Display:** Material; **Manifestation Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One unattended object weighing up to 100 pounds; **Duration:** Concentration, up to 1 round/level; **Saving Throw:** None; **Power Resistance:** No; **Power Point Cost:** 1

You telekinetically animate an inanimate object, making it move under your control. The controlled object moves like a puppet, with jerky and clumsy movements. The object can move at a speed of 10 feet. A controlled object can make a slam attack with an attack bonus of +0, dealing 1d4 points of bludgeoning damage.

Darkvision

Wisdom

Level: Battle Mind 2; **Display:** Visual; **Manifestation Time:** Attack action; **Range:** Touch; **Target:** Individual touched; **Duration:** 1 hour/level; **Saving Throw:** None; **Power Resistance:** Yes; **Power Point Cost:** 3

The target gains the ability to see 60 feet even in total darkness. This provides black-and-white vision only, but is otherwise like normal sight and it doesn't allow you to see in magical darkness (if such a thing exists in your campaign).

Daze

Charisma [Compulsion, Mind-Affecting]

Level: Telepath 0; **Display:** Mental, Material; **Manifestation Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One person; **Duration:** 1 round; **Saving Throw:** Will negates; **Power Resistance:** Yes; **Power Point Cost:** 1

This power clouds the mind of a Medium-size or smaller target so that he takes no actions. Creatures of 5 or more HD or levels are not affected. The dazed subject is not stunned (so attackers get no special advantage against him), but he can't move, use psionic powers, cast spells, and so on.

Detect Psionics

Wisdom

Level: Telepath 0/Battle Mind 0; **Display:** Visual, Audible; **Manifestation Time:** Attack action; **Range:** 60 ft.; **Area:** Quarter-circle emanating from you to the extreme of the range; **Duration:** Concentration, up to 1 minute/level (D); **Saving Throw:** None; **Power Resistance:** No; **Power Point Cost:** 1

You detect psionic auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of psionic auras.

2nd Round: Number of different psionic auras and the strength of the strongest aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Psicraft checks to determine the discipline involved in each. (Make one check per aura; DC 15 + power level, or 15 + half manifester level for a nonpower effect.)

Psionic areas, multiple disciplines, or strong local psionic emanations may confuse or conceal weaker auras.

Aura Strength: An aura's psionic power and strength depend on a power's functioning power level or an item's manifester level.

Functioning Power Level	Item Manifester Level	Aura Power
0-level or lingering aura	Lingering aura	Dim
1st–3rd	1st–5th	Faint
4th–5th	—	Moderate

If an aura falls into more than one category (for instance, if a functioning power and a psionic item are in the same place and each emits an aura), *detect psionics* indicates the stronger of the two.

Length Aura Lingers: How long the aura lingers after the source has vacated the area depends on the aura's original strength.

Original Aura Power	Duration
Dim	1 minute
Faint	1d6 minutes
Moderate	1d6×10 minutes

Each round, you can turn to detect things in a new area. You can tell the difference between magical and psionic auras. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Thoughts

Charisma [Mind-Affecting]

Level: Telepath 2; **Display** Visual, Mental; **Manifestation Time:** Attack action; **Range:** 60 ft.; **Area:** Quarter-circle emanating from you to the extreme of the range; **Duration:** Concentration, up to 1 minute/level (D); **Saving Throw:** Will negates (see text); **Power Resistance:** No; **Power Point Cost:** 3

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the mental strength of each.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must manifest *detect thoughts* again to have another chance. Creatures of animal intelligence have simple, instinctual thoughts that you can pick up.

Each round, you can turn to detect thoughts in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Distract

Charisma [Mind-Affecting]

Level: Telepath 0; **Display:** Audible; **Manifestation Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** Concentration, up to 1 minute/level (D); **Saving Throw:** Will negates; **Power Resistance:** Yes; **Power Point Cost:** 1

You cause your target's mind to wander, distracting her. Subjects of *distract* make all Listen, Spot, Search, and Sense Motive checks at a –1 penalty.

Domination

Charisma [Compulsion, Mind-Affecting]

Level: Telepath 4; **Display:** Mental; **Manifestation Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One Medium-size or smaller creature; **Duration:** 1 day/level; **Saving Throw:** Will negates; **Power Resistance:** Yes; **Power Point Cost:** 7

You can control the actions of a Medium-size or smaller creature. You establish a telepathic link with the target's mind. If you and your subject share a common language, you can generally force the subject to perform as you desire, within the limits of his abilities. If no common language is shared, you can only communicate basic commands, such as "Come here," "Go there," "Fight," "Stand still," and so on. You know what the target is experiencing but do not receive direct sensory input from him.

The target resists this control, and if forced to take an action that goes against his nature he receives a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are ignored, regardless of the result of the saving throw.

Once control is established, the range at which it can be exercised is unlimited. You need not see the target to control him.

Electric Charge

Intelligence [Electricity]

Level: Battle Mind 2; **Display:** Visual (see text); **Manifestation Time:** Attack action; **Range:** Touch; **Effect:** Shocking damage; **Duration:** Instantaneous; **Saving Throw:** None; **Power Resistance:** Yes; **Power Point Cost:** 3

You create a static charge that deals 2d6 points of electrical damage with your shocking touch.

False Sensory Input

Charisma [Mind-Affecting]

Level: Telepath 3; **Display:** Mental; **Manifestation Time:** Full-round action; **Range:** Long (400 ft. + 40 ft./level); **Target:** One living creature; **Duration:** Concentration, up to 1 minute/level (D); **Saving Throw:** Will negates; **Power Resistance:** Yes; **Power Point Cost:** 5

You have a limited ability to falsify one of the target's senses. The subject thinks she sees, hears, smells, tastes, or feels something other than what her senses actually report. You can't fabricate a sensation where none exists, nor make the target completely oblivious to a sensation, but you can falsify the specifics of one sensation for different specifics. For instance, you could make one human look like another specific human, a closed door look like it is open, a vat of acid smell like rose water, a parrot look like a bookend, stale



food taste like fresh fruit, a light pat feel like a bullet wound, a scream sound like the howling wind, and so on. You can switch between senses you falsify round by round. You can't alter a sensation's "intensity" by more than 50%. While you might be able to make acidic fumes smell nice, you can't get acid to taste like candy. If this power is used to distract an enemy psionic character who is attempting to manifest a power, the enemy must make a Concentration check as if against a non-damaging power (the DC equals the distracting power's save DC + 3 in this case).

Far Hand

Constitution

Level: Telepath 0; **Display:** Visual; **Manifestation Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** An unattended object weighing up to 5 pounds; **Duration:** Concentration; **Saving Throw:** None; **Power Resistance:** No; **Power Point Cost:** 1

You can lift and move an object at will from a distance. After manifestation, as a move action you can move the object up to 15 feet in any direction. The power ends if the distance between you and the object ever exceeds the power's range.

Far Punch

Constitution

Level: Battle Mind 0; **Display:** Visual, Mental; **Manifestation Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One individual; **Duration:** Instantaneous; **Saving Throw:** None; **Power Resistance:** Yes; **Power Point Cost:** 1

You strike the target with a telekinetic punch that deals 1 point of damage. Inanimate objects can't be damaged by this power.

Finger of Fire

Intelligence [Fire]

Level: Telepath 0/Battle Mind 0; **Display:** Visual (see text); **Manifestation Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** Ray; **Duration:** Instantaneous; **Saving Throw:** None; **Power Resistance:** Yes; **Power Point Cost:** 1

A ray of flame projects from your pointing finger. You must succeed at a ranged touch attack to deal damage to a target. The flame deals 1d3 points of fire damage. This flame isn't powerful enough to cause combustion.

Fire Bolt

Intelligence [Fire]

Level: Battle Mind 1; **Display:** Visual (see text); **Manifestation Time:** Attack action; **Range:** 60 ft.; **Effect:** Bolt; **Duration:** Instantaneous; **Saving Throw:** None; **Power Resistance:** Yes; **Power Point Cost:** 1

A bolt of fire shoots from your outstretched finger. You must succeed at a ranged touch attack to deal damage to a target. The bolt deals 1d6+1 points of fire damage and the target may catch on fire.

Fire Storm

Intelligence [Fire]

Level: Battle Mind 4; **Display:** Visual (see text); **Manifestation Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Area:** 30-ft.-radius spread; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Power Resistance:** Yes; **Power Point Cost:** 7

You generate a storm of fire that fills an area you designate with hellish, white-hot fury that deals 5d6 points of fire damage to all creatures (you must be able to see the target area or a portion of it). Unattended objects also take damage.

This power sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze.

Forced Mindlink

Charisma

Level: Telepath 4; **Saving Throw:** Will negates; **Power Resistance:** Yes; **Power Point Cost:** 7

As *lesser mindlink*, except you can attempt to create a telepathic bond with an unwilling target. Even if you create a bond with an unwilling target, it can still decide not to "speak" with you through the telepathic bond.

Greater Bioweapon

Strength

Level: Battle Mind 4; **Display:** Visual, Material; **Manifestation Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 4 rounds + 1 round/level; **Power Point Cost:** 7

You generate a powerful shaft of luminous biokinetic energy that can be used as a melee weapon. It deals 2d8 points of bludgeoning damage on a successful attack. The shaft maintains its form for the duration or until you drop it (or otherwise stop touching it with at least one hand), at which point it dissipates.

Inflict Pain

Charisma [Mind-Affecting]

Level: Telepath 2; **Display:** Audible; **Manifestation Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Target:** One living creature; **Duration:** Concentration, up to 5 rounds; **Saving Throw:** Will negates; **Power Resistance:** Yes; **Power Point Cost:** 3

You telepathically stab the target's mind, causing horrible agony. The telepathic strike deals 3d6 points of damage.

Lesser Bioweapon

Strength

Level: Battle Mind 1; **Display:** Visual, Material; **Manifestation Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 4 rounds + 1 round/level; **Power Point Cost:** 1

You generate a shaft of luminous biokinetic energy that can be used as a melee weapon. It deals 1d4 points of bludgeoning damage on a successful attack. The shaft maintains

its form for the duration or until you drop it (or otherwise stop touching it with at least one hand), at which point it dissipates.

Lesser Body Adjustment

Strength

Level: Telepath 1; **Display:** Audible, Material; **Manifestation Time:** Full-round action; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Power Point Cost:** 1

You recover 1d8 hit points, or gain a +1 bonus on your next Fortitude save against poison or disease, or heal 1 point of temporary ability damage. You choose one benefit for a single manifestation.

Lesser Concussion

Constitution

Level: Battle Mind 1; **Power Point Cost:** 1

As *concussion*, except *lesser concussion* deals 1d6 points of damage.



Lesser Domination

Charisma [Compulsion, Mind-Affecting, Language-Dependent]

Level: Telepath 3; **Power Point Cost:** 5

As *domination,* except that if no common language is shared between you and the subject, the power does not function.

Lesser Mindlink

Charisma

Level: Telepath 1; **Display:** Material; **Manifestation Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Targets:** You and one other creature who is initially no more than 30 ft. away; **Duration:** 10 minutes/level; **Saving Throw:** None; **Power Resistance:** No; **Power Point Cost:** 1

You forge a telepathic bond with another person or creature, which must have an Intelligence score of 6 or higher. The bond can be established only with a willing subject, who therefore receives no saving throw and gains no benefit from power resistance. You can communicate telepathically through the bond even if you do not share a common language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance.

Levitate

Dexterity

Level: Telepath 2; **Display:** Olfactory; **Manifestation Time:** Attack action; **Range:** Personal or close (25 ft. + 5 ft./2 levels); **Target:** You or one willing creature or one object (total weight up to 100 lb./level); **Duration:** 10 minutes/level (D); **Saving Throw:** None; **Power Resistance:** No; **Power Point Cost:** 3

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down up to 20 feet each round; doing so is a move action. You can't move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base speed).

A levitating creature who attacks with a melee or ranged weapon finds himself increasingly unstable; the first attack has an attack roll penalty of –1, the second –2, and so on, up to a maximum penalty of –5. A full round spent stabilizing allows the creature to begin again at –1.

Lightning Strike

Intelligence [Electricity]

Level: Battle Mind 3; **Display:** Visual (see text); **Manifestation Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Area:** 30-ft. radius; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Power Resistance:** Yes; **Power Point Cost:** 5



You create an immense static charge that deals 3d6 points of electricity damage to all creatures within the area you designate (you must be able to see the target area or a portion of it).

Mental Blast

Charisma

Level: Telepath 3; **Display:** Visual; **Manifestation Time:** Attack action; **Range:** 60 ft.); **Target:** One living creature; **Duration:** Instantaneous; **Saving Throw:** Will negates; **Power Resistance:** No; **Power Point Cost:** 5

You deliver a telepathic strike that stuns the target for 3d4 rounds.

Metaphysical Weapon

Intelligence

Level: Battle Mind 3; **Display:** Visual (see text); **Manifestation Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One weapon or 50 projectiles (all of which must be in contact with each other at the time of manifestation); **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless, object); **Power Resistance:** Yes (harmless, object); **Power Points:** 5

A weapon gains a +3 enhancement bonus on attack and damage rolls. The enhanced weapon glows with pale silver radiance (not sufficient to provide illumination).

Alternatively, you can affect up to 50 arrows, bolts, or bullets. The projectiles must all be of the same type, and they have to be together in one group (such as in the same quiver or magazine). Projectiles (but not thrown weapons) lose their enhancement when used.

Mind Darts

Intelligence

Level: Battle Mind 3; **Display:** Visual (see text); **Manifestation Time:** Attack action; **Range:** 30 ft.; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Power Resistance:** Yes; **Power Point Cost:** 5

You create a flurry of mental bursts that deal 2d6 points of damage to a single target within range.

Mindlink

Charisma

Level: Telepath 3; **Targets:** One creature/level, no two of which are initially more than 30 ft. apart; **Power Point Cost:** 5

As *lesser mindlink*, except you can link more than just yourself and one other creature.

Mind Probe

Charisma

Level: Telepath 5; **Display:** Visual, Material, Audible; **Manifestation Time:** 1 minute; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** 1 minute/level; **Saving Throw:** Fortitude negates; **Power Resistance:** Yes; **Power Point Cost:** 9

All the target's memories and knowledge are accessible to you, from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the target's knowledge. You can also probe a sleeping target, though the target may make a Will save against the DC of the *mind probe* to wake after each question. Targets who do not wish to be probed can attempt to move beyond the power's range, unless somehow hindered. You pose the questions telepathically, and the answers to those questions are imparted directly to your mind. You and the target do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

Missive

Charisma [Language-Dependent]

Level: Telepath 0; **Display:** Visual; **Manifestation Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** Instantaneous; **Saving Throw:** Will negates; **Power Resistance:** Yes; **Power Point Cost:** 1

You send a telepathic message of up to ten words to any living creature within range. This is strictly a one-way exchange from you to the target. You must share a common language for the communication to be meaningful.

Natural Armor

Strength

Level: Battle Mind 4; **Display:** Olfactory, Material; **Manifestation Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level; **Power Points:** 7

Your skin grows thick ridges, providing a +4 natural armor bonus to your Defense. Natural armor does not carry an armor penalty and does not reduce your speed. This power's effect does not stack with other natural armor bonuses.

Negate Psionics

Constitution

Level: Battle Mind 3, Telepath 3; **Display:** Vi; **Manifestation Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target or Area:** One psionic character or creature, or one object; or 30-ft.-radius burst; **Duration:** Instantaneous; **Saving Throw:** None; **Power Resistance:** No; **Power Points:** 5

You can use *negate psionics* to end ongoing powers that are manifested on a creature or object, to temporarily suppress the psionic abilities of a psionic item, or to end ongoing power (or at least their effects) within an area. A negated power ends as if its duration had expired. *Negate psionics* can negate (but not counter) the ongoing effects of supernatural abilities as well as psionic powers. *Negate psionics* affects spell-like abilities just as it affects powers

(and spells). You can't use *negate psionics* to undo the effects of any power with instantaneous duration.

You choose to use *negate psionics* in one of two ways: a targeted negation or an area negation:

Targeted Negation: One object, creature, or power is the target of the power. You make a negation check against the power or against each ongoing power currently in effect on the object or creature. A negation check is 1d20 + 1 per manifester level against a DC of 11 + the manifester level of the power to be negated.

If the object that you target is a psionic item, you make a negation check against the item's manifester level. If you succeed, all the item's psionic properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonpsionic for the duration of the effect.

You automatically succeed on your negation check against any power that you manifest yourself.

Area Negation: The power affects everything within a 30-foot radius.

For each creature that is the target of one or more powers, you make a negation check against the power with the highest manifester level. If that fails, you make negation checks against progressively weaker powers until you negate one power (which discharges the *negate psionics* so far as that target is concerned) or fail all your checks. The creature's psionic items are not affected.

For each object that is the target of one or more powers, you make negation checks as with creatures. Psionic items are not affected by area negations.

For each ongoing power with an area centered within the *negate psionics* target area, you make a negation check to negate the power.

For each ongoing power whose area overlaps with that of the negation, you make a negation check to end the effect, but only within the area of the *negate psionics*.

Object Reading

Wisdom

Level: Telepath 1; **Display:** Audible, Material; **Manifestation Time:** Attack action; **Range:** Touch; **Target:** One object; **Duration:** Concentration, up to 10 minutes/level (D); **Saving Throw:** None; **Power Resistance:** Yes; **Power Point Cost:** 1

Objects accumulate psychic impressions left by their previous owners, which can be read by use of this power. The amount of information revealed depends on how long you study a particular object.

1st Round: Last owner's gender.
2nd Round: Last owner's age.
3rd Round: Last owner's appearance.
4th Round: Last owner's primary allegiance (if any).
5th Round: How last owner gained and lost the object.
6th+ Round: Previous-to-last owner's gender, and so on.

An object without any previous owners reveals no information. You can continue to run down the list of previous owners and learn details about them as long as the power's duration lasts. If you read the same object again, you don't pick up where you left off in the list of previous owners.

Power Resistance

Wisdom

Level: Telepath 5; **Display:** Visual, Material; **Manifestation Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level; **Saving Throw:** Will negates; **Power Resistance:** Yes; **Power Point Cost:** 9

You grant the target power resistance equal to 12 + your Telepath level.

Psychofeedback

Strength

Level: Battle Mind 4; **Display:** Visual; **Manifestation Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 1 minute (D); **Power Point Cost:** 7

You can use power points to boost your Strength, Dexterity, and Constitution modifiers as a free action. While the duration lasts, you can use power points on a round-by-round basis to boost any or all of your physical ability score modifiers (not the actual ability score) by a number equal to half the power points you expend for that round as a free action. For example, you can boost your Strength modifier by as much as 8 points (if you spend 16 power points). Unless you again spend 16 power points the following round, though, your Strength modifier returns to its normal level. You could simultaneously boost two scores, or all three, as long as you pay the total power point cost. You don't have to boost an ability modifier every round to keep the power in effect—as long as the duration lasts, you have the potential to boost your ability modifiers on any round you choose.

Sending

Dexterity

Level: Telepath 5; **Display:** Mental; **Manifestation Time:** Full-round action; **Range:** See text; **Target:** One creature; **Duration:** 1 round; **Saving Throw:** None; **Power Resistance:** No; **Power Point Cost:** 9

You contact a particular individual with whom you are familiar and send a short message of twenty-five words or less. The target recognizes you if it knows you. It can answer in like manner immediately. The target is not obliged to act on the message in any way.

Sensitivity to Psychic Impressions

Wisdom

Level: Telepath 2; **Display:** Audible, Material; **Manifestation Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** Area within a 25-ft. + 5 ft./2 levels-radius spread, centered on you; **Duration:** Concentration, up to 10 minutes/level (D); **Saving Throw:** None; **Power Resistance:** No; **Power Point Cost:** 2

You gain historical vision in a given location. Rooms, streets, tunnels, and other discrete locations accumulate psychic impressions left by powerful emotions experienced in a given area. These impressions offer you a picture of the location's past.





The types of events most likely to leave psychic impressions are those that elicited strong emotions: battles and betrayals, marriages and murders, births and great pain, or any other event where one emotion dominates. Everyday occurrences leave no residue for you to detect.

The vision of the event is dreamlike and shadowy. You do not gain special knowledge of those involved in the vision, though you might be able to read large banners or other writing if they are in your language.

You can sense one distinct event per round of concentration, if any exist at all. Your sensitivity extends into the past a number of years equal to 100 × your level.

Suggestion

Charisma [Compulsion, Mind-Affecting, Language-Dependent]

Level: Telepath 2; **Display:** Audible; **Manifestation Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** 1 hour/level or until completed; **Saving Throw:** Will negates; **Power Resistance:** Yes; **Power Point Cost:** 3

You influence the actions of the target by suggesting a course of action (limited to a sentence or two). The suggestion must be worded in such a manner as to make the action sound reasonable. Asking the target to stab itself, throw itself out a window, immolate itself, or do some other obviously harmful act automatically negates the effect of the power. However, a suggestion that a vat of acid is actually pure water and that a quick dip would be refreshing is another matter. Urging an attacking enemy agent to cease fire so that you and he may fight a common foe elsewhere is likewise a reasonable use of the power.

The suggested course of action can continue for the entire duration, such as in the case of the enemy agent mentioned above. If the suggested action can be completed in a shorter time, the power ends when the subject finishes what he was asked to do. You can instead specify conditions that will trigger a special action during the duration. If the condition is not met before the power expires, the action is not performed.

A very reasonable suggestion causes the saving throw to be made with a penalty (such as –1, –2, and so on) at the discretion of the GM.

Tailor Memory

Charisma [Mind-Affecting]

Level: Telepath 4; **Display:** Audible; **Manifestation Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One target of Medium-size or smaller; **Duration:** Instantaneous; **Saving Throw:** Will negates (see text); **Power Resistance:** Yes; **Power Point Cost:** 7

You insert a memory of your own choosing in the target's mind. You can insert a memory of up to 1 round duration per four manifester levels. Thus, at 8th level you could insert a false memory up to 12 seconds in length. You choose when the fake event occurred any time within the last week. You can't read the target's memory with this power, so unless you have specific knowledge of his activities in the last week, it is best to keep the inserted memory general.

Tailoring a memory is tricky, because if it is not done right the target's mind recognizes it as false. Dissonance occurs if you insert a memory that is out of context with the target's past experience. For instance, you create a memory of the target seeing you emerge from a specific bar in a specific city three days ago, but in reality, the target was not in that city at that time. He gains a bonus of +1 to +4 on his saving throw, depending on the magnitude of dissonance you create by specifying an out-of-context memory, as determined by the GM. In the above example, the target would gain a +1 bonus on his Will save if he had been to the city sometime last week (just not three days ago) but would get a +4 bonus if he had never been to that city. Likewise, inserting a memory of the target taking an action against his nature grants a +1 to +4 bonus, depending on the type of memory inserted. Inserting a memory that couldn't possibly be true causes the power to fail automatically. For example, a target's memory of committing suicide is obviously false.

Telekinesis

Constitution

Level: Telepath 4; **Display:** Visual; **Manifestation Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Target or Targets:** See text; **Duration:** Concentration, up to 1 round/level, or instantaneous (see text); **Saving Throw:** Will negates (object) (see text); **Power Resistance:** Yes (object) (see text); **Power Point Cost:** 7

You move objects or creatures by concentrating on them. The power can provide either a gentle, sustained force or a single short, violent thrust (manifester's choice).

Sustained Force: A sustained force moves a creature or object weighing up to 25 pounds per manifester level up to 20 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful Will save or with power resistance.

This power lasts up to 1 round per manifester level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or both. An object can't be moved beyond your range. The power ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though fine actions such as these require Intelligence checks against a DC set by the GM.

Violent Thrust: Alternatively, the telekinetic power can be expended in a single round. You can hurl one or more objects or creatures that are within range and all within 10 feet of each other toward any target within 10 feet/level of all the objects. You can hurl up to a total weight of 25 pounds per manifester level.

You must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack plus your Intelligence modifier. Weapons cause standard damage (with no Strength bonus). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects such as a barrel) to 1d6 points of damage

per 25 pounds for hard, dense objects (such as a boulder).

Creatures who fall within the weight capacity of the power can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the power. If creatures are telekinetically hurled against solid surfaces, they take damage as if they had fallen 10 feet (1d6 points).

Valor

Strength

Level: Battle Mind 0; **Display:** Audible; **Manifestation Time:** See text; **Range:** Personal; **Target:** You; **Power Point Cost:** 1

You can immediately apply a +1 morale bonus on a saving throw.

You can manifest this power instantly, quickly enough to gain the +1 morale bonus on a saving throw in the same round. Manifesting the power is a free action.

Verve

Strength

Level: Telepath 0/Battle Mind 0; **Display:** Material, Olfactory; **Manifestation Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 1 minute (D); **Power Point Cost:** 1

You gain 1 temporary hit point for the duration of the power.

Vigor

Strength

Level: Battle Mind 1; **Display:** Material, Olfactory; **Manifestation Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Power Point Cost:** 1

You suffuse yourself with power, gaining 3 temporary hit points.

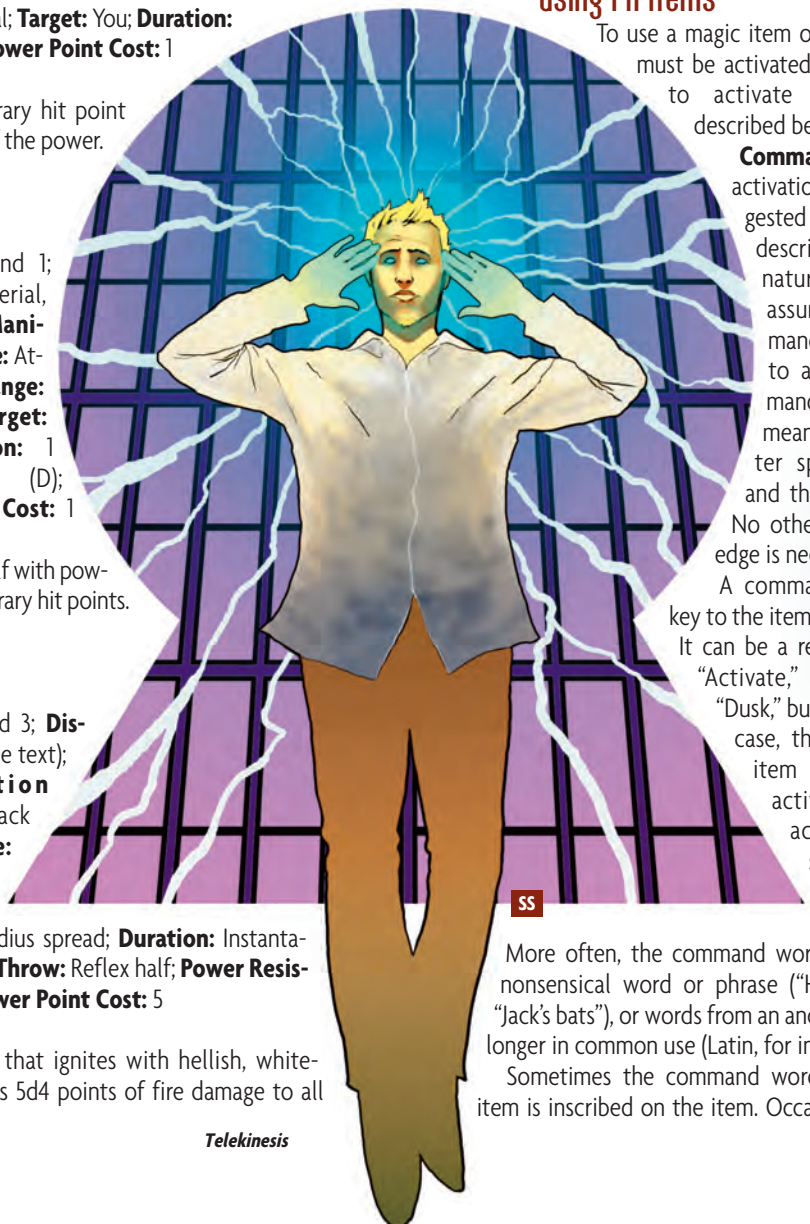
Whitefire

Intelligence [Fire]

Level: Battle Mind 3; **Display:** Visual (see text); **Manifestation Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Area:** 20-ft.-radius spread; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Power Resistance:** Yes; **Power Point Cost:** 5

You generate fire that ignites with hellish, white-hot fury that deals 5d4 points of fire damage to all creatures within the area you designate (you must be able to see the target area or a portion of it). Unattended objects also take damage.

This power sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze.



Telekinesis

FX ITEMS

Roberta Cain knows she has 45 seconds to download the chemical formula for a new drug scrambling the brains of local college students. Prying the data from the good doctor's computer is a snap, but she can hear the footfalls of security guards heading her way. With barely a moment to spare, she pockets the data disk and quaffs a *potion of stealth* stored in a tiny, cat-shaped vial. By the time the guards get the office door open, Roberta is lurking in the shadows, ready to snare them with her *wand of web* and make a clean getaway.

Magic items and psionic items are divided into categories: armor, weapons, potions, rings, scrolls, staffs, tattoos, wands, and wondrous items.

Using FX Items

To use a magic item or psionic item, it must be activated. The three ways to activate FX items are described below.

Command Word: If no activation method is suggested either in the item description or by the nature of the item, assume that a command word is needed to activate it. Command word activation means that a character speaks the word and the item activates. No other special knowledge is needed.

A command word is the key to the item's lock, as it were. It can be a real word such as "Activate," "Ziggurat," or "Dusk," but when this is the case, the holder of the item runs the risk of activating the item accidentally by speaking the word in normal conversation.

More often, the command word is a seemingly nonsensical word or phrase ("Hocus pocus" or "Jack's bats"), or words from an ancient language no longer in common use (Latin, for instance).

Sometimes the command word to activate an item is inscribed on the item. Occasionally, it might

be hidden within a pattern or design engraved on, carved into, or built into the item, or the item might bear a clue to the command word. For example, if the command word is "King," the item might have the image of a king or a crown etched in its surface.

The Knowledge (arcane lore) skill might be useful in identifying secret command words or deciphering clues regarding them. A successful check (DC 30) is needed to come up with the word itself. If that check is failed, succeeding at a second check (DC 25) might provide some insight or clue to discovering the command word or phrase.

Activating a command word FX item is an attack action and does not provoke attacks of opportunity.

FX Completion: This is the activation method for scrolls. A scroll is a magic spell that is mostly finished. All that's requires are some final gestures or words. To use an FX completion item safely, a character must be high enough level in the right class to cast the spell already.

Activating an FX completion item is an attack action and provokes attacks of opportunity.

Use Activated: This type of item is activated simply by use. A character drinks a potion, swings a sword, wears an amulet, or dons a hat. Use activation is generally straightforward and self-explanatory.

Many use-activated items are objects that a character wears. Continually functioning items, such as a *windbreaker of resistance*, are practically always items that one wears. A few, such as a *six-demon bag*, must simply be in the character's possession (on his person, not at home in a locked trunk). However, some items made for wearing, such as a *ring of the ram*, must still be activated. Although this activation sometimes requires a command word (see above), usually it means mentally willing the activation to happen. The description of an item states whether a command word is needed.

Unless stated otherwise, activating a use-activated FX item is either an attack action or a free action and does not provoke attacks of opportunity, unless the use involves committing an action that provokes an attack of opportunity in itself, such as running through a threatened area while wearing magic boots. If the use of the item takes time (such as drinking a potion or putting on or taking off a ring or hat) before an effect occurs, then use activation is an attack action. If the item's activation is subsumed in use and takes no extra time (such as swinging a magic sword that has a built-in enhancement bonus), use activation is a free action.

Use activation doesn't mean that if you use an item, you automatically know what it can do. Just wearing a *ring of stealth* does not immediately activate it. A character must know (or at least guess) what the item can do and then use the item to activate it, unless the benefit of the item comes automatically, such from drinking a potion or swinging a sword.

Size and FX Items

When an article of magic clothing, jewelry, or armor is discovered, most of the time size shouldn't be an issue. Many magic garments are made to be easily adjustable, or they adjust themselves magically to the wearer.

Limit on FX Items Worn

Characters are limited in their ability to use certain magic items, based on the item's type. Just as it doesn't make sense to wear multiple pairs of glasses or shoes simultaneously, so too characters can't stack items meant to be worn on a particular part of the body. Only so many magic items of a certain kind can be worn and be effective at the same time. The limits are:



Example magic items (left to right): ***potion of stealth, staff of fire,*** **scroll of** ***raise dead, ring of the ram, wand of web, gauntlet of lightning***

1 headband, headset, hat, or helmet
1 pair of eyeglasses, contact lenses, sunglasses, or goggles
1 amulet, brooch, medallion, necklace, necktie, or scarab
1 suit of armor (archaic or modern)
1 robe, jacket, windbreaker, or coat
1 cloak, cape, poncho, sweater, or mantle
1 vest or shirt
1 pair of bracers or bracelets, or 1 watch
1 pair of gloves or gauntlets
1 pair of earrings
2 rings
1 belt
1 pair of boots, shoes, or sandals
6 tattoos

Of course, a character may carry or possess as many items of the same type as he wishes. He can have a pouch jammed full of magic rings, for example, but can only benefit from two rings at a time. If he puts on a third ring, it doesn't work. This general rule applies to other attempts to "double up" on magic items—for instance, if a character puts on a magic cloak on top of the magic sweater he is already wearing, the cloak's power does not work.

Saving Throws against FX Items

Magic and psionic items either duplicate spells or psionic powers, or they have spell-like effects. The saving throw against an effect from a magic item has a DC equal to 10 + (1.5 × the level of the spell, power, or effect).

Most item descriptions give saving throw DCs for various effects, particularly when an effect has no exact spell equivalent.

FX Item Saving Throws

A magic item's saving throw bonuses are each equal to 2 + one-half its caster level or manifester level. For example, a *potion of darkvision* (caster level 3rd) gets a +3 bonus on any saving throw it is required to make.

FX Item Descriptions

What follows are a number of FX items that might be encountered in a campaign where magic and psionics are allowed. Each entry includes a description of the item and its game effects. Following the description is a line indicating the caster level or manifester level of the effect, the item's type (potion, ring, and so forth), a typical purchase DC, and the item's weight (in pounds).

The GM may increase the purchase DC of an item to account for its rarity in the campaign or lower the purchase DC of items that are readily available and easy to mass-produce.

Armor

Magic armor appears as normal armor. Conversely, psionic armor is usually imprinted with psionic circuitry (barely visible webs or lines) or set with crystals that contain or focus psionic energy.

Magic and psionic armor protects the wearer better than armor without any enhancement. Magic and psionic armor provide enhancement bonuses that stack with the equipment bonuses provided by the armor. Further, all armor penalties for magic and psionic armor are reduced by 1.

In addition to an enhancement bonus, armor may have special qualities, such as the ability to appear as normal clothing or the ability to cushion a fall. Armor with special qualities must have at least a +1 enhancement bonus.

Magic and psionic armor resizes itself to fit the wearer.

Magic or psionic armor confers its enhancement bonus to Defense for as long as it's worn. If armor has a special quality that the wearer needs to activate (such as the illusion ability of the *illusory concealable vest*), then the wearer needs to utter a command word (an attack action).

Purchase DC: To calculate the purchase DC for armor with an enhancement bonus but no special qualities, use the following table.

Enhancement Bonus	Purchase DC Modifier
+1	+8
+2	+13
+3	+18

For example, a concealable vest normally has a purchase DC of 15. A +1 enhancement bonus increases the vest's purchase DC by 8, so a *+1 concealable vest* would have a purchase DC of 23.

Armor with special qualities has an additional purchase DC modifier, as noted under each item entry.

Examples of armor with special qualities include the following.

Illusory Concealable Vest: The wearer of this concealable vest gains a +1 to +3 enchantment bonus to Defense. Upon command, the protective garment changes shape and form to assume the appearance of a sweater or other normal piece of clothing. The vest retains all its properties (including weight) when its illusion ability is in effect. Only a *true seeing* spell reveals the true nature of the armor.

Type: Armor (magic); *Caster Level:* 10th; *Purchase DC:* 31 (+1), 36 (+2), 41 (+3); *Weight:* 4 lb.

Undercover Vest of Landing: The wearer of this undercover vest gains a +1 to +3 enhancement bonus to Defense. The wearer also ignores the first 20 feet of damage from any fall. Regardless of the height of the fall, the wearer always lands on her feet.

Type: Armor (psionic); *Manifester Level:* 4th (+1), 7th (+2), 10th (+3); *Purchase DC:* 30 (+1), 35 (+2), 40 (+3); *Weight:* 3 lb.

Weapons

Magic weapons resemble normal weapons, except they are inscribed with various runes and sigils of power. Conversely, psionic weapons are usually imprinted with psionic circuitry (barely visible webs or lines) or set with crystals that contain or focus psionic energy.

As with armor, magic and psionic weapons have enhancement bonuses. The enhancement bonus applies both to attack rolls and damage rolls when the weapon is used in combat. All magic weapons and psionic weapons are considered mastercraft items, but a weapon's mastercraft bonus does not stack with its enhancement bonus.

In addition to an enhancement bonus, weapons may have special qualities, such as the ability to flame or the





ability to deal extra damage to evil creatures. A weapon with a special quality must have a +1 or better enhancement bonus.

Fully 30% of magic or psionic weapons shed light in a 20-foot radius. These glowing weapons cannot be concealed when drawn, nor can their light be shut off.

If a weapon has a special quality that the user needs to activate, then the user must speak a command word (an attack action).

Purchase DC: To calculate the purchase DC for a weapon with an enchantment bonus but no special qualities, use the following table.

Enhancement Bonus	Purchase DC Modifier
+1	+10
+2	+15
+3	+20

For example, a Beretta 92F normally has a purchase DC of 16. A +2 enhancement increases the handgun's purchase DC by 15, so a *+2 Beretta 92F* would have a purchase DC of 31.

Weapons with special qualities have an additional purchase DC modifier, as noted under each item entry.

Examples of weapons with special qualities include the following.

Charged Nunchaku: This weapon pulses with psionic energy and deals +1d4 points of damage with each successful strike.

Type: Weapon (psionic); *Manifester Level:* 10th; *Purchase DC:* 23 (+1), 28 (+2), 33 (+3); *Weight:* 2 lb.

Flaming Machete: In addition to its enhancement bonus, this machete becomes sheathed in flames when the wielder utters a command word. The fire does not harm the hand that holds the weapon, and the machete deals +1d6 points of fire damage on a successful hit.

Type: Weapon (magic); *Caster Level:* 10th; *Purchase DC:* 25 (+1), 30 (+2), 35 (+3); *Weight:* 3 lb.

Fragmentation Grenade of Distance: The range increment of this fragmentation grenade is double normal (20 feet instead of 10 feet).

The purchase DC given below is for a box of six grenades.

Type: Weapon (magic); *Caster Level:* 7th (+1 or +2), 10th (+3); *Purchase DC:* 35 (+1), 40 (+2), 45 (+3); *Weight:* 3 lb.

Holy Crossbow: Any bolt fired from this magic crossbow is blessed with holy power. It deals +2d6 points of bonus holy damage against any creature with the evil allegiance and bestows one negative level on any such creature that attempts to wield it. The negative level remains for as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Type: Weapon (magic); *Caster Level:* 7th (+1 or +2), 10th (+3); *Purchase DC:* 34 (+1), 39 (+2), 44 (+3); *Weight:* 7 lb.

Keen Chain Saw: In addition to its enhancement bonus, this chain saw threatens a critical hit on a natural roll of 19 or 20 (a normal chain saw has a threat range of 20).

Type: Weapon (magic); *Caster Level:* 10th; *Purchase DC:* 29 (+1), 34 (+2), 39 (+3); *Weight:* 10 lb.

Wounding Handgun: Any bullet fired from this magic Glock 17 deals such a terrible wound that, in addition to taking normal damage, the victim bleeds for 1 point of damage each round thereafter. Multiple wounds from the handgun result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped with a successful Treat Injury check (DC 15) or the application of a healing spell.

Type: Weapon (magic); *Caster Level:* 10th; *Purchase DC:* 38 (+1), 43 (+2), 48 (+3); *Weight:* 2 lb.

Potions

A potion is an elixir concocted with a spell-like or psionic effect that affects only the drinker. A potion is a single-use item that can only duplicate spells or psionic powers of 3rd level or lower. A potion vial has a Defense of 12, hardness 1, 1 hit point, and a break DC of 12. A vial holds 1 ounce of liquid.

Drinking a potion takes an attack action and provokes attacks of opportunity.

Purchase DC: A potion's purchase DC is 17 + the potion's caster level + spell level unless noted otherwise.

Examples of potions include the following.

Potion of Charisma: This potion allows the character to speak eloquently and persuasively as well as exude an aura of personality and charm, adding a +5 enhancement bonus to her Charisma score for 5 minutes.

Type: Potion; *Caster Level:* 5th; *Purchase DC:* 23; *Weight:* —.

Potion of Constitution: This potion makes the imbibing character more resilient. It provides a +5 enhancement bonus to the drinker's Constitution score for 5 minutes.

Type: Potion; *Caster Level:* 5th; *Purchase DC:* 23; *Weight:* —.

Potion of Cure Light Wounds: A character who drinks this potion heals 1d8+1 points of damage—as though he received a *cure light wounds* spell (page 342). More potent versions of this potion (with effects similar to the *cure moderate wounds* and *cure serious wounds* spells) are rumored to exist.

Type: Potion; *Caster Level:* 1st; *Purchase DC:* 19; *Weight:* —.

Potion of Darkvision: The imbibing character can see in the dark for 3 hours, although everything he sees appears in shades of black and white.

Type: Potion; *Caster Level:* 3rd; *Purchase DC:* 22; *Weight:* —.

Potion of Dexterity: The imbibing character becomes more graceful, agile, and coordinated. He gets a +5 enhancement bonus to his Dexterity score for 5 minutes.

Type: Potion; *Caster Level:* 5th; *Purchase DC:* 23; *Weight:* —.

Potion of Intelligence: The clarity of mind and quicker wit granted by this potion results in a +5 enhancement bonus to the drinker's Intelligence score for 5 minutes.

Type: Potion; *Caster Level:* 5th; *Purchase DC:* 23; *Weight:* —.

Potion of Invisibility: The drinker and any gear she is carrying vanish from sight. Even creatures with darkvision cannot see the invisible creature. Any object picked up

by the invisible creature remains visible unless tucked into clothing or a carrying item (such as a pouch or purse). Objects dropped or put down by the drinker become visible.

The potion does not silence the drinker, and certain conditions can render the affected creature visible (standing in the pouring rain, for example). The drinker becomes visible if she attacks any creature; otherwise, the effect lasts for 3 minutes.

Type: Potion; *Caster Level:* 3rd; *Purchase DC:* 22; *Weight:* —.

Potion of See Invisibility: This potion allows its drinker to see objects and beings that are invisible as if they were normally visible. It does not reveal illusions or allow the imbiber to see through opaque objects, nor does it reveal creatures that are simply hiding, concealed, or otherwise hard to see. The effect lasts 30 minutes.

Type: Potion; *Caster Level:* 3rd; *Purchase DC:* 22; *Weight:* —.

Potion of Stealth: This potion improves the drinker's ability to move quietly and stay out of sight, granting a +5 circumstance bonus on her Hide and Move Silently checks for 1 hour.

Type: Potion; *Caster Level:* 6th; *Purchase DC:* 24; *Weight:* —.

Potion of Strength: This potion improves the imbiber's strength, resulting in a +5 enhancement bonus to the drinker's Strength score for 5 minutes.

Type: Potion; *Caster Level:* 5th; *Purchase DC:* 23; *Weight:* —.

Potion of Truth: This potion forces the individual drinking it to say nothing but the truth for 10 minutes; a successful Will save (DC 12) negates the effect. Further, she is compelled to answer any questions put to her in that time, but with each question she is free to make a separate Will save (DC 12). If one of these secondary saves is successful, she doesn't break free of the truth-compelling enchantment but also doesn't have to answer that particular question. No more than one question can be asked each round. This effect is a mind-affecting enchantment.

Type: Potion; *Caster Level:* 4th; *Purchase DC:* 25; *Weight:* —.

Potion of Wisdom: Imbuing her with intuition, this potion adds a +5 enhancement bonus to the drinker's Wisdom score for 5 minutes.

Type: Potion; *Caster Level:* 5th; *Purchase DC:* 23; *Weight:* —.

Rings

A ring is a circular metal band worn on the finger that contains a spell-like ability or a psionic power (often an effect that persists as long as the ring is worn). A ring has a Defense of 13, hardness 10, 2 hit points, and a break DC of 25.

Activating a ring is an attack action and does not provoke attacks of opportunity.

Purchase DC: A ring's purchase DC is 25 + the ring's caster level unless noted otherwise.

Examples of rings include the following.

Ring of Energy Resistance 15: This ring absorbs one type of energy damage: acid, cold, electricity, fire, or sonic/concussion. Each time the wearer takes damage of the specified energy type, subtract 15 points of damage from the total. If the total damage is 15 points or less, the wearer takes no damage from the attack.

Type: Ring (magic); *Caster Level:* 5th; *Purchase DC:* 30; *Weight:* —.

Ring of Jumping: This ring continually allows the wearer to make incredible leaps, providing a +30 bonus on his Jump checks and eliminating the wearer's usual maximum distance limit.

Type: Ring (magic); *Caster Level:* 1st; *Purchase DC:* 26; *Weight:* —.

Ring of the Ram: The *ring of the ram* is an ornate ring forged of steel. It has the head of a ram (or a buck goat) as its device.

The wearer can command the ring to issue forth a ram-like force, manifested by a vaguely discernible shape that resembles the head of a ram or a goat. This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. Treat this as a ranged attack with a 50-foot maximum range and no penalties for distance.

The force of the blow is considerable, and those struck by the ring are subject to a bull rush if within 30 feet of the ring wearer. (The ram has Strength 25 and is considered Large.) The ram gains a +1 bonus on the bull rush attempt if 2 charges are expended, or +2 if 3 charges are expended.

In addition to its attack mode, the *ring of the ram* also has the power to open doors as if it were a character with Strength 25. If 2 charges are expended, the effect is equivalent to a character with Strength 27. If 3 charges are expended, the effect is that of a character with Strength 29.

A newly created ring has 50 charges. When all the charges are expended, the ring becomes a nonmagical item.

Type: Ring (magic); *Caster Level:* 9th; *Purchase DC:* 34; *Weight:* —.

Scrolls

A scroll is a spell magically inscribed onto paper or parchment so that it can be used later. Once the spell is cast, the scroll becomes blank or turns to dust. Scrolls are single-use items. A scroll has a Defense of 9, hardness 0, 1 hit point, and a break DC of 8.

No preparation time is needed to cast a spell written on a scroll. The reader must perform the short, simple, finishing parts of the spell (the final gestures, words, and so on). To use a scroll safely, a character must be high enough level in the right class to cast the spell already.

Activating a scroll has four prerequisites. First, the reader must be able to read the writing. This can be done with a successful Spellcraft check (DC 15 + the spell's level) or a *read magic* spell. Second, the user must be able to cast arcane spells (for arcane spell scrolls) or divine spells (for divine spell scrolls). Third, the user must have an Intelligence score high enough to cast the spell. Finally, the user must be able to see and read the text of the scroll.





If the user isn't high enough level to cast the spell normally, he must succeed at a caster level check (DC = the caster level of the scroll +1). If this check fails, the spell fails and disappears from the paper; the scroll is wasted.

Using a scroll is an attack action that provokes attacks of opportunity.

Purchase DC: A scroll's purchase DC is 15 + the scroll's caster level + spell level unless noted otherwise.

Examples of scrolls include the following.

Scroll of Fireball: This scroll appears as a thin, yellow sheet of parchment scribed with words.

Reading the scroll activates a *fireball* spell (see page 345). The spell functions exactly like a spell prepared and cast the normal way, except that no components are required.

Type: Scroll; *Caster Level:* 5th; *Purchase DC:* 23; *Weight:* —.

Scroll of Neutralize Poison: This scroll is a heavy sheet of vellum covered in flowing script and illuminated with entwined serpents and vines.

Reading the scroll activates a *neutralize poison* spell (see page 352). The spell functions exactly like a spell prepared and cast the normal way, except that no components are required.

Type: Scroll; *Caster Level:* 7th; *Purchase DC:* 26; *Weight:* —.

Scroll of Raise Dead: This scroll is a piece of leathery human skin covered with arcane words written in black ink or blood.

Reading the scroll activates a *raise dead* spell (see page 354). The spell functions exactly like a spell prepared and cast the normal way, except that no components are required.

Type: Scroll; *Caster Level:* 9th (divine); *Purchase DC:* 29; *Weight:* —.

Staffs

A staff is a 4- to 7-foot-long, ornately wrought shaft of wood enhanced to cast a number of different (though often related) spells or psionic powers. Most staffs easily double as walking sticks or cudgels. A staff has a Defense of 7, hardness 5, 10 hit points, and a break DC of 24.

A staff of divine spells can be used only by a divine spellcaster, and a staff of arcane spells can be used only by an arcane spellcaster. Only creatures with psionic abilities can use a staff of psionic powers.

Using a staff is an attack action and does not provoke attacks of opportunity. A staff has 50 charges when new.

Purchase DC: Unless noted otherwise, a staff's purchase DC is 24 + the staff's caster level or manifester level + the total levels of the spells stored in the staff.

For example, a staff containing a 1st-level spell, a 2nd-level spell, and a 3rd-level spell, with a caster level of 5th, would have a purchase DC of 35 (24 + 5 + 1 + 2 + 3). For a used staff with 25 charges, reduce the purchase DC by 2.

Examples of staffs include the following.

Staff of Fire: Crafted from exotic wood with brass bindings, this magic staff requires that the user hold it forth in at least one hand.

The staff has three uses, each identical to the corresponding arcane spell. Each time the staff is used, it depletes a certain number of charges.

Burning hands (5d4 points of fire damage; DC 13); uses 1 charge.

Fireball (9d6 points of fire damage; DC 15); uses 1 charge.

Wall of fire (DC 17); uses 2 charges.

Type: Staff (magic); *Caster Level:* 9th (arcane); *Purchase DC:* 43; *Weight:* 5 lb.

Staff of Illumination: Crafted from lightweight, hollow bronze and capped with a symbol of the sun, this magic staff requires that the user hold it forth in at least one hand.

The staff has three uses, each identical to the corresponding divine spell. Each time the staff is used, it depletes a certain number of charges.

Light; uses no charges.

Searing light (4d8 points of damage, or 9d6 points of damage to undead; Reflex save DC 15); uses 1 charge.

True seeing (lasts 9 minutes; Will save DC 17); uses 2 charges.

Type: Staff (magic); *Caster Level:* 9th (divine); *Purchase DC:* 41; *Weight:* 5 lb.

Staff of the Mind's Eye: Crafted from exotic wood and capped with a colorless crystal shaped like an eye, this staff has three uses, each identical to the corresponding psionic power. Each time the staff is used, it depletes a certain number of charges.

Brain lock (lasts 5 rounds; Will save DC 13); uses 1 charge.

Inflict pain (3d6 points of psychic damage; DC 15); uses 1 charge.

Whitefire (5d4 points of fire damage; Reflex save DC 17); uses 1 charge.

Type: Staff (psionic); *Manifester Level:* 9th; *Purchase DC:* 40; *Weight:* 5 lb.

Tattoos

Tattoos are single-use "items" containing a spell-like or psionic effect that affects only the bearer. They can be drawn or imprinted just about anywhere on the body; however, the bearer of a magic or psionic tattoo must touch it (and speak a command word) to activate its power, so tattoos are normally placed in easy-to-reach places.

A tattoo's design usually features some aspect of the spell-like or psionic effect. For example, a *tattoo of natural armor* might resemble an armadillo, while a *tattoo of spider climb* might look like a spider.

Magic and psionic tattoos are permanent until activated or dispelled.

Activating a tattoo is an attack action, requires the utterance of a command word, and does not provoke attacks of opportunity.

Purchase DC: A tattoo's purchase DC is 15 + the tattoo's caster level or manifester level + spell level or power level unless noted otherwise. The purchase DC includes the cost of drawing or imprinting the tattoo on the body.

Examples of tattoos include the following.

Tattoo of Body Adjustment: This tattoo has one of three effects, which the bearer chooses at the time of activation:

Instantly heal 3d6 points of damage.

Gain a +7 bonus on your next Fortitude save to negate further damage from any one disease or poison currently afflicting you.

Instantly heal 2 points of temporary ability damage.

Type: Tattoo (psionic); *Manifester Level:* 3rd; *Purchase DC:* 20; *Weight:* —.

Tattoo of Natural Armor: This tattoo, when activated, covers the bearer's skin in hard ridges that provide a +4 natural armor bonus to Defense. The effect lasts 7 minutes.

Type: Tattoo (psionic); *Manifester Level:* 7th; *Purchase DC:* 26; *Weight:* —.

Tattoo of Spider Climb: The bearer can climb and travel on vertical surfaces and ceilings for 30 minutes. The bearer gains a climb speed of 20 feet and need not make Climb checks to scale a surface. The bearer cannot take run actions for the duration of the effect.

Type: Tattoo (magic); *Caster Level:* 3rd; *Purchase DC:* 19; *Weight:* —.

Wands

A wand is a short stick imbued with the power to cast a specific spell 50 times. The spell must be 4th level or lower, and the wand cannot be recharged. A typical wand has a Defense of 7, hardness 5, 5 hit points, and a break DC of 16.

A divine spell wand can be used only by divine spellcasters, while an arcane spell wand can be used only by arcane spellcasters.

Using a wand is an attack action and does not provoke attacks of opportunity. A wand has 50 charges when new.

Purchase DC: Unless noted otherwise, a wand's purchase DC is 24 + the wand's caster level + the level of the spell stored in the wand. The purchase DC is for a fully charged wand. For a used wand with 25 charges, reduce the purchase DC by 2.

Sample wands include the following:

Wand of Animate Dead: This wand is carved from bone. It allows its user to cast *animate dead*.

Type: Wand (magic); *Caster Level:* 5th (divine); *Purchase DC:* 32; *Weight:* 1 lb.

Wand of Knock: This wand is carved from colored crystal. A single charge from the wand opens as many as two locked, barred, stuck, or magically held mechanisms within 30 feet of each other (including locked doors and containers).

Type: Wand (magic); *Caster Level:* 3rd (arcane); *Purchase DC:* 28; *Weight:* 1 lb.

Wand of Web: This wand is painted black and topped with an ebony spider, the legs of which extend the length of the wand's shaft. It allows its user to cast *web*.

Type: Wand (magic); *Caster Level:* 3rd (arcane); *Purchase DC:* 28; *Weight:* 1 lb.

Wondrous Items

Wondrous items include anything that doesn't fall into the other groups, including jewelry, tools, books, clothing, and gadgets.

Unless noted otherwise, activating a wondrous item takes an attack action and does not provoke attacks of opportunity. Wondrous items are activated by command word or use-activated.

Purchase DC: A wondrous item's purchase DC is 25 + the item's caster level + its FX modifier. The FX modifier depends on the item's nature, as shown on the table below:

Item's Nature	FX Modifier
Single-use item	—
Continuous effect or bonus [1]	+3
Limited number of uses per day	+2
Limited number of charges	+1

1 See Limit on FX Items Worn, page 373. A continuous effect item that does not take up one of these limited spaces has a +4 FX modifier (instead of +3).

Examples of wondrous items include the following.

Chemical Light Stick of Revealing: This FX item is physically indistinguishable from a normal chemical light stick (see page 119). However, it also reveals invisible creatures and objects within its 5-foot light radius. This magic item usually comes in packs of five, and each light stick lasts 6 hours.

The purchase DC and weight given below are for a pack of five.

Type: Wondrous Item (magic); *Caster Level:* 3rd; *Purchase DC:* 29; *Weight:* 1 lb.

Crystal Pistol: This item is the same size as a Small handgun and consists of a crystal shard attached to an ornate pistol butt and trigger mechanism. Pulling the trigger activates the psionic energy stored inside the crystal. The energy strikes a single target designated by the user and deals 3d6 points of bludgeoning damage. The user may choose to have the device deal nonlethal damage instead.

The target must be within 130 feet. A *crystal pistol* can be fired 50 times before the crystal shard is completely drained of psionic energy. This item cannot be recharged.

Firing a *crystal pistol* is an attack action and does not provoke attacks of opportunity.

Type: Wondrous Item (psionic); *Manifester Level:* 3rd; *Purchase DC:* 29; *Weight:* 2 lb.

Duct Tape of Repair: This magic brand of duct tape can repair damaged objects and vehicles. When a 5-foot strip of the *duct tape* is applied to the damaged area, the *duct tape* disappears and the object regains 1d8+5 hit points instantly.

Duct tape of repair comes in a standard-size roll and can be used 14 times before the roll is exhausted. Applying *duct tape of repair* is a full-round action that provokes attacks of opportunity.

Type: Wondrous Item (magic); *Caster Level:* 5th; *Purchase DC:* 31; *Weight:* 1 lb.

Gauntlet of Lightning: This finely wrought metal gauntlet is impossible to conceal when worn and has small steel lightning bolts jutting from the knuckles. The gauntlet allows its wearer to cast *lightning bolt* 3 times per day. Each bolt deals 5d6 points of electricity damage, or half if a Reflex save (DC 14) succeeds. Using the gauntlet is an attack action and does not provoke attacks of opportunity.

Type: Wondrous Item (magic); *Caster Level:* 5th; *Purchase DC:* 32; *Weight:* 1 lb.

Icethrower: This backpack and spray nozzle looks similar to a flamethrower (see page 102) but shoots a 45-foot-long *cone of cold* that deals 9d6 points of cold damage to



creatures and objects in the area. A successful Reflex save (DC 17) halves the damage. Using the *icethrower* is an attack action and provokes attacks of opportunity.

The cold fuel stored in the *icethrower*'s backpack is drained after 10 shots but can be replenished (at the cost of the item's purchase DC).

Type: Wondrous Item (magic); *Caster Level:* 9th; *Purchase DC:* 35; *Weight:* 50 lb.

Jade Crocodile: This 3-inch-long lump of jade vaguely resembles a crocodile. When the owner sets down the figurine and speaks the proper command word, the figurine instantly transforms into a crocodile that obeys its owner's simple commands ("Attack my enemies!" or "Guard this boat.") The crocodile remains for 10 minutes, reverting to figurine form at the end of this duration or when reduced to 0 hit points.

A *jade crocodile* can be used once per day. Activating the item is an attack action and does not provoke attacks of opportunity. The figurine has a Defense of 8, hardness 5, 6 hit points, and a break DC of 22.

Type: Wondrous Item (magic); *Caster Level:* 6th; *Purchase DC:* 33; *Weight:* —.

Leather Jacket of Damage Reduction: In addition to providing the usual +1 equipment bonus to Defense, this well-worn leather jacket reduces the damage to its wearer from any melee and ranged weapon attack by 1 point (1/—). This damage reduction stacks with any other damage reduction (such as that afforded by the Tough hero damage reduction talents).

Type: Wondrous Item (magic); *Caster Level:* 3rd; *Purchase DC:* 31; *Weight:* 4 lb.

Running Shoes of Striding and Springing: The wearer of these shoes moves at double her normal speed. In addition, these shoes allow the wearer to make great leaps, granting a +10 equipment bonus on Jump checks.

Type: Wondrous Item (magic); *Caster Level:* 5th; *Purchase DC:* 33; *Weight:* 1 lb.

Screaming Amulet: This amulet consists of a brilliant crystal set in a metallic frame shaped like a scowling face. As an attack action, the wearer can cause the amulet to emit a horrid psionic shriek that disrupts the brain waves of every living creature in a 15-foot-radius burst centered on the wearer (the wearer is unaffected). The shriek deals 7d6 points of damage, or half with a successful Will save (DC 17). Power resistance applies. Using a *screaming amulet* does not provoke an attack of opportunity. Activating the amulet costs 10 power points; if the wearer does not have 10 power points to spend, he cannot activate the item.

Type: Wondrous Item (psionic); *Manifester Level:* 7th; *Purchase DC:* 34; *Weight:* —.

Six-Demon Bag: A *six-demon bag* is a small, soft leather pouch tied off with a string. The string is sometimes adorned with wood or bone charms. So long as the bag remains bound, the possessor gains a +1 luck bonus on all saves. Opening or sealing the bag is a move action that provokes attacks of opportunity.

Inside the bag are six small rune-carved stones. Each stone can be hurled up to 60 feet, exploding at any point within range as designated by the possessor. Each stone releases a 15-foot-radius burst of energy or shrapnel that deals 5d6 points of damage, or half damage if a Reflex save (DC 15) succeeds.

Stone of Acid Rain: This stone releases a burst of acid.

Stone of Earth: This stone releases a burst of stony shards that deals slashing damage.

Stone of Fire: This stone releases a burst of fire.

Stone of Hail: This stone releases a burst of cold.

Stone of Lightning: This stone releases a burst of electricity.

Stone of Thunder: This stone releases a burst of sonic/concussion energy.

Once all six stones are thrown, the *six-demon bag* loses all of its magic properties.

Type: Wondrous Item (magic); *Caster Level:* 5th; *Purchase DC:* 34; *Weight:* —.

Windbreaker of Resistance: This garment offers magic protection in the form of a +1 to +3 resistance bonus on all saving throws.

Type: Wondrous Item (magic); *Caster Level:* 4th (+1), 7th (+2), 10th (+3); *Purchase DC:* 22 (+1), 25 (+2), 28 (+3); *Weight:* 1 lb.



Crystal pistol* and *screaming amulet

d20 MODERN™

CHARACTER NAME | PLAYER

CLASS | CHARACTER LEVEL | STARTING OCCUPATION

AGE | GENDER | HEIGHT | WEIGHT | EYES | HAIR | SKIN



CHARACTER RECORD SHEET

ABILITIES

	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP hit points — TOTAL: ____ — CURRENT HP: ____

DEFENSE — TOTAL: ____ = 10 + CLASS BONUS + EQUIPMENT BONUS + DEX MODIFIER + SIZE MODIFIER + MISC BONUS + ARMOR PENALTY

INITIATIVE modifier — TOTAL: ____ = DEX MODIFIER + MISC MODIFIER

BASE ATTACK bonus: ____

SPEED: ____

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
FORTITUDE (CONSTITUTION)				
REFLEX (DEXTERITY)				
WILL (WISDOM)				

REPUTATION: ____

ACTION POINTS: ____

WEALTH BONUS: ____

ATTACKS

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
MELEE attack bonus					
RANGED attack bonus					
	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM

ARMOR/PROTECTIVE ITEM	TYPE	EQUIPMENT BONUS	PROFICIENT?
			Yes ☐ No ☐

ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX	SPECIAL PROPERTIES

SKILLS

MAX RANKS: ____ / ____

CROSS-CLASS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC MODIFIER
☐	Balance	Dex		=		+		+	
☐	Bluff	Cha		=		+		+	
☐	Climb	Str		=		+		+	
☐	Computer Use	Int		=		+		+	
☐	Concentration	Con		=		+		+	
☐	Craft (_____)	Int		=		+		+	
☐	Craft (_____)	Int		=		+		+	
☐	Craft (_____)	Int		=		+		+	
☐	Decipher Script ■	Int		=		+		+	
☐	Demolitions ■	Int		=		+		+	
☐	Diplomacy	Cha		=		+		+	
☐	Disable Device ■	Int		=		+		+	
☐	Disguise	Cha		=		+		+	
☐	Drive	Dex		=		+		+	
☐	Escape Artist	Dex*		=		+		+	
☐	Forgery	Int		=		+		+	
☐	Gamble	Wis		=		+		+	
☐	Gather Information	Cha		=		+		+	
☐	Handle Animal ■	Cha		=		+		+	
☐	Hide	Dex*		=		+		+	
☐	Intimidate	Cha		=		+		+	
☐	Investigate ■	Int		=		+		+	
☐	Jump	Str*		=		+		+	
☐	Knowledge (_____)	Int		=		+		+	
☐	Knowledge (_____)	Int		=		+		+	
☐	Knowledge (_____)	Int		=		+		+	
☐	Listen	Wis		=		+		+	
☐	Move Silently	Dex*		=		+		+	
☐	Navigate	Int		=		+		+	
☐	Perform (_____)	Cha		=		+		+	
☐	Perform (_____)	Cha		=		+		+	
☐	Perform (_____)	Cha		=		+		+	
☐	Pilot ■	Dex		=		+		+	
☐	Profession	Wis		=		+		+	
☐	Read/Write Lang. (_____)	–		=		+		+	
☐	Read/Write Lang. (_____)	–		=		+		+	
☐	Read/Write Lang. (_____)	–		=		+		+	
☐	Repair ■	Int		=		+		+	
☐	Research	Int		=		+		+	
☐	Ride	Dex		=		+		+	
☐	Search	Int		=		+		+	
☐	Sense Motive	Wis		=		+		+	
☐	Sleight of Hand ■	Dex		=		+		+	
☐	Speak Language (_____)	–		=		+		+	
☐	Speak Language (_____)	–		=		+		+	
☐	Speak Language (_____)	–		=		+		+	
☐	Spot	Wis		=		+		+	
☐	Survival	Wis		=		+		+	
☐	Swim	Str*		=		+		+	
☐	Treat Injury	Wis		=		+		+	
☐	Tumble ■	Dex*		=		+		+	
☐	_____	____		=		+		+	
☐	_____	____		=		+		+	
☐	_____	____		=		+		+	

*Skills marked with ■ can't be used untrained. *ARMOR PENALTY, if any, applies.*

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CAMPAIGN

EXPERIENCE POINTS

GEAR

ITEM	WT.	ITEM	WT.
		TOTAL WEIGHT CARRIED	

ALLEGIANCES

LANGUAGES

LANGUAGE	READ/WRITE?	LANGUAGE	READ/WRITE?

FX ABILITIES

ARCANE SPELLS	DIVINE SPELLS	PSIONIC POWERS

FEATS

- ☐ Acrobatic
- ☐ Aircraft Operation*
- ☐ Alertness
- ☐ Animal Affinity
- ☐ Archaic Weapons Proficiency
- ☐ Armor Proficiency (light)
  - ☐ Armor Proficiency (medium)
    - ☐ Armor Proficiency (heavy)
- ☐ Athletic
- ☐ Attentive
- ☐ Blind-Fight
- ☐ Brawl
  - ☐ Improved Brawl
  - ☐ Knockout Punch
    - ☐ Improved Knockout Punch
  - ☐ Streetfighting
    - ☐ Improved Feint
- ☐ Builder
- ☐ Cautious
- ☐ Combat Expertise
  - ☐ Improved Disarm
  - ☐ Improved Trip
  - ☐ Whirlwind Attack
- ☐ Combat Martial Arts
  - ☐ Improved Combat Martial Arts
    - ☐ Advanced Combat Martial Arts
- ☐ Combat Reflexes
- ☐ Confident
- ☐ Creative
- ☐ Deceptive
- ☐ Defensive Martial Arts
  - ☐ Combat Throw
    - ☐ Improved Combat Throw
  - ☐ Elusive Target
  - ☐ Unbalance Opponent
- ☐ Dodge
  - ☐ Agile Riposte
  - ☐ Mobility
    - ☐ Spring Attack
- ☐ Drive-By Attack
- ☐ Educated*
- ☐ Endurance
- ☐ Exotic Melee Weapon Proficiency*
- ☐ Far Shot
  - ☐ Dead Aim
- ☐ Focused
- ☐ Frightful Presence
- ☐ Gearhead
- ☐ Great Fortitude
- ☐ Guide
- ☐ Heroic Surge
- ☐ Improved Damage Threshold**
- ☐ Improved Initiative
- ☐ Iron Will
- ☐ Lightning Reflexes
- ☐ Low Profile
- ☐ Medical Expert
- ☐ Meticulous
- ☐ Nimble
- ☐ Personal Firearms Proficiency
  - ☐ Advanced Firearms Proficiency
    - ☐ Burst Fire
    - ☐ Exotic Firearms Proficiency*
    - ☐ Strafe
- ☐ Point Blank Shot
  - ☐ Double Tap
  - ☐ Precise Shot
  - ☐ Shot on the Run
  - ☐ Skip Shot
- ☐ Power Attack
  - ☐ Cleave
    - ☐ Great Cleave
  - ☐ Improved Bull Rush
  - ☐ Sunder
- ☐ Quick Draw
- ☐ Quick Reload
- ☐ Renown
- ☐ Run
- ☐ Simple Weapons Proficiency
- ☐ Stealthy
- ☐ Studious
- ☐ Surface Vehicle Operation*
- ☐ Surgery
- ☐ Toughness**
- ☐ Track
- ☐ Trustworthy
- ☐ Two-Weapon Fighting
  - ☐ Improved Two-Weapon Fighting
    - ☐ Advanced Two-Weapon Fighting
- ☐ Vehicle Expert
  - ☐ Force Stop
  - ☐ Vehicle Dodge
- ☐ Weapon Finesse*
- ☐ Weapon Focus*
- ☐ Windfall**
- ☐ _____
- ☐ _____
- ☐ _____

*You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different skill, type of equipment, or weapon.
**You can gain this feat multiple times. Its effects stack.

TALENTS/SPECIAL ABILITIES

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