Pathfinder
Roleplaying Game

ALPHA
PLAYTEST

By Jason Bulmahn

PATHFINDER™
◆ Roleplaying Game ◆

ALPHA RELEASE 3

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Roleplaying Game

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INTRODUCTION

Welcome to the third, and final, Alpha release of the *Pathfinder Roleplaying Game.* Let me start by saying thank you for taking a look at these rules. We here at Paizo have been working hard to make this game the fantasy roleplaying game you want to play—a game where dragons live in dungeons, goblins lurk in the forest, and noble knights ride off to undertake perilous quests. It can be all of these things and more, depending on the style of game you want it to be. These rules can be used to run a game of high intrigue set in the court of a dying king, or they can be used to chronicle a desperate struggle for survival on the borderlands of an evil empire. It all depends on you and your imagination.

This release combines the rules from the first and second release along with a host of changes to those rules and a number of new rules. When combined with the 3.5 rules set, these rules allow you to begin play immediately. In August, we will release the Beta version of these rules as a softcover book and a free PDF, covering everything else you need to have a complete campaign. But I don't want this game to develop in a vacuum. I need your help to make this the best game possible.

Before I get into how you can help, it might be best to explain the history and design goals of the *Pathfinder RPG.* These rules guided me through the design process, and they should help you as you play the game.

HISTORY & DESIGN GOALS

In October 2007, I began a small side project. Since 4th Edition had recently been announced, I began to wonder how many people would stick with the 3.5 rules set. Everyone could agree that 3.5 needed some work, but the system itself was mostly sound. I thought that those folks who wanted to continue playing with the 3.5 rules might want some updated rules, since support was beginning to wane. What started out as a simple side project soon turned into an obsession as the rules document grew longer every day. When Paizo started looking for alternatives, my side project was a natural fit.

Two months ago, we posted the first Alpha release of these new rules as a free PDF. Since then, the rules have been downloaded by more than 15,000 people, and our messageboards have been buzzing with ideas and comments about the *Pathfinder RPG.* We have been combing through these boards, looking for places to improve the existing rules and the game as a whole. We could not have done it without you. In addition, I am pleased to announce that veteran game designer Monte Cook has been lending a hand over the past few months, acting as a rules consultant for the design team. His experrtise has been invaluable throughout this process.

When work first began on the *Pathfinder RPG,* I set down a number of principles to guide me. Since this game is based on the 3.5 rules set, I wanted to make sure that it stayed true to the original vision of the game. When taking a look at these

rules, please keep the following guidelines in mind as they might help you understand the changes that were made.

Improve the Game: The 3.5 rules set is excellent, but it has its flaws. Over the past few years, a number of common problems have seemed to crop up again and again, problems that delay the game or cause no end of arguments (grapple and polymorph, for example). I wanted the *Pathfinder RPG* to clean up these rules by streamlining in places and adding options in others. You can still grapple in the *Pathfinder RPG*, but it is no longer the huge headache that it was. I also worked to even out some of the choices. A number of 3.5 skills are far less valuable than others, making them suboptimal choices. In my experience, few rogues took Forgery, but Spot was an incredibly common choice. These rules work to balance some of these options. So while you might still take Perception over Linguistics, the latter is now a far more useful choice than it was before.

Add Options: Just before design began, a friend of mine asked me why no one ever seemed to take rogue beyond 2nd level or fighter beyond 4th level. This got me thinking. Far too many of the basic classes lose their luster after just a few levels, leading most players to take a host of other classes or a number of prestige classes. While this option is still available, I wanted to give every class a reason to be followed up through 20th level. To this end, I have tried to add options to the game whenever possible. This principle goes beyond class powers, as well. From sundering to magic items, there are now more options and choices to make than ever before, each one opening up whole new avenues of character and adventure design.

Compatibility: Of all the goals I set out with when designing this game, compatibility ranked near the top. I wanted to make sure that any rules we changed were adaptable to the extensive body of work that exists for the 3.5 rules set. In addition to being compatible, I wanted to ensure that any conversion work would be minimal. In most cases, this meant adding to existing rules, instead of subtracting from them. So, while we changed the way turning undead works, we did not remove turning undead from the game. We added options to the fighter without removing any of them. This design philosophy doesn't always hold true, however. Some skills were combined and a few disappeared altogether (goodbye, Use Rope). Whenever I broke this rule, it was because the other guidelines took precedence.

What's Next?

That's simple. Play. Incorporate these rules into your existing campaign or start up a whole new campaign using these rules to influence your decisions. We want to know what works and what needs more work, and we can't think of a better way to do that than getting thousands of gamers to help. As we release more rules, incorporate those into your game as well.

Your feedback and playtest reports will be used to help tune these rules. Your experiences will help guide the design from this point forward. By this coming August, we will offer the Beta release of these rules. These rules will hit our website (**paizo.com**) as a free PDF and as a standalone book. While these rules will be approaching their final state, we want to leave the door open for some additional changes and revisions along the way, culminating in the finished *Pathfinder RPG*, to be released in August 2009. At that point, all *Pathfinder* products, including *Pathfinder,* the *Pathfinder Companion,* the *Pathfinder Modules,* and *Pathfinder Chronicles* supplements will convert to these rules. For more information on this process, including how to get involved and where to submit feedback, see the Playtesting chapter at the end of this document.

Once again, thank you for your continued interest in the *Pathfinder RPG*. We look forward to hearing from you.

Jason Bulmahn
Lead Designer

GENERATING A CHARACTER

GENERATING A CHARACTER

From a sly rogue to a stalwart paladin, the *Pathfinder RPG* allows you to make the character you want to play. The following chapters cover character creation in detail, starting with ability scores and ending with spells and magic.

When generating a character, start by coming up with a concept or general type of character you want to play. Do you want a character who goes toe-to-toe with terrible monsters, matching claws and fangs against sword and shield? Or do you want a mystical seer who draws his powers from the great beyond to further his own ends? Nearly anything is possible. The only limit is your imagination.

Once you have a general concept worked out, use the following steps to bring your idea to life.

Step 1: Ability Scores

This chapter presents all the rules necessary to generate your character's ability scores. These scores determine your character's most basic attributes and are used to decide a wide variety of details and statistics. Some class selections require you to have better than average scores for some of your abilities.

Step 2: Race

Once you have settled on your ability scores, it's time to determine your character's race. A character's race modifies his ability scores and grants a number of other bonuses. There are seven basic races to choose from, although your game master (GM) might have others to add to the list.

Step 3: Class

A character's class determines many of his powers and abilities. Class represents a sort of profession that your character has undertaken, such as fighter or wizard. If this is a new character, he starts at 1st level in his chosen class. As he gains experience points (XP) for defeating monsters, he goes up in level, granting him new powers and abilities. Depending on a character's class, he might have a number of additional choices to make, such as what spells he knows.

Step 4: Skills

A character's class determines how many skills he possesses. Skills represent everyday abilities such as clambering over rocks and hearing someone opening a door. Each character is given a number of skill points that can be spent to become more proficient at various skills.

Step 5: Feats

Feats represent special abilities that a character has learned. Each character starts with at least one feat.

Step 6: Equipment

Each character begins play with an amount of gold pieces (gp) that can be spent on a wide variety of equipment and gear, from chainmail armor to a leather backpack.

Step 7: Details

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

Once your character has been generated, it's time to play the game. As you play, your character gains treasure and XP. After a few sessions, you character should earn enough experience to gain a level, granting him increased abilities, skills, and other statistics. The process of advancing your charter works much in the same way as generating a character, except that your ability scores, race, and previous choices concerning class, skills, and feats cannot be changed. Adding a level generally gives you new abilities, additional skill points to spend, more hit points, and possibly an ability score increase or additional feat. Over time, as your character rises to higher levels, he becomes a truly powerful force in the game world, capable of ruling nations or bringing them to their knees.

ABILITY SCORES

Ability scores represent a character's most basic attributes. They are his raw talent and prowess. While a character rarely rolls a check using just his ability score, these scores, and the modifiers they create, affect nearly every other aspect of a character's skills and abilities. Ability scores for characters generally range from 3 to 18, although racial bonuses and penalties can alter this, and the average of any score is 10.

Generating Ability Scores

There are a number of different methods used to generate ability scores. Each of these methods gives a different level of flexibility and randomness to character generation. Apply racial modifiers—see the Races chapter for more details.

Table 2-1: Ability Score Costs

Score	Points
7	−4
8	−2
9	−1
10	0
11	1
12	2
13	3
14	5
15	7
16	10
17	13
18	17

Table 2-2: Total Points

Campaign Type	Points
Low Fantasy	10
Standard Fantasy	15
High Fantasy	20
Epic Fantasy	25

Table 2-3: Ability Modifiers and Bonus Spells

Score	Modifier	Bonus Spells (by Spell Level)									
		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	−5	Can't cast spells tied to this ability									
2–3	−4	Can't cast spells tied to this ability									
4–5	−3	Can't cast spells tied to this ability									
6–7	−2	Can't cast spells tied to this ability									
8–9	−1	Can't cast spells tied to this ability									
10–11	0	—	—	—	—	—	—	—	—	—	—
12–13	+1	—	1	—	—	—	—	—	—	—	—
14–15	+2	—	1	1	—	—	—	—	—	—	—
16–17	+3	—	1	1	1	—	—	—	—	—	—
18–19	+4	—	1	1	1	1	—	—	—	—	—
20–21	+5	—	2	1	1	1	1	—	—	—	—
22–23	+6	—	2	2	1	1	1	1	—	—	—
24–25	+7	—	2	2	2	1	1	1	1	—	—
26–27	+8	—	2	2	2	2	1	1	1	1	—
28–29	+9	—	3	2	2	2	2	1	1	1	1
30–31	+10	—	3	3	2	2	2	2	1	1	1
32–33	+11	—	3	3	3	2	2	2	2	1	1
34–35	+12	—	3	3	3	3	2	2	2	2	1
36–37	+13	—	4	3	3	3	3	2	2	2	2
38–39	+14	—	4	4	3	3	3	3	2	2	2
40–41	+15	—	4	4	4	3	3	3	3	2	2
42–43	+16	—	4	4	4	4	3	3	3	3	2
44–45	+17	—	5	4	4	4	4	3	3	3	3
etc. . .											

Classic: Roll 3d6 and add the dice together. Record this result and repeat the process until you generate six scores. Assign these results to your ability scores as you see fit. This method is quite random, and some characters will have clearly superior abilities. This randomness can be taken one step further, with the results applied to the ability scores in the order they are rolled.

Modern: Roll 4d6 and add together the three highest results. Record this result and repeat the process until six scores are generated. Assign these results to your ability scores as you see fit. This method is less random than classic and tends to create characters with above-average ability scores.

Heroic: Roll 2d6 and add 6 to the results of the dice. Record this result and repeat the process until six scores are generated. Assign these results to your ability scores as you see fit. This method generates characters with mostly above-average scores.

Purchase: Each character receives a number of points to spend on increasing his basic attributes. In this method, all attributes start at a base of 10. A character can increase an individual score by spending some of his points. Likewise, he can gain more points to spend on other scores by decreasing one or more of his ability scores. No score can be reduced below 7 or raised above 18 using this method. See Table 2–1 for the costs of each score.

The number of points you have to spend using the purchase method depends on the type of campaign you are playing. The standard value for a character is 15 points to spend on your ability scores. Average nonplayer characters (NPCs) are typically built using as few as 3 points. See Table 2–2 for a number of possible point values depending on the style of campaign. The purchase method emphasizes player choice and creates equally balanced characters.

Determine Bonuses

Each ability, after changes made because of race, has a modifier ranging from −5 to +5. Table 2–3 shows the modifier for each score. It also shows bonus spells, which you'll need to know about if your character is a spellcaster.

The modifier is the number you apply to the die roll when your character tries to do something related to that

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ability. You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

Abilities and Spellcasters

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

The Abilities

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

Strength (STR)

Strength measures your character's muscle and physical power. This ability is especially important for those who engage in hand-to-hand (or "melee") combat, such as fighters, monks, paladins, and some rangers. Strength

also determines the maximum amount of equipment your character can carry.

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

Dexerity (DEX)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important one for rogues, but it's also high on the list for characters who typically wear light or medium armor (rangers and barbarians) or no armor at all (monks, wizards, and sorcerers). This ability is vital for characters seeking to excel at ranged weapons, such as the bow or sling.

You apply your character's Dexterity modifier to:

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

Constitution (CON)

Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all classes. Some creatures, such as undead and constructs, do not have a Constitution score.

You apply your character's Constitution modifier to:
- Each roll of a Hit Die (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he advances in level).
- Fortitude saving throws, for resisting poison, disease, and similar threats.

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

Intelligence (INT)

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

You apply your character's Intelligence modifier to:
- The number of languages your character knows at the start of the game.
- The number of skill points gained each level, though your character always gets at least 1 skill point per level.
- Appraise, Craft, Knowledge, Linguistics, and Spellcraft checks. These are the skills that have Intelligence as their key ability.

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

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

Wisdom (WIS)

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

You apply your character's Wisdom modifier to:
- Will saving throws (for negating the effects of *charm person* and other spells).
- Heal, Perception, Profession, Sense Motive, and Survival checks. These are the skills that have Wisdom as their key ability.

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

Charisma (CHA)

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

You apply your character's Charisma modifier to:
- Bluff, Diplomacy, Disguise, Handle Animal, Intimidate, Perform, and Use Magic Device checks. These are the skills that have Charisma as their key ability.
- Checks that represent attempts to influence others.
- Channel energy difficulty classes (DC) for clerics and paladins attempting to turn zombies, vampires, and other undead.

Sorcerers and bards get bonus spells based on their Charisma scores. The minimum Charisma score needed to cast a sorcerer or bard spell is 10 + the spell's level.

RACES

Dwarf   Halfling   Elf   Human   Gnome   Half-Orc   Half-Elf
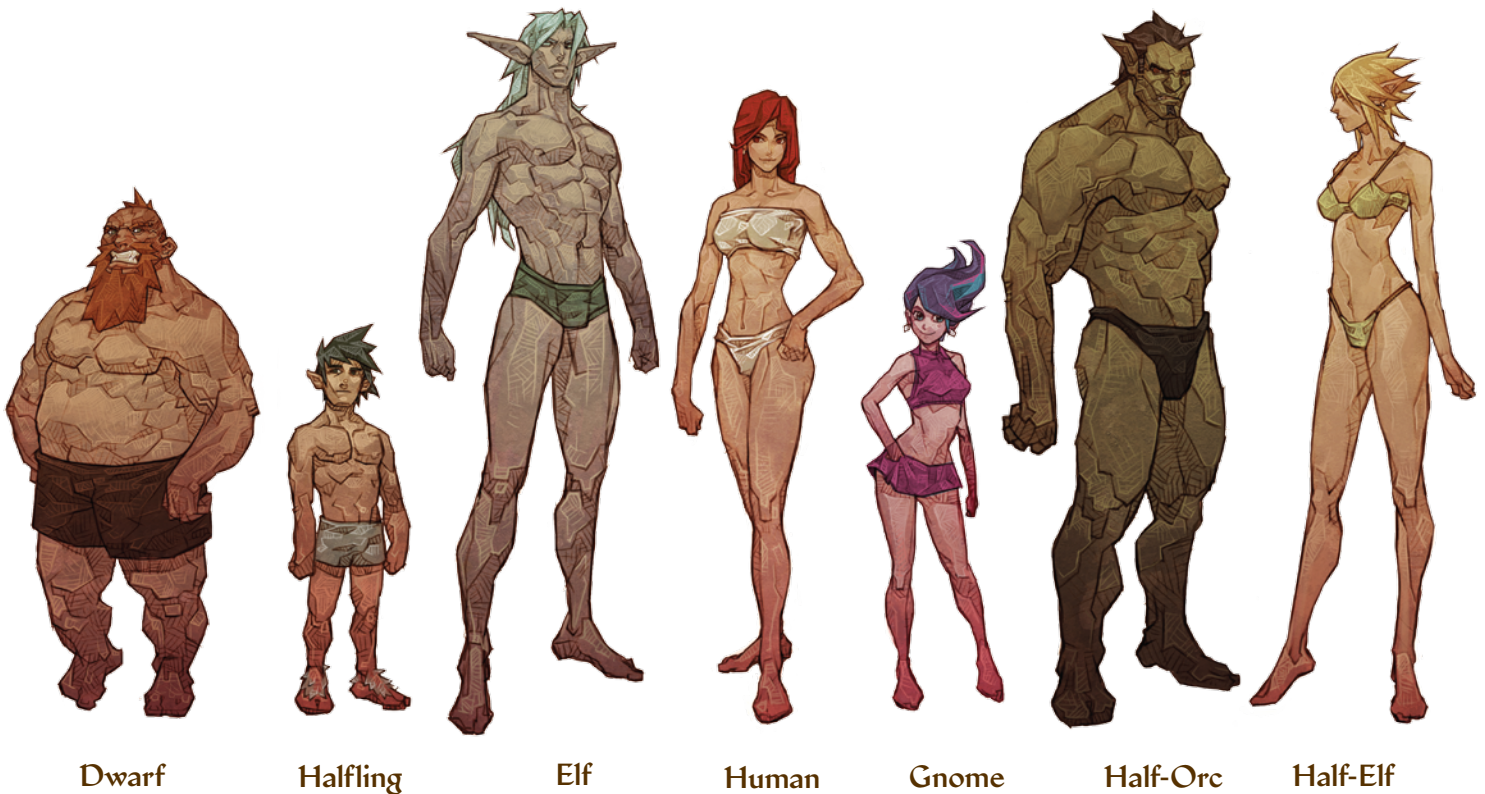
From the stout dwarf to the noble elf, the races of the *Pathfinder Chronicles* campaign setting are a diverse mix of cultures, attitudes, and appearance. The following are the most common races present in the civilized world.

DWARVES

Often called the "stout folk," dwarves are an ancient race. Standing about a foot shorter than most humans, they make up for it in overall bulk, for dwarves have wide shoulders and hips. Dwarves have a love for earth and stone, making them fine stonemasons and expert miners. Dwarves are resilient folk, capable of taking a great deal of punishment, both physical and magical. On the whole, they have a lust for treasure, especially precious metals and gems. Dwarves have a relatively dour outlook rooted in grim reality, but when in a good mood with ale in hand, their rumbling laughter can be heard for quite a distance.

Dwarf Racial Traits

+2 Constitution, +2 Wisdom, –2 Charisma: Dwarves are both tough and wise, but also a bit gruff.

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

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

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

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

Keen Senses: Dwarves receive a +2 bonus on taste- and touch-based Perception skill checks.

Greed: Dwarves treat Appraise as a class skill when attempting to determine the price of nonmagical goods that contain precious metals and gemstones.

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

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

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

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

Stability: Dwarves receive a +4 bonus to their combat maneuver bonus when resisting a bull rush or trip attempt while standing on the ground.

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

Favored Class: The favored class of dwarves is cleric or fighter. This choice must be made at 1st level and cannot be changed.

ELVES

Since the dawn of history, the elves have looked upon the other races from their forest abodes, watching them grow and prosper, struggling through barbarism and war. The elves are eternal, or nearly so, having life spans that rival the mighty dragons. While most elves live in woodland settings, others dwell in towering elven cities, full of graceful spires that blend in with the surrounding trees. Some elves choose to leave their kin behind and mingle with the other races, dwelling alongside them but never quite belonging. Elves are patient craftsmen, spending years perfecting their art, be it sword smithing, armor crafting, poetry, or song.

Elf Racial Traits

+2 Dexterity, +2 Intelligence, –2 Constitution: Elves are nimble, both in body and mind, but their form is frail.

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

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

Low-Light Vision: Elves can see twice as far as humans in conditions of poor illumination.

Keen Senses: Elves receive a +2 bonus on sight- and sound-based Perception checks. They can make a Perception check to spot a secret or concealed door if they pass within 10 feet, regardless of whether or not they are actively looking.

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

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

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

Languages: Elves begin play speaking Common and Elven. Elves with high Intelligence scores can choose any of the following: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

Favored Class: The favored class of elves is ranger or wizard. This choice must be made at 1st level and cannot be changed.

GNOMES

Where the elves have a tie to nature, gnomes are linked to the fey that inhabit the quiet corners of the world. While many can seem whimsical and distant, gnomes that dwell alongside other races often take to one craft or profession with obsessive zeal, using that passion to root them in their surroundings. Many view such gnomes as eccentric, as their passions tend toward invention, alchemy, or other technical pursuits. Those that dwell with fey are often the opposite, their lives full of frivolous endeavors, making them seem odd and fickle to outside observers. Even these gnomes take to one passion or another, usually music, song, or poetry. Some theorize that without passion, a gnome fades into the wild to join the fey forever.

Gnome Racial Traits

+2 Constitution, +2 Charisma, –2 Strength: Gnomes are physically weak but surprisingly hardy, and their attitude makes them naturally agreeable.

Small: Gnomes are Small creatures, and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, and a +4 size bonus on Stealth checks.

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

Low-Light Vision: Gnomes can see twice as far as humans in conditions of poor illumination.

Keen Senses: Gnomes receive a +2 bonus on smell- and touch-based Perception checks.

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

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

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

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

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

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

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

Favored Class: The favored class of gnomes is bard or sorcerer. This choice must be made at 1st level and cannot be changed.

HALF-ELVES

Born from elven and human parents, half-elves have trouble adjusting to either society. Ever since the elves and humans first met, there have been half-elves. Most half-elves are born from loving couples who tend their offspring in a manner best suited to their lifestyle. Half-elves tend to follow the societal path that they were raised in. While this is typically human, making those half-elves passionate and energetic, some are raised in elven clans, making them more reserved and deliberate. In either case, traits from the other parent seem to slip through, causing them no end of trouble among their peers. Like their human ancestors, half-elves are skilled at nearly any craft. Half-elves tend to be wanderers, as they find it difficult to fit in anywhere. It is no surprise, then, that many turn to a life of adventuring.

Half-Elf Racial Traits

+2 to one ability score: Half-elf characters get a +2 bonus on one ability score of their choice at creation, to represent their varied nature.

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

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

Low-Light Vision: Half-elves can see twice as far as humans in conditions of poor illumination.

Keen Senses: Half-elves receive a +2 bonus on sight- and sound-based Perception checks. They can make a Perception check to spot a secret or concealed door if they pass within 10 feet, regardless of whether or not they are actively looking.

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

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

Elf Blood: Half-elves count as elves for any effect related to race.

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

Favored Class: Half-elves can choose any one class as their favored class at 1st level. Once made, this choice cannot be changed.

HALF-ORCS

Born from orc and human parents, half-orcs are outcasts, looked upon with fear, hatred, and pity by most of the civilized world. Half-orcs are not a new phenomenon: in the days when orcs and humans clashed endlessly, many who found themselves caught in-between were the subjects of terrible violence, with half-orcs as the byproduct. While many half-orcs today share this dark history, others come from entire communities of half-orcs, bound together by their common lineage. Half-orcs favor many of the traits of their less-civilized parents, tending toward violence and a dark, brooding outlook. From their human parentage, half-orcs are gifted with a wide variety of passions. While these stereotypes are not universal, they are quite common. Half-orcs raised in orc society tend to blend in, earning positions of respect so long as they can physically match their peers. Those raised in human society often find themselves the targets of cruel prejudices and are frequent the suspect whenever a crime is uncovered. Due to such difficulties, many half-orcs turn to lives of crime or adventuring, where their combination of strength and wits serves them best.

Half-Orc Racial Traits

+2 Strength, +2 Wisdom, –2 Intelligence: Half-orcs are physically strong and constantly on the lookout for danger, but their orc stock hinders their intelligence.

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

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

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

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

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

Orc Blood: Half-orcs count as orcs for any effect related to race.

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

Favored Class: The favored class of half-orcs is barbarian or cleric. This choice must be made at 1st level and cannot be changed.

HALFLINGS

Living alongside many other civilized races, halflings are an accepted part of most societies. Although their role

varies greatly from citizen to slave, it's their spirit and sense of community that sets them apart. Halflings care a great deal about their families and other close relations, making them great friends as well as bitter enemies to those who have wronged them. While some halflings prefer to settle in one location, usually with others of their kind and extended families, others feel a greater sense of wanderlust and move from place to place as their moods and the situations dictate. Halflings have a relatively optimistic outlook, being able to find the bright side of nearly any situation. This, combined with their uncanny luck, makes them relatively fearless, willing to risk their lives for the chance of adventure.

Halfling Racial Traits

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

Small: Halflings are Small creatures, and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, and a +4 size bonus on Stealth checks.

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

Keen Senses: Halflings receive a +2 racial bonus on sound-based Perception skill checks.

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

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

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

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

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

Favored Class: The favored class of halflings is bard or rogue. This choice must be made at 1st level and cannot be changed.

HUMANS

Of all the races, humans show the most variety. They're a young race by the standards of elves and dwarves, but have accomplished much in their short time. Human cities dot the landscape and their kingdoms rule much of the world. Yet for all of their power, they can easily recede into barbarism within a generation. While some strive to make the world a better place, others seek to conquer it, drawing up great hosts to march on their civilized neighbors. While their craftsmanship does not equal that of many other races, humans are skilled at nearly

FAVORED CLASS

Each race has a favored class, representing its natural affinity for a specific set of skills and abilities. Whenever you take a level in your race's favored class, you receive +1 hit point. Humans and half-elves frequently get this bonus, unless they multiclass. You do not gain this bonus for taking levels in a prestige class, regardless of its focus or theme.

every trade imaginable. Not surprisingly, adventuring is a common occupation, as most humans have an innate curiosity about what lies beyond the next horizon or at the bottom of the nearest dungeon.

Human Racial Traits

+2 to one ability score: Human characters get a +2 bonus on one ability score of their choice at creation, to represent their varied nature.

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

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

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

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

Weapon Training: Humans are proficient with any one martial weapon of their choice, in addition to those granted by class proficiencies. This weapon must be chosen at 1st level and cannot be changed.

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

Favored Class: Humans can choose any one class as their favored class at 1st level. Once made, this choice cannot be changed.

CLASSES

A character's class is one of his most defining features. It's the source of most of his abilities, skills, and feats, and these help give him a unique and valuable role in any adventuring party.

CHARACTER ADVANCEMENT

As player characters successfully overcome the challenges set before them, they gain valuable experience that ultimately leads to greater powers and abilities. This progression is represented by a simple experience system that rewards characters for facing challenges, defeating monsters, disarming traps, and accomplishing story goals. As experience points accumulate, characters advance in level, gaining new abilities, feats, spells, skills, and other class-related powers. The rate of this advancement depends on the type of game that you and your GM would like to play. Some prefer a fast-paced game, where characters gain levels every few sessions, while others prefer a game where advancement occurs less frequently. In the end, it is up to your group to decide what rate fits you best. Characters advance in level according to table 4–1.

PLAYER CHARACTER CLASSES

The following modifications are designed to balance the player character classes.

BARBARIAN

Alignment: Any nonlawful.
Hit Die: d12.

Class Skills

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

    Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the barbarian.

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

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

    Rage (Ex): A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian gains a number of rage points equal to 4 + her Constitution modifier. At each level after 1st, she gains an additional number of rage points equal to 2 + her Constitution modifier. Temporary increases to Constitution, such as those gained from rage and spells like *bear's endurance,* do not increase a barbarian's total number of rage points. A barbarian must spend one rage point to enter a rage and

Table 4-1: Character Advancement and Level-Dependent Bonuses

Character Level	Experience Point Total			Feats	Ability Score
	Slow	Medium	Fast		
1st	—	—	—	1st	—
2nd	3,000	2,000	1,300	—	—
3rd	7,500	5,000	3,300	2nd	—
4th	14,000	9,000	6,000	—	1st
5th	23,000	15,000	10,000	3rd	—
6th	35,000	23,000	15,000	—	—
7th	53,000	35,000	23,000	4th	—
8th	77,000	51,000	34,000	—	2nd
9th	115,000	75,000	50,000	5th	—
10th	160,000	105,000	71,000	—	—
11th	235,000	155,000	105,000	6th	—
12th	330,000	220,000	145,000	—	3rd
13th	475,000	315,000	210,000	7th	—
14th	665,000	445,000	295,000	—	—
15th	955,000	635,000	425,000	8th	—
16th	1,350,000	890,000	600,000	—	4th
17th	1,900,000	1,300,000	850,000	9th	—
18th	2,700,000	1,800,000	1,200,000	—	—
19th	3,850,000	2,550,000	1,700,000	10th	—
20th	5,350,000	3,600,000	2,400,000	—	5th

Table 4-2: Barbarian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Fast movement, rage
2nd	+2	+3	+0	+0	Rage power, uncanny dodge
3rd	+3	+3	+1	+1	Trap sense +1
4th	+4	+4	+1	+1	Rage power
5th	+5	+4	+1	+1	Improved uncanny dodge
6th	+6/+1	+5	+2	+2	Rage power, trap sense +2
7th	+7/+2	+5	+2	+2	Damage reduction 1/—
8th	+8/+3	+6	+2	+2	Rage power
9th	+9/+4	+6	+3	+3	Trap sense +3
10th	+10/+5	+7	+3	+3	Damage reduction 2/—, rage power
11th	+11/+6/+1	+7	+3	+3	Greater rage
12th	+12/+7/+2	+8	+4	+4	Rage power, trap sense +4
13th	+13/+8/+3	+8	+4	+4	Damage reduction 3/—
14th	+14/+9/+4	+9	+4	+4	Indomitable will, rage power
15th	+15/+10/+5	+9	+5	+5	Trap sense +5
16th	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/—, rage power
17th	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18th	+18/+13/+8/+3	+11	+6	+6	Rage power, trap sense +6
19th	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/—
20th	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage power

DESIGNER NOTES: STARTING HIT POINTS

We've had a great deal of debate about starting hit points, and have yet to come to a satisfying conclusion. Here are the options that we have floating around. Each one has its pros and cons, but the goal here is the same: to make 1st-level characters a bit more durable. Please try them out and let us know which ones work for you.

Standard: Maximum hit points for 1st level plus your Constitution modifier and any other bonuses.

Double: Double your maximum hit points for 1st level plus your Constitution modifier and any other bonuses.

Racial: Maximum hit points for 1st level plus your Constitution modifier and any other bonuses. In addition, you get a number of bonus hit points based on your race. The frail races (elf, gnome, and halfling) receive 4 hit points. The standard races (half-elf and human) receive 6 hit points. The hardy races (dwarf and half-orc) receive 8 hit points.

Flat: Maximum hit points for 1st level plus your Constitution modifier and any other bonuses. In addition, each character receives a flat number of bonus hit points, regardless of race or class. Our recommendation is 6 hit points.

Constitution: Maximum hit points for 1st level plus your Constitution score and any other bonuses.

one additional point at the start of any round spent in rage. In addition, rage points can be spent to activate rage powers. A barbarian can enter rage as a free action. Rage points are renewed after resting for 8 hours, although these hours do not need to be consecutive.

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

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rage points spent during the rage. A barbarian cannot enter a new rage while fatigued but can otherwise enter rage multiple times during a single encounter or combat.

Rage Powers: As a barbarian gains experience, she learns to harness her rage in new ways. Starting at 2nd level, a barbarian gains one rage power. She gains an additional rage power for every two levels of barbarian attained after 2nd level. A barbarian can use her rage powers only while raging, with each power consuming a set number of rage points. A barbarian cannot select an individual power more than once. Unless otherwise noted, these abilities are swift actions that must be performed on the barbarian's turn.

Animal Fury (Ex): The barbarian may make a bite attack using her full base attack bonus plus her Strength modifier. If the bite hits, it deals 1d6 points of damage (assuming the barbarian is Medium; 1d4 points of damage if Small) plus the barbarian's Strength modifier. A barbarian can use this power while grappled. If the bite attack hits, any grapple checks made against the target this round are at a +2 bonus. (2 rage points)

Clear Mind (Su): A barbarian may reroll a failed Will save. This power is used as an immediate action after the save is failed. The barbarian must take the second result, even if it is worse. A barbarian must be at least 8th level before selecting this power. (6 rage points)

Increased Damage Reduction (Ex): The barbarian gains damage reduction 1/— per 4 rage points spent for 1 round. This damage reduction stacks with that granted by the barbarian class feature. The barbarian cannot increase her damage reduction by more than 3/— with this power. A barbarian must be at least 12th level before selecting this ability. (4, 8, or 12 rage points)

Elemental Rage (Su): All of the barbarian's attacks deal an additional 1d6 points of energy damage for 1 round. The energy type must be acid, cold, electricity, or fire. This energy damage does not stack with energy damage dealt by special weapon abilities if it is of the same type. A barbarian must be at least 12th level before selecting this power. (8 rage points)

Guarded Stance (Ex): The barbarian gains a dodge bonus to her Armor Class equal to 1/2 her barbarian level for 1 round against melee attacks. (2 rage points)

Intimidating Glare (Ex): The barbarian can make an Intimidate check against one adjacent foe as a free action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 2d6 rounds. (4 rage points)

Knockback (Ex): Anyone hit by the barbarian's melee attacks this round is pushed back 5 feet, if possible. This power is used as a swift action before any attacks are made. (4 rage points)

Low-Light Vision (Ex): The barbarian's senses suddenly sharpen and she gains low-light vision for 1 round. (2 rage points)

Mighty Swing (Ex): The barbarian automatically confirms a critical hit. This power is used as an immediate action once a critical threat has been determined. A barbarian must be at least 8th level before selecting this power. (8 rage points)

Moment of Clarity (Ex): The barbarian does not take any of the penalties from rage for 1 round. This includes the penalty to Armor Class and the restriction on what actions can be performed. (4 rage points)

Night Sight (Ex): The barbarian's senses grow incredibly sharp while raging and she gains darkvision 60 feet for 1 round. A barbarian must have low-light vision as a rage power or a racial trait to select this rage power. (4 rage points)

Powerful Blow (Ex): The barbarian adds her barbarian level on one damage roll. This power is used as a swift action before the roll to hit is made. (4 rage points)

Quick Reflexes (Ex): The barbarian can make an additional attack of opportunity above the normal limit of one per round. This power is used as an immediate action when an opponent takes an action that provokes an attack of opportunity. (4 rage points)

Renewed Vigor (Su): The barbarian heals 1d8 points of damage + her Constitution modifier. This power is used as a standard action. A barbarian must be at least 6th level before selecting this power. (6 rage points)

Rolling Dodge (Ex): The barbarian gains a dodge bonus to her Armor Class equal to 1/2 her barbarian level for 1 round against ranged attacks. (2 rage points)

Roused Anger (Ex): The barbarian may enter rage even if fatigued. This power is used as a free action when the barbarian enters rage. (4 rage points)

Strength Surge (Ex): The barbarian adds her barbarian level on one Strength check or combat maneuver check, or to her combat maneuver bonus when an opponent attempts a maneuver against her. This power is used as an immediate action. (2 rage points)

Surprise Accuracy (Ex): The barbarian adds her barbarian level on one attack roll. This power is used as a swift action before the roll to hit. (4 rage points)

Swift Foot (Ex): The barbarian gains an enhancement bonus to her speed for 1 round equal to 10 feet per 2 rage points spent. Her speed cannot be increased by more than 30 feet in this way. (2, 4, or 6 rage points)

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

Unexpected Strike (Ex): The barbarian can take one additional attack as part of a full-attack action at her highest bonus. This additional attack does not stack with *haste* or other similar effects. A barbarian must be at least 8th level before selecting this power. (8 rage points)

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

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

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

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

Greater Rage (Ex): At 11th level, when a barbarian enters rage, she can choose to enter a greater rage. The bonus to her Strength and Constitution increases to +6 and the morale bonus on her Will saves increases to +3. A barbarian must spend 2 rage points to enter greater rage, and must expend 2 rage points per round to maintain her rage.

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

Tireless Rage (Ex): Starting at 17th level, a barbarian no longer becomes fatigued at the end of her rage.

Mighty Rage (Ex): At 20th level, when a barbarian enters rage, she can choose to enter mighty rage. The bonus to her Strength and Constitution increases to +8 and the morale bonus on her Will saves increases to +4. A barbarian must spend 4 rage points to enter mighty rage, and must expend 4 rage points per round to maintain her rage.

BARD

Alignment: Any.
Hit Die: d8.

Class Skills

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

Skill Ranks Per Level: 6 + Int modifier

Class Features

All of the following are class features of the bard.

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

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

Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 4–3. In addition, he receives bonus spells per day if he has a high Charisma score.

The bard's selection of spells is extremely limited. A bard begins play knowing four 0-level spells and two 1st-level spells of the bard's choice. At each new bard level, he gains one or more new spells, as indicated on Table 4–4. (Unlike spells per day, the number of spells a bard knows is not affected by his Charisma score. The numbers on Table 4–4 are fixed.)

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

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

Bardic Knowledge: At 1st level, a bard selects one Knowledge skill. He gains 1 bonus skill rank to place in that Knowledge skill and an additional skill rank every time he gains a level. In addition, a bard adds 1/2 his level (minimum 1) to all Knowledge skill checks and may make such checks untrained.

Bardic Performance: Once per day per bard level, a bard can use his Perform skill to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic performance, they can be activated using any Perform skill, such as dancing, singing, playing an instrument, or performing comedy. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic performance ability until he acquires the needed ranks. Some abilities can only be used by a bard with a specific type of Perform.

Starting a bardic performance effect is a standard action. Some bardic performance abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using a bardic performance ability that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Bardic performance has specific limitations, depending on the type of Perform
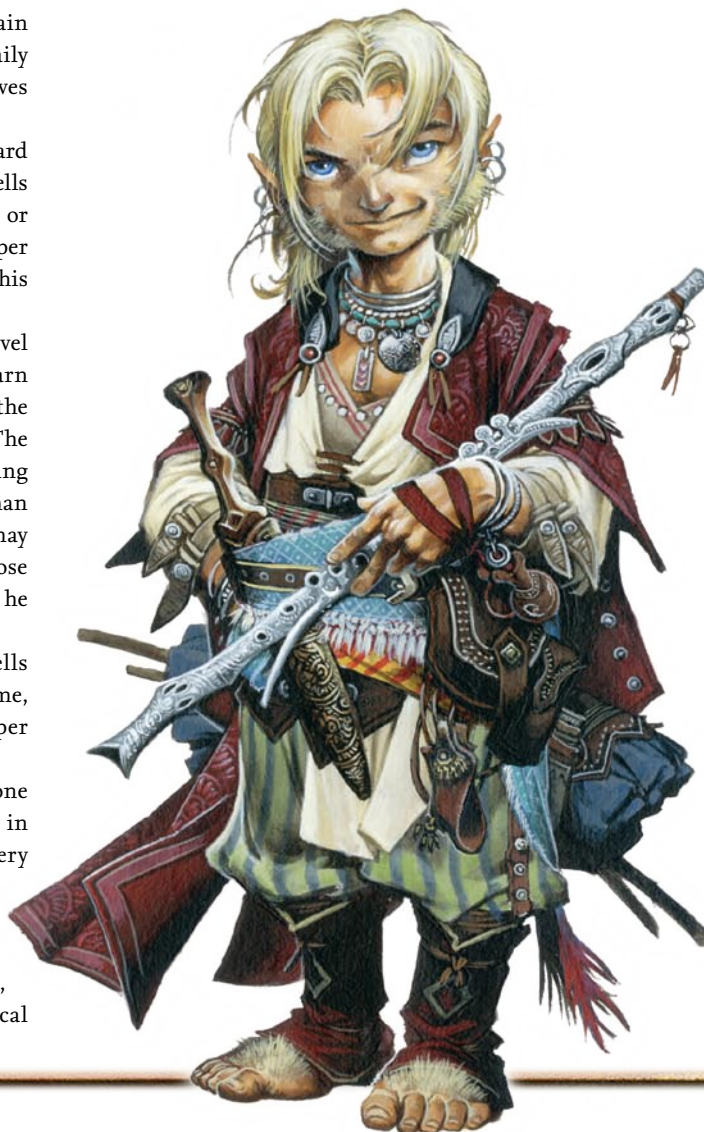
Table 4–3: Bard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Bardic knowledge, bardic performance, cantrips, countersong, distraction, *fascinate*, inspire courage +1	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Well-versed	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Inspire competence	3	—	—	—	—	—
4th	+3	+1	+4	+4		3	1	—	—	—	—
5th	+3	+1	+4	+4	Inspire courage +2, lore master 1/day	4	2	—	—	—	—
6th	+4	+2	+5	+5	*Suggestion*	4	3	—	—	—	—
7th	+5	+2	+5	+5		4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Dirge of doom, discordant performance	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Inspire greatness	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7		5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Inspire courage +3, lore master 2/day	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	*Song of freedom, soothing performance*	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8		5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	*Frightening tune, paralyzing show*	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Inspire heroics	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10		5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Inspire courage +4, lore master 3/day	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	*Mass suggestion*	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Jack of all trades	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Deadly performance	5	5	5	5	5	5

skill used to activate it. Bardic performance activated with Perform (act) or Perform (dance) requires line of sight to the targets of its effects and does not affect blind creatures. Bardic performance activated with Perform (comedy) and Perform (oratory) requires the targets to be able to hear the bard, and such effects are language dependent (although the bard can activate magic items that require a magic word, such as wands, while using these types of Perform to activate bardic performance). Bardic performance activated using any other type of Perform only requires the targets to be able to hear the bard. These requirements are in addition to those listed with each bardic performance ability.

Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic performance using a Perform skill that relies on sound. A blind bard has a 50% chance to fail when attempting to use bardic performance using a Perform skill that relies on sight. If he fails either of these checks, the attempt still counts against his daily limit.

Countersong (Su): A bard with 1 or more ranks in a Perform skill can use his music or song to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong does not work on effects that don't allow saves. The bard may keep up the countersong for 10 rounds. A bard can use this bardic performance ability utilizing Perform (keyboard, percussion, wind, string, or sing).

Distraction (Su): A bard with 1 or more ranks in a Perform skill can use his performance to counter magical effects that depend on sight. Each round of the distraction, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the distraction is already under the effect of a

TABLE 4-4: BARD SPELLS KNOWN

	Spells Known						
Level	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform check result for the save. Distraction does not work on effects that don't allow saves. The bard may keep up the distraction for 10 rounds. A bard can use this bardic performance ability utilizing Perform (act, comedy, dance, or oratory).

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

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

another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. *Fascinate* is an enchantment (compulsion), mind-affecting ability. A bard can use this bardic performance ability utilizing any type of Perform.

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

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

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

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

Making a *suggestion* doesn't count against a bard's daily limit on bardic performances. A Will saving throw (DC 10 + 1/2 bard's level + bard's Cha modifier) negates the effect. This ability affects only a single creature (but see *mass suggestion*, below). *Suggestion* is an enchantment (compulsion), mind-affecting, language-dependent ability. A bard can use this bardic performance ability utilizing any type of Perform.

Dirge of Doom (Su): A bard of 8th level or higher with 8 or more ranks in a Perform skill can use his performance to foster a sense of growing dread in his enemies, causing them to take a number of penalties. To be affected, an enemy must be able to hear the bard perform and be within 30 feet. The effect lasts for as long as the enemy hears

the bard and remains within 30 feet, and it persists for 3 rounds after the bard stops playing or the enemy leaves the area. Affected enemies are shaken and take a –2 penalty on ability checks, attack rolls, saving throws, and skill checks. A bard can use this bardic performance ability utilizing Perform (keyboard, percussion, wind, string, or sing).

Discordant Performance (Su): A bard of 8th level or higher with 8 or more ranks in a Perform skill can can use his performance to cause his enemies to become confused. To be affected, an enemy must be able to see the bard perform and be within 30 feet. The effect lasts for as long as the enemy sees the bard and remains within 30 feet. To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to confuse that creature again using discordant performance for 24 hours. If its saving throw fails, the creature becomes confused as long as the bard keeps performing (up to a maximum of 1 round per bard level). At the end of an affected creature's turn, it is allowed a new Will save to overcome the effect, making it immune to discordant performance for 24 hours if it does. A bard can use this bardic performance ability utilizing Perform (act, comedy, dance, or oratory).

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

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

Soothing Performance (Sp): A bard of 12th level or higher with 12 or more ranks in a Perform skill can use his performance

to create an effect equivalent to the *mass cure light wounds* spell (caster level equals the character's bard level). In addition, this performance removes the fatigued, sickened, and shakened condition from all those affected. Using this ability requires 1 minute of uninterrupted concentration and performance, and it functions on all targets within 30 feet. A bard can use this bardic performance ability utilizing Perform (act, comedy, dance, or oratory).

Frightening Tune (Sp): A bard of 14th level or higher with 14 or more ranks in a Perform skill can use his performance to cause fear in his enemies. To be affected, an enemy must be able to hear the bard perform and be within 30 feet. To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot use *frightening tune* on that creature again for 24 hours. If its saving throw fails, the creature becomes frightened for 1d4 rounds plus the bard's Charisma modifier. A bard can use this bardic performance ability utilizing Perform (keyboard, percussion, wind, string, or sing).

Paralyzing Show (Sp): A bard of 14th level or higher with 14 or more ranks in a Perform skill can use his performance to paralyze his enemies. To be affected, an enemy must be able to see the bard perform and be within 30 feet. To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot use *paralyzing show* on that creature again for 24 hours. If its saving throw fails, the creature becomes paralyzed for a number of rounds equal to the bard's level. At the end of an affected creature's turn, it is allowed a new Will save to overcome the effect, making it immune to *paralyzing show* for 24 hours. A bard can use this bardic performance ability utilizing Perform (act, comedy, dance, or oratory).

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

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

dependent ability. A bard can use this bardic performance ability utilizing any type of Perform.

Deadly Performance (Su): A bard of 20th level or higher with 20 or more ranks in a Perform skill can use his performance to cause one enemy to die from joy or sorrow. To be affected, the target must be able to see and hear the bard perform and be within 30 feet. To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the target is stunned for 1d4 rounds and the bard cannot use deadly performance on that creature again for 24 hours. If its saving throw fails, the target dies. A bard can use this bardic performance ability utilizing any type of Perform.

Cantrips (Sp): A bard knows a number of cantrips. He can cast these spells at will as a spell-like ability. The number of cantrips a bard knows is noted on Table 4–4 under 0 level spells known. Cantrips are treated like any other spell cast by the bard in terms of duration and other variables based on level.

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

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

Jack of All Trades (Ex): At 19th level, the bard can use any skill, even if the skill requires him to be trained. In addition, all skills are now considered class skills. If the bard has 5 or more ranks in a skill, he can take 10 on the skill, even if it is not normally allowed.

CLERIC

Alignment: A cleric's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis.

Hit Die: d8.

Class Skills

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

Skill Ranks Per Level: 2 + Int modifier.

Class Features

The following are class features of the cleric.

Weapon and Armor Proficiency: Clerics are proficient with all simple weapons, with all types of armor, and with shields (except tower shields). Clerics are also proficient with the favored weapon of their deities.

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

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

TABLE 4-5: CLERIC

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Channel energy, domain powers, orisons	3	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Domain powers	4	2	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3		4	2	1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Domain powers	4	3	2	—	—	—	—	—	—	—
5th	+3	+4	+1	+4		4	3	2	1	—	—	—	—	—	—
6th	+4	+5	+2	+5		4	3	3	2	—	—	—	—	—	—
7th	+5	+5	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Domain powers	4	4	3	3	2	—	—	—	—	—
9th	+6/+1	+6	+3	+6		4	4	4	3	2	1	—	—	—	—
10th	+7/+2	+7	+3	+7		4	4	4	3	3	2	—	—	—	—
11th	+8/+3	+7	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+9/+4	+8	+4	+8	Domain powers	4	4	4	4	3	3	2	—	—	—
13th	+9/+4	+8	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+10/+5	+9	+4	+9		4	4	4	4	4	3	3	2	—	—
15th	+11/+6/+1	+9	+5	+9		4	4	4	4	4	4	3	2	1	—
16th	+12/+7/+2	+10	+5	+10	Domain powers	4	4	4	4	4	4	3	3	2	—
17th	+12/+7/+2	+10	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+13/+8/+3	+11	+6	+11		4	4	4	4	4	4	4	3	3	2
19th	+14/+9/+4	+11	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+15/+10/+5	+12	+6	+12	Domain powers	4	4	4	4	4	4	4	4	4	4

DEITIES OF THE PATHFINDER CHRONICLES

Deity	AL	Portfolios	Domains	Favored Weapon
Erastil	LG	God of farming, hunting, trade, family	Animal, Community, Good, Law, Plant	longbow
Iomedae	LG	Goddess of valor, rulership, justice, honor	Glory, Good, Law, Sun, War	longsword
Torag	LG	God of the forge, protection, strategy	Artifice, Earth, Good, Law, Protection	warhammer
Sarenrae	NG	Goddess of the sun, redemption, honesty, healing	Fire, Glory, Good, Healing, Sun	scimitar
Shelyn	NG	Goddess of beauty, art, love, music	Air, Charm, Good, Luck, Protection	glaive
Desna	CG	Goddess of dreams, stars, travelers, luck	Chaos, Good, Liberation, Luck, Travel	kukri
Cayden Cailean	CG	God of freedom, wine, bravery	Chaos, Charm, Good, Strength, Travel	rapier
Abadar	LN	God of cities, wealth, merchants, law	Earth, Law, Nobility, Protection, Travel	crossbow
Irori	LN	God of history, knowledge, self-perfection	Healing, Knowledge, Law, Rune, Strength	unarmed strike
Gozreh	N	Deity of nature, weather, the sea	Air, Animal, Plant, Water, Weather	trident
Pharasma	N	Goddess of fate, death, prophecy, birth	Death, Knowledge, Healing, Repose, Water	dagger
Nethys	N	God of magic	Destruction, Knowledge, Magic, Protection, Rune	quarterstaff
Gorum	CN	God of strength, battle, weapons	Chaos, Destruction, Glory, Strength, War	greatsword
Calistria	CN	Goddess of trickery, lust, revenge	Chaos, Charm, Knowledge, Luck, Trickery	whip
Asmodeus	LE	God of tyranny, slavery, pride, contracts	Evil, Fire, Law, Magic, Trickery	mace
Zon-Kuthon	LE	God of envy, pain, darkness, loss	Darkness, Death, Destruction, Evil, Law	spiked chain
Urgathoa	NE	Goddess of gluttony, disease, undeath	Death, Evil, Magic, Strength, War	scythe
Norgorber	NE	God of greed, secrets, poison, murder	Charm, Death, Evil, Knowledge, Trickery	short sword
Lamashtu	CE	Goddess of madness, monsters, nightmares	Chaos, Evil, Madness, Strength, Trickery	falchion
Rovagug	CE	God of wrath, disaster, destruction	Chaos, Evil, Destruction, War, Weather	greataxe

Designer Notes: Orisons

In giving clerics the ability to cast orisons at will, it is important to remove *cure minor wounds* from the game to keep them balanced and prevent them from healing everyone up to full hit points between every fight. Instead, we replaced *cure minor wounds* with *stabilize* and *inflict minor wounds* with *bleed,* both of which you can find in the Spells and Magic Chapter.

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

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 4–5. In addition, she receives bonus spells per day if she has a high Wisdom score.

Clerics meditate or pray for their spells. Each cleric must choose a time at which she 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 whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Channel Energy (Su): Any cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy in the Combat chapter). This power also heals or harms living creatures in the radius.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy, damaging undead creatures and causing them to flee. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy, healing undead and bending them to her will. A neutral cleric of a neutral deity must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier.

Domain Powers (Su): Each cleric must choose a deity. Each deity has a number of domains associated with its faith, and its clerics must choose two of these domains to focus on. Each domain grants a number of domain powers dependent upon the level of the cleric. A cleric gains both of the listed powers granted by her domains at each of the listed levels. See the Spells and Magic Chapter for more information.

If you cleric is not devoted to a particular deity, you still select two domains to represent her spiritual inclinations.

Orisons (Sp): Clerics can prepare a number of orisons, or 0-level spells, each day. They can cast these spells at will as a spell-like ability. The number of orisons a cleric can prepare each day is noted in Table 4–5 under "spells per day." Orisons are treated like any other spell cast by the cleric in terms of duration and other variables based on level. Orisons cannot be channeled through spontaneous casting.

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

An evil cleric (or a neutral cleric of an evil deity) can't convert prepared spells to cure spells but can convert them to *inflict* spells (an *inflict* spell is one with "inflict" in its name).

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

Chaotic, Evil, Good, and Lawful Spells: A cleric can't cast spells of an alignment opposed to her own or her deity's. Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

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

Ex-Clerics

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

DRUID

Alignment: Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.
Hit Die: d8.

Class Skills

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

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the druid.

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

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

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

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

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

Like other spellcasters, a druid can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 4–6. In addition, she receives bonus spells per day if she has a high Wisdom score. She does not have access to any domain spells or granted powers, as a cleric does.

A druid prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to cast a *cure* spell in its place (but see Spontaneous Casting). A druid may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

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

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

Orisons (Sp): Druids can prepare a number of orisons, or 0-level spells, each day. They can cast these spells at will as a spell-like ability. The number of orisons a druid can prepare each day is noted in Table 4–6 under spells per day. Orisons are treated like any other spell cast by the druid in terms of duration and other variables based on level. Orisons cannot be channeled through spontaneous casting.

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

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

Druidic has its own alphabet.

Table 4-6: Druid

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Nature bond, nature sense, orisons, wild empathy	3	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Woodland stride	4	2	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Trackless step	4	2	1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Resist nature's lure, wild shape (1/day)	4	3	2	—	—	—	—	—	—	—
5th	+3	+4	+1	+4		4	3	2	1	—	—	—	—	—	—
6th	+4	+5	+2	+5	Wild shape (2/day)	4	3	3	2	—	—	—	—	—	—
7th	+5	+5	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Wild shape (3/day)	4	4	3	3	2	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Venom immunity	4	4	4	3	2	1	—	—	—	—
10th	+7/+2	+7	+3	+7	Wild shape (4/day)	4	4	4	3	3	2	—	—	—	—
11th	+8/+3	+7	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+9/+4	+8	+4	+8	Wild shape (5/day)	4	4	4	4	3	3	2	—	—	—
13th	+9/+4	+8	+4	+8	A thousand faces	4	4	4	4	4	3	2	1	—	—
14th	+10/+5	+9	+4	+9	Wild shape (6/day)	4	4	4	4	4	3	3	2	—	—
15th	+11/+6/+1	+9	+5	+9	Timeless body	4	4	4	4	4	4	3	2	1	—
16th	+12/+7/+2	+10	+5	+10	Wild shape (7/day)	4	4	4	4	4	4	3	3	2	—
17th	+12/+7/+2	+10	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+13/+8/+3	+11	+6	+11	Wild shape (8/day)	4	4	4	4	4	4	4	3	3	2
19th	+14/+9/+4	+11	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+15/+10/+5	+12	+6	+12	Wild shape (at will)	4	4	4	4	4	4	4	4	4	4

Nature Bond (Ex): At 1st level, a druid forms a bond with nature. This bond can take one of two forms. The first is a close tie to the natural world, granting the druid one of the following cleric domains: air, animal, earth, fire, plant, water, or weather. When determining the powers granted by this domain, the druid's effective cleric level is equal to his druid level.

The second option is to form a close bond with an animal companion. A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its kind.

A 1st-level druid's companion is completely typical for its kind except as noted. As a druid advances in level, the animal's power increases as shown on the Animal Companion Advancement table. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished.

A druid of 4th level or higher may select from alternative lists of animals (see below). Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character's druid level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's druid level and compare the result with the druid level entry on the table to determine the animal companion's powers. If this adjustment would reduce the druid's effective level to 0 or lower, she can't have that animal as a companion.

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

Wild Empathy (Ex): A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.

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

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

ALTERNATIVE ANIMAL COMPANIONS

4th Level or Higher (Level –3)

Ape (animal)
Bear, black (animal)
Bison (animal)
Boar (animal)
Cheetah (animal)
Crocodile[1] (animal)
Dire badger
Dire bat
Dire weasel
Leopard (animal)
Lizard, monitor (animal)
Shark, Large[1] (animal)
Snake, constrictor (animal)
Snake, Large viper (animal)
Wolverine (animal)

7th Level or Higher (Level –6)

Bear, brown (animal)
Dire wolverine
Crocodile, giant[1] (animal)
Deinonychus (dinosaur)
Dire ape
Dire boar
Dire wolf
Elasmosaurus[1] (dinosaur)
Lion (animal)
Rhinoceros (animal)
Snake, Huge viper (animal)
Tiger (animal)

10th Level or Higher (Level –9)

Bear, polar (animal)
Dire lion
Megaraptor (dinosaur)
Shark, Huge[1] (animal)
Snake, giant constrictor (animal)
Whale, orca[1] (animal)

13th Level or Higher (Level –12)

Dire bear
Elephant (animal)
Octopus, giant[1] (animal)

16th Level or Higher (Level –15)

Dire shark[1]
Dire tiger
Squid, giant[1] (animal)
Triceratops (dinosaur)
Tyrannosaurus (dinosaur)

[1] Available only in an aquatic environment.

ANIMAL COMPANION ADVANCEMENT

Class Level	Bonus HD	Natural Armor Adj.	Str/Dex Adj.	Bonus Tricks	Special
1st–2nd	+0	+0	+0	1	Link, share spells
3rd–5th	+2	+2	+1	2	Evasion
6th–8th	+4	+4	+2	3	Devotion
9th–11th	+6	+6	+3	4	Multiattack
12th–14th	+8	+8	+4	5	
15th–17th	+10	+10	+5	6	Improved evasion
18th–20th	+12	+12	+6	7	

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

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

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

Resist Nature's Lure (Ex): Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that target plants, such as *blight, entangle, spike growth,* and *warp wood.*

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

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

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

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

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

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

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

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

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

Timeless Body (Ex): After attaining 15th level, a druid no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place.

Bonuses still accrue, and the druid still dies of old age when her time is up.

Ex-Druids

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

Animal Companions

A druid's animal companion is superior to a normal animal of its kind and has several special powers, as described below.

Animal Companion Basics: Use the base statistics for a creature of the companion's kind, but make the following changes, as noted under Animal Companion Advancement.

Class Level: The character's druid level. The druid's class levels stack with levels of any other classes that are entitled to an animal companion for the purpose of determining the companion's abilities and the alternative lists available to the character.

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion's base attack and base save bonuses. An animal companion's base attack bonus is the same as that of a druid of a level equal to the animal's HD. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). An animal companion gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice.

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

Str/Dex Adj.: Add this value to the animal companion's Strength and Dexterity scores.

Bonus Tricks: The value given in this column is the total number of "bonus" tricks that the animal knows in addition to any that the druid might choose to teach it (see the Handle Animal skill). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. The druid selects these bonus tricks, and once selected, they can't be changed.

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

Share Spells (Ex): The druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal).

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

Devotion (Ex): An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

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

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

Alternative Animal Companions

A druid of sufficiently high level can select her animal companion from the Alternative Animal Companion lists, applying the indicated adjustment to the druid's level (in parentheses) for purposes of determining the companion's characteristics and special abilities.

Table 4–7: Fighter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	Bonus feat, bravery
3rd	+3	+3	+1	+1	Armor training
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	Weapon training
6th	+6/+1	+5	+2	+2	Bonus feat
7th	+7/+2	+5	+2	+2	Armor training
8th	+8/+3	+6	+2	+2	Bonus feat
9th	+9/+4	+6	+3	+3	Weapon training
10th	+10/+5	+7	+3	+3	Bonus feat
11th	+11/+6/+1	+7	+3	+3	Armor training
12th	+12/+7/+2	+8	+4	+4	Bonus feat
13th	+13/+8/+3	+8	+4	+4	Weapon training
14th	+14/+9/+4	+9	+4	+4	Bonus feat
15th	+15/+10/+5	+9	+5	+5	Armor training
16th	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17th	+17/+12/+7/+2	+10	+5	+5	Weapon training
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	Armor mastery
20th	+20/+15/+10/+5	+12	+6	+6	Bonus feat, weapon mastery

FIGHTER

Alignment: Any.

Hit Die: d10.

Class Skills

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

Skill Ranks Per Level: 2 + Int modifier.

Class Features

The following are class features of the fighter.

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

Bonus Feats: At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from either fighter bonus feats or combat feats (see the Feats chapter).

Bravery (Ex): Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd, to a maximum of +5 at 18th level.

Armor Training (Ex): Starting at 3rd level, a fighter gains added protection from the armor he is wearing. Whenever he is wearing armor, he gains an additional +1 armor bonus to his armor class, reduces the armor check penalty by 1 (to a minimum of 0), and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (7th, 11th, and 15th), a fighter gains even more protection, increasing these bonuses by +1 each time, for a total of +4 to armor class at 15th level, with a −4 reduction to the armor check penalty and a +4 increase to the maximum Dexterity bonus allowed.

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

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

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

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

Blades, Heavy: bastard sword, falchion, greatsword, longsword, scimitar, scythe, and two-bladed sword.

Blades, Light: dagger, kama, kukri, rapier, sickle, and short sword.

Bows: composite longbow, composite shortbow, longbow, and shortbow.

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

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

Double: dire flail, dwarven urgosh, gnome hooked hammer, orc double axe, and two-bladed sword.

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

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

Monk: kama, nunchaku, sai, shuriken, siangham, and unarmed strike.

Pole Arms: glaive, guisarme, halberd, ranseur, and quarterstaff.

Spears: javelin, lance, longspear, shortspear, spear, and trident.

Thrown: bolas, club, dart, dagger, handaxe, javelin, light hammer, net, shortspear, shuriken, sling, spear, and trident.

Armor Mastery (Ex): At 19th level, a fighter gains DR 5/— whenever he is wearing armor or using a shield.

Weapon Mastery (Ex): At 20th level, a fighter chooses one weapon, such as the longsword, greataxe, or longbow. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 (a ×2 becomes a ×3, for example). In addition, he cannot be disarmed while wielding a weapon of this type.

MONK

Alignment: Any lawful.
Hit Die: d8.

Class Skills

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

Skill Ranks Per Level: 4 + Int modifier

Class Features

All of the following are class features of the monk.

Weapon and Armor Proficiency: Monks are proficient with the club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, and sling.

Monks are not proficient with any armor or shields.

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

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

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

Flurry of Blows (Ex): When unarmored, a monk may strike with a flurry of blows at the expense of accuracy. When doing so, he may make one extra attack in a round at his highest base attack bonus, but this attack takes a –2 penalty, as does each other attack made that round. The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column on Table 4–8. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before his next action. When a monk reaches 5th level, the penalty lessens to –1, and at 9th level it disappears. A monk must use a full attack action to strike with a flurry of blows.

When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). He may attack with unarmed strikes and special monk weapons interchangeably as desired. When using weapons as part of a flurry of blows, a monk applies his full Strength bonus to his damage rolls for all successful attacks, whether he wields a weapon in one or both hands. The monk can't use any weapon other than a special monk weapon as part of a flurry of blows.

In the case of the quarterstaff, each end counts as a separate weapon for the purpose of using the flurry of blows ability. Even though the quarterstaff requires two hands to use, a monk may still intersperse unarmed strikes with quarterstaff strikes, assuming that he has enough attacks in his flurry of blows routine to do so.

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

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

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

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

A monk also deals more damage with his unarmed strikes than a normal person would, as shown on Table 4–8. The unarmed damage on Table 4–8 is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage; see Table: Small or Large Monk Unarmed Damage.

Table: Small or Large Monk Unarmed Damage

Level	Damage (Small Monk)	Damage (Large Monk)
1st–3rd	1d4	1d8
4th–7th	1d6	2d6
8th–11th	1d8	2d8
12th–15th	1d10	3d6
16th–19th	2d6	3d8
20th	2d8	4d8

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

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

Fast Movement (Ex): At 3rd level, a monk gains an enhancement bonus to his speed, as shown on Table 4–8. A monk in armor or carrying a medium or heavy load loses this extra speed.

Maneuver Training (Ex): At 3rd level, a monk uses his monk level in place of his base attack bonus when calculating his combat maneuver bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

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

Table 4–8: Monk

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows Attack Bonus	Unarmed Damage*	AC Bonus	Unarmored Speed Bonus
1st	+0	+2	+2	+2	Bonus feat, flurry of blows, unarmed strike	−2/−2	1d6	+0	+0 ft.
2nd	+1	+3	+3	+3	Bonus feat, evasion	−1/−1	1d6	+0	+0 ft.
3rd	+2	+3	+3	+3	Maneuver training, still mind	+0/+0	1d6	+0	+10 ft.
4th	+3	+4	+4	+4	*Ki* pool (magic), slow fall 20 ft.	+1/+1	1d8	+1	+10 ft.
5th	+3	+4	+4	+4	High jump, purity of body	+2/+2	1d8	+1	+10 ft.
6th	+4	+5	+5	+5	Bonus feat, slow fall 30 ft.	+3/+3	1d8	+1	+20 ft.
7th	+5	+5	+5	+5	Wholeness of body	+4/+4	1d8	+1	+20 ft.
8th	+6/+1	+6	+6	+6	Slow fall 40 ft.	+5/+5/+0	1d10	+2	+20 ft.
9th	+6/+1	+6	+6	+6	Improved evasion	+6/+6/+1	1d10	+2	+30 ft.
10th	+7/+2	+7	+7	+7	Bonus feat, *ki* pool (lawful), slow fall 50 ft.	+7/+7/+2	1d10	+2	+30 ft.
11th	+8/+3	+7	+7	+7	Diamond body	+8/+8/+8/+3	1d10	+2	+30 ft.
12th	+9/+4	+8	+8	+8	Abundant step, slow fall 60 ft.	+9/+9/+9/+4	2d6	+3	+40 ft.
13th	+9/+4	+8	+8	+8	Diamond soul	+9/+9/+9/+4	2d6	+3	+40 ft.
14th	+10/+5	+9	+9	+9	Bonus feat, slow fall 70 ft.	+10/+10/+10/+5	2d6	+3	+40 ft.
15th	+11/+6/+1	+9	+9	+9	Quivering palm	+11/+11/+11/+6/+1	2d6	+3	+50 ft.
16th	+12/+7/+2	+10	+10	+10	*Ki* pool (adamantine), slow fall 80 ft.	+12/+12/+12/+7/+2	2d8	+4	+50 ft.
17th	+12/+7/+2	+10	+10	+10	Timeless body, tongue of the sun and moon	+12/+12/+12/+7/+2	2d8	+4	+50 ft.
18th	+13/+8/+3	+11	+11	+11	Bonus feat, slow fall 90 ft.	+13/+13/+13/+8/+3	2d8	+4	+60 ft.
19th	+14/+9/+4	+11	+11	+11	Empty body	+14/+14/+14/+9/+4	2d8	+4	+60 ft.
20th	+15/+10/+5	+12	+12	+12	Perfect self, slow fall any distance	+15/+15/+15/+10/+5	2d10	+5	+60 ft.

* The value shown is for Medium monks. For Small or Large monks see Table: Small or Large Monk Unarmed Damage.

Ki Pool (Su): At 4th level, a monk's gains a pool of *ki*, supernatural energy he can use to accomplish amazing feats. A monk's *ki* pool is equal to one half his monk level plus his Wisdom modifier. As long as he has at least 1 point in his *ki* pool, he can make a *ki* strike. At 4th level, *ki* strike allows his unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction. *Ki* strike improves with the character's monk level. At 10th level, his unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction. At 16th level, his unarmed attacks are treated as adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness.

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

activated as a swift action. A monk gains additional powers that consume points from his *ki* pool as he gains levels.

The *ki* pool is replenished each morning after 8 hours of rest or meditation.

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

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

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

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

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

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

Abundant Step (Su): At 12th level or higher, a monk can slip magically between spaces, as if using the spell *dimension door*. Using this ability is a move action that consumes 2 points from his *ki* pool. His caster level for this effect is 1/2 his monk level.

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

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

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

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

Empty Body (Su): At 19th level, a monk gains the ability to assume an ethereal state for 1 minute as though using the spell *etherealness*. Using this ability is a move action that consumes 3 points from his *ki* pool.

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

Ex-Monks

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

PALADIN

Alignment: Lawful Good.
Hit Die: d10.

Class Skills

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

Skill Ranks Per Level: 2 + Int modifier.

Class Features

All of the following are class features of the paladin.

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

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

Detect Evil **(Sp):** At will, a paladin can use *detect evil*, as the spell.

Smite Evil (Su): Once per day, a paladin may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin level. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

At 4th level, and at every three levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table 4–9, to a maximum of seven times per day at 19th level.

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

Lay On Hands (Su): Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma bonus. With one use of this ability, a paladin can heal one target a number of hit points equal to her level. As a paladin gains levels, she can use this ability to create other effects. The DC for any of these abilities is based off the paladin's Charisma.

positive energy. She may use this ability a number of times per day equal to 1 + her Charisma modifier. She channels positive energy as a cleric of three levels lower would.

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

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

Like other spellcasters, a paladin can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 4–9. In addition, she receives bonus spells per day if she has a high Charisma score. When Table 4–9 indicates that the paladin gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Charisma score for that spell level. The paladin does not have access to any domain spells or granted powers, as a cleric does.

A paladin prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to spontaneously cast a *cure* spell in its place. A paladin may prepare and cast any spell on the paladin spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

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

Divine Bond (Sp): Upon reaching 5th level, a paladin forms a divine bond with her god. This bond can take one of two forms.

The first bond allows her to enhance her weapon as a standard action, provided the weapon is her deity's favored weapon. When called, the spirit enhances the weapon, causing it to shed light as a torch for 1 minute per paladin level. At 5th level, this spirit grants the weapon a +1 bonus. For every three levels beyond 5th, the weapon gains another +1 bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon or they can be used to add any of the following weapon properties: axiomatic, brilliant energy, defending, disruption, flaming, flaming burst, holy, keen, merciful, and speed. These bonuses do not stack with any properties the weapon already has. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other abilities can be added. The celestial spirit imparts no bonuses if the weapon is held by anyone other than the paladin, but resumes giving bonuses if returned to the paladin. These bonuses apply to only one end of a double weapon. A paladin can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

Alternatively, a paladin can use this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. This attack deals an amount of damage equal to the paladin's level. Undead do not receive a saving throw against this damage.

Aura of Courage (Su): Beginning at 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

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

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

Channel Positive Energy (Su): When a paladin reaches 4th level, she gains the supernatural ability to channel

TABLE 4-9: PALADIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Aura of good, *detect evil*, smite evil 1/day	—	—	—	—
2nd	+2	+3	+0	+0	Divine grace, lay on hands	—	—	—	—
3rd	+3	+3	+1	+1	Aura of courage, divine health	—	—	—	—
4th	+4	+4	+1	+1	Channel positive energy, smite evil 2/day	0	—	—	—
5th	+5	+4	+1	+1	Divine bond	0	—	—	—
6th	+6/+1	+5	+2	+2	*Remove disease*	1	—	—	—
7th	+7/+2	+5	+2	+2	Smite evil 3/day	1	—	—	—
8th	+8/+3	+6	+2	+2	Aura of resolve	1	0	—	—
9th	+9/+4	+6	+3	+3	*Remove curse*	1	0	—	—
10th	+10/+5	+7	+3	+3	Smite evil 4/day	1	1	—	—
11th	+11/+6/+1	+7	+3	+3	Aura of justice	1	1	0	—
12th	+12/+7/+2	+8	+4	+4	*Neutralize poison*	1	1	1	—
13th	+13/+8/+3	+8	+4	+4	Smite evil 5/day	1	1	1	—
14th	+14/+9/+4	+9	+4	+4	Aura of faith	2	1	1	0
15th	+15/+10/+5	+9	+5	+5	*Break enchantment*	2	1	1	1
16th	+16/+11/+6/+1	+10	+5	+5	Smite evil 6/day	2	2	1	1
17th	+17/+12/+7/+2	+10	+5	+5	Aura of righteousness	2	2	2	1
18th	+18/+13/+8/+3	+11	+6	+6	*Heal*	3	2	2	1
19th	+19/+14/+9/+4	+11	+6	+6	Smite evil 7/day	3	3	3	2
20th	+20/+15/+10/+5	+12	+6	+6	Holy champion	3	3	3	3

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

The second bond allows a paladin to gain the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil. This mount is usually a heavy warhorse (for a Medium paladin) or a warpony (for a Small paladin).

Once per day, as a full-round action, a paladin may magically call her mount from the celestial realms in which it resides. This ability is the equivalent of a spell of a level equal to one-third the paladin's level. The mount immediately appears adjacent to the paladin and remains for 2 hours per paladin level; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though the paladin may release a particular mount from service.

Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect.

Should the paladin's mount die, it immediately disappears, leaving behind any equipment it was carrying.

The paladin may not summon another mount for 30 days or until she gains a paladin level, whichever comes first, even if the mount is somehow returned from the dead. During this 30-day period, the paladin takes a –1 penalty on attack and weapon damage rolls.

Remove Disease (Sp): At 6th level, a paladin can spend two uses of her lay on hands ability to *remove disease,* as the spell. Her caster level for this effect is equal to her paladin level.

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

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

Remove Curse (Sp): At 9th level, a paladin can spend two uses of her lay on hands ability to *remove curse,* as the spell. Her caster level for this effect is equal to her paladin level.

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

Neutralize Poison (Sp): At 12th level, a paladin can spend two uses of her lay on hands ability to *neutralize poison,* as

the spell. Her caster level for this effect is equal to her paladin level.

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

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

Break Enchantment **(Sp):** At 15th level, a paladin can spend three uses of her lay on hands ability to *break enchantment,* as the spell. Her caster level for this effect is equal to her paladin level.

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

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

Heal **(Sp):** At 18th level, a paladin can spend four uses of her lay on hands ability to *heal,* as the spell. Her caster level for this effect is equal to her paladin level.

Holy Champion (Su): At 20th level, a paladin becomes a conduit for the power of her god. Her DR increases to 10/evil. Whenever she uses smite evil against an evil outsider, the outsider is also subject to a *banishment,* using her paladin level as the caster level (her weapon and holy symbol automatically count as objects that the subject hates). In addition, whenever she channels positive energy, she channels the maximum possible amount.

Code of Conduct: A paladin must be of lawful good alignment and loses all class abilities, except proficiencies, if she ever willingly commits an evil act.

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

Associates: While she may adventure with characters of any good or neutral alignment, a paladin will never knowingly associate with evil characters, nor will she continue an association with someone who consistently offends her moral code. A paladin may accept only henchmen, followers, or cohorts who are lawful good.

Ex-Paladins

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

The Paladin's Mount

The paladin's mount is superior to a normal mount of its kind and has special powers, as described below. The standard mount for a Medium paladin is a heavy warhorse, and the standard mount for a Small paladin is a warpony. Another kind of mount, such as a riding dog (for a halfling paladin) or a Large shark (for a paladin in an aquatic campaign) may be allowed as well.

A paladin's mount is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains an animal's HD, base attack bonus, saves, skill points, and feats).

Paladin's Mount Basics: Use the base statistics for a creature of the mount's kind, but make changes to take into account the attributes and characteristics summarized on the table and described below.

Paladin Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int	Special
5th–7th	+2	+4	+1	6	Empathic link, improved evasion, share spells, share saving throws
8th–10th	+4	+6	+2	7	Improved speed
11th–14th	+6	+8	+3	8	Command creatures of its kind
15th–20th	+8	+10	+4	9	Spell resistance

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the mount's base attack and base save bonuses. A special mount's base attack bonus is equal to that of a cleric of a level equal to the mount's HD. A mount has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). The mount gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor Adj.: The number on the table is in addition to the mount's existing natural armor bonus.

Str Adj.: Add this figure to the mount's Strength score.

Int: This is the mount's Intelligence score.

Empathic Link (Su): The paladin has an empathic link with her mount to a distance of 1 mile. The paladin cannot see through the mount's eyes, but the two can communicate empathically. Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible.

Because of this empathic link, the paladin has the same connection to an item or place that her mount does, just as with a wizard and his familiar (see Familiars).

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Share Spells: The paladin may cast a spell with a target of "You" on her mount (as a touch range spell) instead of on herself. A paladin may cast spells on her mount even if the spells normally do not affect creatures of the mount's type (magical beast).

Share Saving Throws: For each of its saving throws, the mount uses its own base save bonus or the paladin's, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the master might have.

Improved Speed (Ex): The mount's speed increases by 10 feet.

Command (Sp): Once per day per two paladin levels of its master, a mount can use this ability to command any normal animal of approximately the same kind as itself (for warhorses and warponies, this category includes donkeys, mules, and ponies), as long as the target creature has fewer Hit Dice than the mount. This ability functions like the *command* spell, but the mount must make a DC 21 Spellcraft check to succeed if the target is being ridden at the time. If the check fails, the ability does not work that time, but it still counts against the mount's daily uses. Each target may attempt a Will save (DC 10 + 1/2 paladin's level + paladin's Cha modifier) to negate the effect.

Spell Resistance (Ex): A mount's spell resistance equals its master's paladin level + 5. To affect the mount with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the mount's spell resistance.

RANGER
Alignment: Any.
Hit Die: d10.

Class Skills
The ranger's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).
Skill Ranks Per Level: 6 + Int modifier

Class Features
All of the following are class features of the ranger.

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

Favored Enemy (Ex): At 1st level, a ranger may select a type of creature from among those given on the Ranger Favored Enemies Table. The ranger gains a +2 bonus on Bluff, Perception, Sense Motive, and Survival checks when using these skills against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against such creatures.

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

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

TABLE 4-10: RANGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th
1st	+1	+2	+2	+0	1st favored enemy, track, wild empathy	—	—	—	—
2nd	+2	+3	+3	+0	Combat style feat	—	—	—	—
3rd	+3	+3	+3	+1	Endurance, 1st favored terrain	—	—	—	—
4th	+4	+4	+4	+1	Hunter's bond	0	—	—	—
5th	+5	+4	+4	+1	2nd favored enemy	1	—	—	—
6th	+6/+1	+5	+5	+2	Combat style feat	1	—	—	—
7th	+7/+2	+5	+5	+2	Woodland stride	1	0	—	—
8th	+8/+3	+6	+6	+2	Swift tracker, 2nd favored terrain	1	1	—	—
9th	+9/+4	+6	+6	+3	Evasion	2	1	—	—
10th	+10/+5	+7	+7	+3	3rd favored enemy, combat style feat	2	1	0	—
11th	+11/+6/+1	+7	+7	+3	Quarry	2	1	1	—
12th	+12/+7/+2	+8	+8	+4	Camouflage	2	2	1	—
13th	+13/+8/+3	+8	+8	+4	3rd favored terrain	3	2	1	0
14th	+14/+9/+4	+9	+9	+4	Combat style feat	3	2	1	1
15th	+15/+10/+5	+9	+9	+5	4th favored enemy	3	2	2	1
16th	+16/+11/+6/+1	+10	+10	+5	Improved evasion	3	3	2	1
17th	+17/+12/+7/+2	+10	+10	+5	Hide in plain sight	4	3	2	1
18th	+18/+13/+8/+3	+11	+11	+6	4th favored terrain, combat style feat	4	3	2	2
19th	+19/+14/+9/+4	+11	+11	+6	Improved quarry	4	3	3	2
20th	+20/+15/+10/+5	+12	+12	+6	5th favored enemy, master hunter	4	4	3	3

Table: Ranger Favored Enemies

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

Track (Ex): A ranger adds half his level to Survival skill checks made to follow or identify tracks.

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

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

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

Combat Style Feat (Ex): At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats gained through normal advancement. He can choose these feats, even if he does not have the normal prerequisites.

If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Careful Targeting, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds the following feats to his list: Exact Targeting and Many Shot. At 11th level, he adds the following feats to his list: Pinpoint Targeting and Shot on the Run.

If the ranger selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Deft Shield, Double Slice, Two-Weapon Defense, and Two-

Weapon Fighting. At 6th level, he adds the following feats to his list: Improved Two-Weapon Fighting and Weapon Swap. At 11th level, he adds the following feats to his list: Greater Two-Weapon Fighting and Two-Weapon Rend.

The benefits of the ranger's chosen style feats apply only when he wears light or no armor. He loses all benefits of his combat style feats when wearing medium or heavy armor.

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

Favored Terrain (Ex): At 3rd level, a ranger may select a type of terrain from among those given on the Favored Terrain Table. The ranger gains a +2 bonus on Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. Likewise, he gets a +1 bonus on initiative checks when in this terrain.

At 8th level and every five levels thereafter (13th and 18th level), the ranger may select an additional favored terrain from those given on the table. In addition, at each such interval, the skill bonus in any one favored terrain (including the one just selected, if so desired) increase by +2, while the initiative bonus increases by +1.

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

Table: Ranger Favored Terrains
Cold (ice, glaciers, snow, and tundra)
Desert (sand and wastelands)
Forest (coniferous and deciduous)
Jungle
Mountain (including hills)
Plains
Planes (pick one, other than Material)
Swamp
Underground (caves)
Underground (dungeons)
Urban (buildings, streets, and sewers)
Water (on boats and other craft)
Water (below surface)

Hunter's Bond (Ex): At 4th level, a ranger forms a bond with those he hunts with. This bond can take one of two forms. The first is a bond to his companions. This bond allows him to spend a move action to grant half his favored enemy bonus against a single target to all allies within 30 feet who can see or hear him. This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

The second option is to form a close bond with an animal companion. A ranger who selects an animal companion can choose from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign

takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger's list of options: porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the ranger's effective druid level is one-half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st.

Spells: Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list. A ranger must choose and prepare his spells in advance (see below).

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

Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 4–10. In addition, he receives bonus spells per day if he has a high Wisdom score. When Table 4–10 indicates that the ranger gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The ranger does not have access to any domain spells or granted powers, as a cleric does.

A ranger prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to cast a *cure* spell in its place. A ranger may prepare and cast any spell on the ranger spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

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

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

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

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

Evasion (Ex): At 9th level, a ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that

normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger does not gain the benefit of evasion.

Quarry (Ex): At 11th level, a ranger can, as a standard action, denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, a ranger can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he receives a +2 insight bonus on attack rolls made against his quarry and all critical threats are automatically confirmed. A ranger can have no more than one quarry at a time and the creature's type must correspond to one of his favored enemy types. He can end this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If his quarry is killed, he can select a new quarry after waiting 1 hour. This ability does not confer the ability to know whether or not the quarry is still alive. The ranger must see proof that his quarry has been killed to select another after 1 hour.

Camouflage (Ex): A ranger of 12th level or higher can use the Stealth skill to hide in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

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

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

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

Master Hunter (Ex): A ranger of 20th level becomes a master hunter. He can always move at full speed while using Survival to follow tracks without penalty. He can, as a standard action, make a single attack against a favored enemy at his full attack bonus. If the attack hits, the target takes damage normally and must make a Fortitude save or die. The DC of this save is equal to 20 plus the ranger's Wisdom modifier. A ranger can choose instead to deal an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. A ranger can use this ability once per day against each favored enemy type he possesses,

but not against the same creature more than once in a 24-hour period.

ROGUE

Alignment: Any.
Hit Die: d8.

Class Skills

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

Skill Ranks Per Level: 8 + Int modifier.

Class Features

The following are class features of the rogue.

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

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

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

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

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

Trapfinding: Rogues (and only rogues) can use the Perception skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

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

TABLE 4–11: ROGUE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6, trapfinding
2nd	+1	+0	+3	+0	Evasion, rogue talent
3rd	+2	+1	+3	+1	Sneak attack +2d6, trap sense +1
4th	+3	+1	+4	+1	Rogue talent, uncanny dodge
5th	+3	+1	+4	+1	Sneak attack +3d6
6th	+4	+2	+5	+2	Rogue talent, trap sense +2
7th	+5	+2	+5	+2	Sneak attack +4d6
8th	+6/+1	+2	+6	+2	Improved uncanny dodge, rogue talent
9th	+6/+1	+3	+6	+3	Sneak attack +5d6, trap sense +3
10th	+7/+2	+3	+7	+3	Advanced talent, rogue talent
11th	+8/+3	+3	+7	+3	Sneak attack +6d6
12th	+9/+4	+4	+8	+4	Rogue talent, trap sense +4
13th	+9/+4	+4	+8	+4	Sneak attack +7d6
14th	+10/+5	+4	+9	+4	Rogue talent
15th	+11/+6/+1	+5	+9	+5	Sneak attack +8d6, trap sense +5
16th	+12/+7/+2	+5	+10	+5	Rogue talent
17th	+12/+7/+2	+5	+10	+5	Sneak attack +9d6
18th	+13/+8/+3	+6	+11	+6	Rogue talent, trap sense +6
19th	+14/+9/+4	+6	+11	+6	Sneak attack +10d6
20th	+15/+10/+5	+6	+12	+6	Master strike, rogue talent

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

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

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

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

Combat Trick: A rogue may gain a combat maneuver feat in place of a rogue talent.

Fast Stealth (Ex): This ability allows a rogue to move at full speed using Stealth without penalty.

Finesse Rogue: A rogue may gain the Weapon Finesse feat in place of a rogue talent.

Ledge Walker (Ex): This ability allows a rogue to move along narrow surfaces at full speed using Acrobatics without penalty.

Major Magic (Sp): A rogue with this talent gains the ability to cast a 1st-level spell from the wizard/sorcerer spell list. This spell can be cast 2/day as a spell-like ability. The caster level for this ability is equal to half her rogue

DESIGNER NOTES: SNEAK ATTACK

Sneak attack now works against nearly every creature you might face. While some might have specific immunity, the change was made so that rogues might be more effective in combat regardless of the adventure. Now it represents being able to find a weak spot more than striking at vital organs. Generally speaking, only creatures that do not have a weak spot at all, either due to a homogenous nature or near-indestructible build, are immune to sneak attack. Examples might include air, earth, fire, and water elementals, most oozes; and some undead.;

level. The save DC for this spell is determined using the rogue's Intelligence modifier. A rogue must have the *minor magic* rogue talent before choosing this talent.

Minor Magic (Sp): A rogue with this talent gains the ability to cast a 0-level spell from the wizard/sorcerer spell list. This spell can be cast 2/day as a spell-like ability. The caster level for this ability is equal to half her rogue level. The save DC for this spell is determined using the rogue's Intelligence modifier.

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

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

Rogue Crawl (Ex): While prone, a rogue with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A rogue cannot take 5-foot steps while crawling.

Slow Reactions (Ex): Opponents damaged by this rogue's sneak attack cannot make attacks of opportunity for 1 round.

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

Surprise Attacks (Ex): During the surprise round, opponents are always considered flat-footed to a rogue with this ability, even if they have acted. Opponents who cannot be caught flat-footed (such as through improved uncanny dodge) are immune.

Weapon Training: A rogue may gain the Weapon Focus feat in place of a rogue talent.

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

Trap sense bonuses gained from multiple classes stack.

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

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

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked.

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

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

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

Crippling Strike (Ex): A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

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

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

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

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

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

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

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

Feat: A rogue may gain any bonus feat in place of a rogue talent.

Master Strike (Ex): Upon reaching 20th level, a rogue becomes incredibly deadly when dealing sneak attack damage. This can have one of three effects. The target can be put to sleep for 1d4 hours, paralyzed for 2d6 rounds, or slain. Regardless of the effect chosen, the target receives a Fortitude save to resist with a DC equal to 20 plus the rogue's Intelligence modifier. Once a creature has been the target of a master strike, regardless of whether or not the save is made, that creature is immune to that rogue's master strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability.

SORCERER

Alignment: Any.
Hit Die: d6.

Class Skills

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

Skill Ranks Per Level: 2 + Int modifier.

Class Features

All of the following are class features of the sorcerer.

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

Spells: A sorcerer casts arcane spells which are drawn primarily from the sorcerer/wizard spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a sorcerer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer's spell is 10 + the spell level + the sorcerer's Charisma modifier.

Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 4–12. In addition, she receives bonus spells per day if she has a high Charisma score.

A sorcerer's selection of spells is extremely limited. A sorcerer begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new sorcerer level, she gains one or more new spells, as indicated on Table 4–13. (Unlike spells per day, the number of spells a sorcerer knows is not affected by her Charisma score; the numbers on Table 4–13 are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the sorcerer has gained some understanding of through study. The sorcerer can't use this latter method of spell acquisition to learn spells at a faster rate, however.

Upon reaching 4th level, and at every even-numbered sorcerer level after that (6th, 8th, and so on), a sorcerer can choose to learn a new spell in place of one she already knows. In effect, the sorcerer loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level sorcerer spell the sorcerer can cast. A sorcerer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Unlike a wizard or a cleric, a sorcerer need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level. She does not have to decide ahead of time which spells she'll cast.

Bloodlines: Each sorcerer has a source of magic somewhere in her heritage that grants her spells, bonus feats, an additional class skill, and other special abilities. This source can represent a blood relation or an extreme event involving a creature somewhere in the family's past. For example, a sorcerer might have a dragon as a distant relative or her grandfather might have signed a terrible contract with a demon. Regardless of the source, this influence manifests in a number of ways as the sorcerer gains levels. A sorcerer must pick one bloodline upon taking her first level of sorcerer. Once made, this choice cannot be changed.

At 3rd level, and every two levels thereafter, a sorcerer learns an additional spell, derived from her bloodline. These spells are in addition to the sorcerer's list of spells known. These spells cannot be exchanged for different spells at higher levels (although variations might exist, with GM permission).

At 7th level, and every six levels thereafter, a sorcerer receives one bonus feat, chosen from a list specific to each bloodline. The sorcerer must meet the prerequisites for these bonus feats.

Cantrips (Sp): Sorcerers know a number of cantrips. They can cast these spells at will as a spell-like ability. The number of cantrips a sorcerer knows is noted on Table 4–13 under 0-level spells known. Cantrips are treated like any other spell cast by the sorcerer in terms of duration and other variables based on level.

Eschew Materials: A sorcerer gains Eschew Materials as a bonus feat at 1st level.

Sorcerer Bloodlines

The following bloodlines represent only some of the possible sources of power that a sorcerer can draw upon. Unless otherwise noted, most sorcerers are assumed to have the arcane bloodline.

Aberrant

There is a taint in your blood, one that is alien and bizarre. You tend to think in odd ways, approaching problems from an angle that most would not expect. Over time, this taint manifests itself in your physical form.

Class Skill: Knowledge (dungeoneering).

Bonus Spells: *enlarge person* (3rd), *see invisibility* (5th), *tongues* (7th), *black tentacles* (9th), *feeblemind* (11th), *veil* (13th), *plane shift* (15th), *mind blank* (17th), *shapechange* (19th).

Bonus Feats: Combat Casting, Improved Disarm, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will, Silent Spell, Skill Focus (Knowledge [dungeoneering]).

Bloodline Powers: Aberrant sorcerers show increasing signs of their tainted heritage as they increase in level. While these traits are simple to hide, a sorcerer can choose to show their traits at any time.

Acidic Ray (Su): Starting at 1st level, you can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. The acidic ray deals 1d6 points of acid damage + 1 for every two caster levels you possess.

Long Limbs (Ex): At 3rd level, your reach increases by 5 feet whenever you are making a melee touch attack. This ability does not increase your threatened area. At 11th level, this bonus to your reach increases to 10 feet. At 17th level, this bonus to your reach increases to 15 feet.

Unusual Anatomy (Ex): At 9th level, your anatomy changes, giving you a 25% chance of ignoring any critical hit or sneak attack scored against you. This chance increases to 50% at 13th level.

Alien Resistance (Su): At 15th level, you gain spell resistance equal to your sorcerer level +10.

Aberrant Form (Ex): At 20th level, your body becomes truly unnatural. You are immune to critical hits and sneak attacks. In addition, you gain blindsight with a range of 60 feet and damage reduction 5/—.

Abyssal

Some time ago, a demon spread its filth into your heritage. While it does not manifest in all of your kin, for you it is

particularly strong, calling on you to bring ruin to those around you.

Class Skill: Intimidate.

Bonus Spells: *cause fear* (3rd), *bull's strength* (5th), *rage* (7th), *stoneskin* (9th), *dismissal* (11th), *transformation* (13th), *greater teleport* (15th), *unholy aura* (17th), *summon monster IX* (19th).

Bonus Feats: Augment Summoning, Cleave, Empower Spell, Great Fortitude, Improved Bull Rush, Improved Sunder, Power Attack, Skill Focus (Knowledge [planes]).

Bloodline Powers: While some would say that you are possessed, you know better. The demonic influence in your blood grows as you gain power.

Claws (Ex): Starting at 1st level, you can make two claw attacks as your full-attack action. These claws are treated as natural weapons, meaning that you are always considered armed and you do not gain additional attacks for a high base attack bonus. These attacks deal 1d6 points of damage plus your Strength-modifier (1d4 if you are Small). At 5th level, these claws are considered magic weapons for the purpose of overcoming DR. At 7th level, the damage increases by one step to 1d8 points of damage (1d6 if you are Small). At 11th level, these claws become flaming weapons, dealing 1d6 points of fire damage on a successful hit. This is a supernatural ability.

Demon Resistances (Ex): At 3rd level, you gain resist electricity 5 and a +2 bonus on saving throws made against poison. At 9th level, your resistance to electricity increases to 10 and your bonus on poison saving throws increases to +4.

Strength of the Abyss (Ex): At 9th level, you gain a +2 inherent bonus to your Strength. This bonus increases to +4 at 13th level, and again to +6 at 17th level.

Added Summonings (Su): At 15th level, whenever you summon a creature with the Demon subtype or the fiendish template using a *summon monster* spell, you summon one additional creature.

Demonic Might (Su): At 20th level, the power of the Abyss flows through you. You gain immunity to electricity and poison. You also gain resistance to acid 10, cold 10, and fire 10, and gain telepathy with a range of 60 feet.

Arcane

Your family has always been skilled in the art of magic. While many of your relatives were accomplished wizards, your powers developed without the need for study and practice.

Class Skill: Knowledge (any one).

Bonus Spells: *identify* (3rd), *invisibility* (5th), *dispel magic* (7th), *dimension door* (9th), *overland flight* (11th), *true seeing* (13th), *greater teleport* (15th), *power word stun* (17th), *wish* (19th).

Bonus Feats: Combat Casting, Improved Counterspell, Improved Initiative, Iron Will, Scribe Scroll, Skill Focus (Knowledge [arcana]), Spell Focus, Still Spell

Bloodline Powers: Magic comes naturally to you, but as you gain levels you must take care to prevent the power from overwhelming you.

Arcane Bond (Su): At 1st level, you gain an arcane bond, as a wizard equal to your sorcerer level.

Metamagic Adept (Ex): At 3rd level, you can apply any one metamagic feat you know to a spell you are about to cast without increasing the casting time. You must still expend a higher-level spell slot to cast this spell. You can use this ability once per day at 3rd level and one additional time per day for every four sorcerer levels you possess beyond 3rd, up to five times per day at 19th level. At 20th level, this ability is replaced by arcane apotheosis.

New Arcana (Ex): At 9th level, you can add any one spell that you are capable of casting to your list of spells known. You can also add one additional spell at 13th level and 17th level.

School Power (Ex): At 15th level, pick one school of magic. The DC for any spells you cast of that school increases by +2. This bonus stacks with the bonus granted by Spell Focus.

Arcane Apotheosis (Ex): At 20th level, your body surges with arcane power. You can add any metamagic feats that you know to your spells without increasing their casting time, although you must still expend higher-level spell slots. Whenever you are using magic items that require charges, you can instead expend spell slots to power the item. For every three levels of spell slots that you expend, you consume one less charge when using a magic item that expends charges.

Celestial

Your bloodline is blessed by a celestial power, either through having a celestial relative or through divine intervention. Although this power drives you along the path of good, your fate is your own to determine.

Class Skill: Heal.

Bonus Spells: *bless* (3rd), *resist energy* (5th), *magic circle against evil* (7th), *remove curse* (9th), *flame strike* (11th), *greater dispel magic* (13th), *banishment* (15th), *sunburst* (17th), *gate* (19th).

Bonus Feats: Dodge, Extend Spell, Iron Will, Mobility, Mounted Combat, Ride-By Attack, Skill Focus (Knowledge [religion]), Weapon Finesse.

Bloodline Powers: Your celestial heritage grants you a great many powers, but they come at a price. The powers of the higher planes are watching you and your actions closely.

Heavenly Fire (Su): Starting at 1st level, you can unleash a ray of heavenly fire as a standard action, targeting any foe within 30 feet as a ranged touch attack. Against evil creatures, this ray deals 1d6 points of fire damage +1 for every two caster levels you possess. Against good creatures, this ray heals them of 1d6 points of damage +1 for every two caster levels you possess. A good creature cannot benefit

TABLE 4-12: SORCERER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Bloodline power, cantrips, eschew materials	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Bloodline power	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5		6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	Bloodline feat	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6		6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6	Bloodline power	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7		6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7		6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8		6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8	Bloodline feat	6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9		6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9	Bloodline power	6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10		6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11	Bloodline feat	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Bloodline power	6	6	6	6	6	6	6	6	6

TABLE 4-13: SORCERER SPELLS KNOWN

Level	Spells Known									
	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

from your heavenly fire more than once per day. Neutral creatures are neither harmed nor healed by this effect.

Celestial Resistances (Ex): At 3rd level, you gain resist acid 5 and resist cold 5. At 9th level, your resistances increase to 10.

Wings of Heaven (Su): At 9th level, you can sprout feathery wings and fly for a number of minutes per day equal to your sorcerer level with a speed of 60 feet and good maneuverability. This duration does not need to be consecutive, but you must use it in 1 minute increments.

Conviction (Su): At 15th level, you can reroll any one ability check, attack roll, skill check, or saving throw you just made. You must decide to use this ability after the die is rolled, but before the results are revealed. You must take the second result, even if it is worse. You can use this ability once per day.

Ascension (Su): At 20th level, you can call upon the power of the heavens. You gain immunity to acid, cold, and petrification. You also gain a resist electricity 10, resist fire 10, and a +4 racial bonus on saves against poison. Finally, you gain the tongues ability, allowing you to speak with any creature that has a language.

Destined

Your family is destined for greatness in some way. Your birth could have been foretold in prophecy, or perhaps it occurred during an especially auspicious event, such as a solar eclipse. Regardless of its origin, you have a great future ahead of you.

Class Skill: Knowledge (history).

Bonus Spells: *alarm* (3rd), *blur* (5th), *protection from energy* (7th), *freedom of movement* (9th), *break enchantment* (11th), *mislead* (13th), *spell turning* (15th), *moment of prescience* (17th), *foresight* (19th).

Bonus Feats: Arcane Strike, Diehard, Endurance, Leadership, Lightning Reflexes, Maximize Spell, Skill Focus (Knowledge [history]), Weapon Focus.

Bloodline Powers: You are destined for great things, and the powers that you gain serve to protect you and fulfill your destiny.

Touch of Destiny (Su): Starting at 1st level, you can touch a creature as a standard action to give it a bonus to a single attack roll, skill check, ability check, or saving throw equal to half your caster level (minimum +1). This bonus lasts 3 rounds or until it is used. Once a creature has benefited from touch of destiny, it can gain no further benefit from this ability for 1 day.

Fated (Su): Starting at 3rd level, you gain a +1 luck bonus on all of your saving throws during surprise rounds or if you are otherwise unaware of the attack. At 7th level and every four levels thereafter, this bonus increases by +1, to a maximum +5 at 19th level.

It Was Meant To Be (Su): At 9th level, you may reroll any one attack roll, critical hit confirmation roll, or level check made to overcome spell resistance. You must decide to use this ability after the first roll is made but before the results are revealed. You must take the second result, even if it is worse. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day.

Within Reach (Su): At 15th level, your ultimate destiny is drawing near. Once per day, when an attack or spell that causes damage would result in your death, you may attempt a DC 20 Will save. If successful, you are instead reduced to −9 hit points and are automatically stabilized. The bonus from your fated ability applies to this save.

Destiny Realized (Su): At 20th level, your moment of destiny is at hand. Any critical threats made against you only confirm if the second roll results in a natural 20 on the die. Any critical threats you score are automatically confirmed. Once per day, you can automatically succeed at one caster level check made to overcome spell resistance. You must use this ability before making the roll.

Draconic

At some point in your family's history, a dragon interbred with your bloodline, and now its ancient power flows through your veins.

Class Skill: Perception.

Bonus Spells: *mage armor* (3rd), *resist energy* (5th), *fly* (7th), *fear* (9th), *spell resistance* (11th), *form of the dragon I* (13th), *form of the dragon II* (15th), *form of the dragon III* (17th), *wish* (19th).

Bonus Feats: Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Quicken Spell, Skill Focus (Fly), Skill Focus (Knowledge [arcana]), Toughness.

Bloodline Powers: The power of dragons flows through you and manifests in a number of ways. At 1st level, you must select one of the chromatic or metallic dragon types. This choice cannot be changed. A number of your abilities grant resistances and deal damage based on your dragon type, as noted on the following table.

Dragon Type	Energy Type	Breath Shape
Black	Acid	60-foot line
Blue	Electricity	60-foot line
Green	Acid	30-foot cone
Red	Fire	30-foot cone
White	Cold	30-foot cone
Brass	Fire	60-foot line
Bronze	Electricity	60-foot line
Copper	Acid	60-foot line
Gold	Fire	30-foot cone
Silver	Cold	30-foot cone

Claws (Ex): Starting at 1st level, you can make two claw attacks as a full-attack action. These claws are treated as natural weapons, meaning that you are always considered armed and you do not gain additional attacks for a high base attack bonus. These attacks deal 1d6 points of damage plus your Strength modifier (1d4 if you are Small). At 5th level, these claws are considered magic weapons for the purpose of overcoming DR. At 7th level, the damage increases to 1d8 points of damage (1d6 if you are Small). At 11th level, these claws deal an additional 1d6 points of damage of your energy type on a successful hit. This is a supernatural ability.

Dragon Resistances (Ex): At 3rd level, you gain resist 5 against your energy type and a +1 natural armor bonus. At 9th level, your energy resistance increases to 10 and natural armor bonus increases to +2. At 15th level, your natural armor bonus increases to +4.

Breath Weapon (Su): At 9th level, you gain a breath weapon. This breath weapon deals 1d6 points of damage of your energy type per caster level. Those caught in the area of the breath receive a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Constitution modifier. The shape of the breath weapon depends on your dragon type. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day.

Wings (Su): At 15th level, leathery dragon wings grow from your back as a standard action, giving you a fly speed of 60 feet with average maneuverability. You can dismiss the wings as a free action.

Power of Wyrms (Su): At 20th level, your draconic heritage becomes manifest. You gain immunity to paralysis, sleep, and damage of your energy type. You also gain blindsense 60 feet.

Elemental

The power of the elements resides in you, and at times you can hardly control its fury. This influence comes from an elemental outsider in your family history or a time when you or your relatives were exposed to a powerful elemental force.

Class Skill: Knowledge (planes).

Bonus Spells: *burning hands** (3rd), *scorching ray** (5th), *protection from energy* (7th), *elemental body I* (9th), *elemental body II* (11th), *elemental body III* (13th), *elemental body IV* (15th), *summon monster VIII* (elementals only) (17th), *elemental swarm* (19th).

*These spells always deal a type of damage determined by your element.

Bonus Feats: Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Knowledge [planes]), Weapon Finesse.

Bloodline Powers: One of the four elements is fused to your being, and you can draw upon its power in times of need. At first level, you must select one of the four elements: air, earth, fire, or water. This choice cannot be changed. A number of your abilities grant resistances and deal damage based on your element, as noted on the following table.

Element	Energy Type	Elemental Movement
Air	Electricity	Fly 60 feet (average)
Earth	Acid	Burrow 30 feet
Fire	Fire	+30 feet base speed
Water	Cold	Swim 60 feet

Elemental Ray (Su): Starting at 1st level, you can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of damage of your energy type +1 for every two caster levels you possess.

Elemental Resistance (Ex): At 3rd level, you gain resist 10 against your energy. At 9th level, your energy resistance increases to 20.

Elemental Blast (Su): At 9th level, you can unleash a blast of elemental power once per day. This 20-foot-radius burst does 1d6 points of damage of your energy type per caster level. Those caught in the area of your blast receive a Reflex save for half damage. Creatures that fail their save gain vulnerability to your energy type for 1 round. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Constitution modifier. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. This power has a range of 60 feet.

Elemental Movement (Su): At 15th level, you gain a special movement type or bonus. This ability is based on your element.

Elemental Body (Su): At 20th level, elemental power surges through your body. You gain immunity to sneak attacks, critical hits, and damage of your energy type.

Fey

The capricious nature of the fey runs in your family due to some intermingling of fey blood or magic. This tends to make you more emotional than most, prone to bouts of extreme joy and rage.

Class Skill: Knowledge (nature).

Bonus Spells: *entangle* (3rd), *hideous laughter* (5th), *deep slumber* (7th), *poison* (9th), *tree stride* (11th), *mislead* (13th), *phase door* (15th), *irresistible dance* (17th), *shapechange* (19th).

Bonus Feats: Dodge, Improved Initiative, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Quicken Spell, Skill Focus (Knowledge [nature]).

Bloodline Powers: You have always had a tie to the natural world and, as your power increases, so does the influence of the fey.

Laughing Touch (Su): At 1st level, you can cause a creature to burst out laughing for 1 round as a melee touch attack. A laughing creature can only take a move action and can defend itself normally. Once a creature has been affected by laughing touch, it is immune to its effects for 1 day.

Woodland Stride (Ex): At 3rd level, you can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Fleeting Glance (Su): At 9th level, you can turn invisible for a number of rounds per day equal to your caster level. This ability functions as *greater invisibility*. These rounds need not be consecutive.

Fey Magic (Su): At 15th level, you may reroll any caster level check made to overcome spell resistance. You must decide to use this ability before the results are revealed. You must take the second result, even if it is worse. You can use this ability at will.

Soul of the Fey (Su): At 20th level, your soul becomes one with the world of the fey. You gain immunity to poison and DR 10/cold iron. Creatures of the animal type do not attack you unless compelled to do so through magic. Once per day, you can cast *shadow walk* as a bonus spell.

Infernal

Somewhere in your family's history, a relative made a deal with a devil, and that pact has influenced the line ever since. Now it manifests in direct and obvious ways, granting you powers and abilities. While your fate is still your own, you can't help but wonder if your ultimate reward is bound to the Pit.

Class Skill: Diplomacy.

Bonus Spells: *protection from good* (3rd), *scorching ray* (5th), *suggestion* (7th), *charm monster* (9th), *dominate person* (11th), *planar binding* (devils and fiendish creatures only) (13th), *greater teleport* (15th), *power word stun* (17th), *meteor swarm* (19th).

Bonus Feats: Blind-Fight, Combat Expertise, Deceitful, Extend Spell, Improved Disarm, Iron Will, Skill Focus (Knowledge [planes]), Spell Penetration.

Bloodline Powers: You can draw upon the power of the Hells, although you must be wary of their corrupting influence. Such power does not come without a price.

Corrupting Touch (Su): At 1st level, you can cause a creature to become shaken as a melee touch attack. The target also takes an additional −2 penalty on saves versus spells of the enchantment school. This effect persists for 1 round per two caster levels you possess (minimum 1). Multiple touches do not stack, but they do reset the duration.

Infernal Resistances (Ex): At 3rd level, you gain resist fire 5 and a +2 bonus on saving throws made against poison. At 9th level, your resistance to fire increases to 10 and your bonus on poison saving throws increases to +4.

Hellfire (Su): At 9th level, you can call down a column of hellfire. This 10-foot-radius burst does 1d6 points of fire damage per caster level. Those caught in the area of your blast receive a Reflex save for half damage. Good creatures that fail their save are shaken for 1 round per caster level. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Constitution modifier. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. This power has a range of 60 feet.

On Dark Wings (Su): At 15th level, you can grow fearsome bat wings as a standard action, giving you a fly speed of 60 feet with average maneuverability. The wings can be dispelled as a free action.

Power of the Pit (Su): At 20th level, your form becomes infused with vile power. You gain immunity to fire and poison. You also gain resistance to acid 10 and cold 10, and the ability to see perfectly in darkness of any kind. This fiendish sight extends for 60 feet.

Undead

The touch of the grave runs through your family. Perhaps one of your ancestors became a powerful lich or vampire, or maybe you were born dead before suddenly returning to life. Either way, the forces of death move through you and touch your every action.

Class Skill: Knowledge (religion).

Bonus Spells: *chill touch* (3rd), *false life* (5th), *vampiric touch* (7th), *animate dead* (9th), *waves of fatigue* (11th), *undeath to death* (13th), *finger of death* (15th), *horrid wilting* (17th), *energy drain* (19th).

Bonus Feats: Combat Casting, Diehard, Endurance, Iron Will, Skill Focus (Knowledge [religion]), Spell Focus, Still Spell, Toughness.

Bloodline Powers: You can call upon the foul powers of the afterlife. Unfortunately, the more you draw upon them, the closer you come to joining them.

Grave Touch (Su): Starting at 1st level, you can make a melee touch attack as a standard action that deals 1d6 points of cold damage +1 for every two caster levels you possess. Creatures damaged by this attack automatically fail all stabilization checks made within 1 minute of your touch.

Death's Gift (Su): At 3rd level, you gain resist cold 5 and DR 5/— against nonlethal damage. At 9th level, your resistance to cold increases to 10 and your DR increases to 10/— against nonlethal damage.

Grasp of the Dead (Su): At 9th level, you can cause a swarm of skeletal arms to burst from the ground to rip and tear

your foes. The skeletal arms erupt from the ground in a 20-foot-radius burst. Anyone in this area takes 1d6 points of slashing damage per caster level. Those caught in the area receive a Reflex save for half damage. Those who fail the save are unable to move for 1 round. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Constitution modifier. The skeletal arms are spectral and disappear after 1 round. The arms must burst up from a solid surface. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. This power has a range of 60 feet.

Incorporeal Form (Su): At 15th level, you can become incorporeal for 1 round per caster level. While in this form, you gain the incorporeal subtype and your spells do not affect corporeal creatures, but your grave touch ability functions normally. You can use this ability once per day.

One of Us (Ex): At 20th level, you form begins to rot (although the appearance is up to you) and undead begin to see you as one of them. You gain immunity to cold, nonlethal damage, paralysis, and sleep. You also gain DR 5/—. Unintelligent undead do not notice you unless you attack them. You receive a +4 morale bonus on saving throws made against spells and spell-like abilities cast by undead.

WIZARD

Alignment: Any.
Hit Die: d6.

Class Skills

The wizard's class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

Skill Ranks Per Level: 2 + Int modifier.

Class Features

The following are the class features of the wizard.

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

Spells: A wizard casts arcane spells, which are drawn from the sorcerer/wizard spell list. A wizard must choose and prepare his spells ahead of time.

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

Like other spellcasters, a wizard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 4–14. In addition, he receives bonus spells per day if he has a high Intelligence score.

Unlike a bard or sorcerer, a wizard may know any number of spells. He must choose and prepare his spells ahead of time by getting a good night's sleep and spending 1 hour studying his spellbook. While studying, the wizard decides which spells to prepare.

TABLE 4-14: WIZARD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Arcane bond, cantrips, school power, Scribe Scroll	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	School power	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	School power	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Bonus feat	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	School power	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	School power	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Bonus feat, school power	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	School power	4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9	School power	4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9	Bonus feat	4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10	School power	4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11	School power	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Bonus feat, school power	4	4	4	4	4	4	4	4	4	4

Bonus Languages: A wizard may substitute Draconic for one of the bonus languages available to the character because of his race.

Arcane Bond (Su): At 1st level, wizards forge a powerful bond with an object or creature. This bond can take one of two forms: The first is a familiar, following the standard rules for such creatures (see Familiars) and the second is a bond with an object, using it to cast spells and enchanting it with even greater powers.

Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be wielded. If a wizard attempts to cast a spell without his bonded object worn or in hand, he must make a Spellcraft check or lose the spell. The DC for this check is equal to 20 + the spell's level.

A bonded object can be used once per day to cast any one spell that the wizard knows, just as if the wizard had cast it. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's prohibited schools.

A wizard can enchant his bonded object as if he had the required feats. Any powers added to his bonded object are added at half the normal cost. If the bonded object is a wand, it loses its enchantment when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties. Bonded objects only function for their creator, including any magic abilities added to the object. This means that they cannot be sold.

If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the subject of an arcane bond is lost or destroyed, it can be replaced after 1 week's time in a special ritual that costs 200 gp per wizard level. This ritual takes 8 hours to complete.

Cantrips (Sp): Wizards can prepare a number of cantrips, or 0-level spells, each day. They can cast these spells at will as a spell-like ability. The number of cantrips a wizard can prepare each day is noted on Table 4–14 under "spells per day." Cantrips are treated like any other spell cast by the wizard in terms of duration and other variables based on level.

School Powers: At 1st level, a wizard may choose one school of magic to focus on, and two other schools of magic to ignore (called prohibited schools). Wizards who do not choose a school of focus instead gain the powers listed for the universal school and do not need to choose any prohibited schools. Wizards may prepare and cast spells from their prohibited schools, but they do not gain the specialist bonus ability of their chosen school for that day if they do so.

Each arcane school grants a number of school powers dependent upon the level of the wizard. In addition, each arcane school (except the universal school) also grants a specialist bonus power so long as the wizard does not have any spells prepared from his prohibited schools. See the Spells and Magic chapter for more information.

Scribe Scroll: At 1st level, a wizard gains Scribe Scroll as a bonus feat.

Bonus Feats: At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums.

These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing those feats.

Spellbooks: A wizard must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook, except for *read magic*, which all wizards can prepare from memory.

A wizard begins play with a spellbook containing all 0-level wizard spells (except those from his prohibited school or schools, if any; see School Powers) plus three 1st-level spells of his choice. For each point of Intelligence bonus the wizard has, the spellbook holds one additional 1st-level spell of his choice. At each new wizard level, he gains two new spells of any spell level or levels that he can cast (based on his new wizard level) for his spellbook. At any time, a wizard can also add spells found in other wizards' spellbooks to his own.

Familiars

A familiar is a normal animal that gains new powers and becomes a magical beast when summoned to service by a sorcerer or wizard. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but is treated as a magical beast instead of an animal for the purpose of any effect that depends on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar.

A familiar also grants special abilities to its master (a sorcerer or wizard), as given on the table below. These special abilities apply only when the master and familiar are within 1 mile of each other.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the master's level.

Familiar	Special
Bat	Master gains a +3 bonus on hearing-based and opposed Perception checks
Cat	Master gains a +3 bonus on Stealth checks
Hawk	Master gains a +3 bonus on sight-based and opposed Perception checks in bright light
Lizard	Master gains a +3 bonus on Climb checks
Owl	Master gains a +3 bonus on sight-based and opposed Perception checks in shadows or darkness
Rat	Master gains a +2 bonus on Fortitude saves
Raven[1]	Master gains a +3 bonus on Appraise checks
Snake[2]	Master gains a +3 bonus on Bluff checks
Toad	Master gains +3 hit points
Weasel	Master gains a +2 bonus on Reflex saves

[1] A raven familiar can speak one language of its master's choice as a supernatural ability.

[2] Tiny viper.

Familiar Basics: Use the basic statistics for a creature of the familiar's kind, but make the following changes:

Hit Dice: For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.

Hit Points: The familiar has one-half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

Attacks: Use the master's base attack bonus, as calculated from all his classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with natural weapons.

Damage equals that of a normal creature of the familiar's kind.

Saving Throws: For each saving throw, use either the familiar's base save bonus (Fortitude +2, Reflex +2, Will +0) or the master's (as calculated from all his classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves.

Skills: For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever are better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use.

Familiar Ability Descriptions: All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

Natural Armor Adj.: The number noted here is in addition to the familiar's existing natural armor bonus.

Int: The familiar's Intelligence score.

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link (Su): The master has an empathic link with his familiar to a distance of 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotions can be communicated.

As a result, the master has the same connection to an item or place that his familiar does.

Deliver Touch Spells (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master would. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of its Kind (Ex): If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with ermines and minks. Such communication is limited by the intelligence of the conversing creatures.

Spell Resistance (Ex): If the master is 11th level or higher, a familiar gains spell resistance equal to the master's level +5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

Scry on Familiar (Sp): If the master is 13th level or higher, he may scry on his familiar (as if casting the *scrying* spell) once per day.

Master Class Level	Natural Armor Adj.	Int	Special
1st–2nd	+1	6	Alertness, improved evasion, share spells, empathic link
3rd–4th	+2	7	Deliver touch spells
5th–6th	+3	8	Speak with master
7th–8th	+4	9	Speak with animals of its kind
9th–10th	+5	10	—
11th–12th	+6	11	Spell resistance
13th–14th	+7	12	*Scry* on familiar
15th–16th	+8	13	—
17th–18th	+9	14	—
19th–20th	+10	15	—

DESIGNER NOTES: CLASS HIT DICE

By now, you probably have noticed that we changed the Hit Dice of both the rogue and the wizard. This change was made for two reasons: first, to increase the hardiness of each class, and second, to create a more standardized system for determining class Hit Dice. In these, and other classes, your Hit Dice are now directly tied to your base attack bonus progression. Classes such as wizard and sorcerer, which advance the slowest, now receive d6 Hit Dice. Bards, clerics, druids, monks, and rogues, who advance at a moderate pace, now all receive d8 Hit Dice. Classes that feature a fast base attack bonus progression, such as fighters, paladins, and rangers, receive d10 Hit Dice. The only exception to this rule is the barbarian, who retains his impressive d12 Hit Dice.

DESIGNER NOTES: RACE AND CLASS POWER

These rules increase the power of the base races and classes to some extent. This was done for a number of reasons, the most important of which was to balance them with the current level of power in the game. Over the years, a number of other races and classes have been released that are a bit more powerful than the base options. Since we do not want the core races and classes to be suboptimal choices, and we cannot change the other material, adding to the base choices seemed like the best option. We think that you will find these changes are not all that intrusive, and might even allow you to play with some of the other races and classes on an even scale.

Arcane Spells and Armor

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

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

Skills

Skills represent some of the more mundane abilities your character possesses. As your character advances in level, you gain new skills and your existing skills improve.

Acquiring Skills

At first level, your character gains a number of skill ranks dependent upon your class plus your Intelligence modifier. At every level after that, you gain additional skill ranks. These skill ranks can be spent on any skill, but you can only invest a number of ranks into a specific skill equal to your total Hit Dice. In addition, each class has a number of favored skills, called class skills. Your character is most proficient in these skills, as they represent part of his professional training and constant practice. You gain a +3 bonus on all class skills that you put ranks into. If you have more than one class and both grant you a class skill bonus, these bonuses do not stack.

The number of skill ranks you gain when taking a level in one of the base classes is shown on table 5–1. Humans gain one additional skill rank per class level. At each level after 1st, you gain a number of skill ranks dependant upon your class. If you select a level in a new class, all of its class skills are automatically added to your list of class skills, and you gain a +3 bonus on these skills if you have ranks in them.

Skill Checks

Whenever your character is required to make a skill check, roll 1d20 and add the appropriate modifier. If the skill is one that you have put ranks into, you are considered trained. Each rank you place in a skill gives you a +1 bonus on checks made using that skill. When making a skill check, add your ranks and the appropriate ability score modifier to a 1d20 check. If the skill is a class skill and you have invested ranks into that skill, you also add +3 to the check. If you are not trained in the skill (and it may be tried untrained) you may attempt the skill using only the bonus (or penalty) provided by the associated ability score modifier. Any racial modifiers apply to all of these rolls. These values are summarized on Table 5–2.

Skill Summary

The following skill descriptions are either entirely new or altered from recent editions. For a complete summary of all of the skills, see Table 5–4. Some previous skills have been combined into one unified skill. For a summary of these changes, see Table 5–3.

DESIGNER NOTES: SKILL REVISION

There has been a great deal of discussion about the skills system presented in the Alpha release 1 of the *Pathfinder RPG*. There were a number of people on both sides of the argument, both for and against the simplified system. In the end, a lot of the arguments against echoed some of our own concerns about the system. While it allowed you to easily create a character, it removed a great deal of the flexibility from the system, and that is not a good thing. In addition, the new system required significant conversion of monster statistics, and while this was simple, it was still extra work.

Taking all the feedback into consideration, we decided to go back to a rank system, although one that is a bit easier to use. We removed the cross-class skills, instead giving you a bonus on any class skills that you put ranks into. This bonus also allowed us to get rid of the messy multiplication at first level. The great thing about this system is that it still allows you to calculate a single-class character easily. Just pick your skills and you have as many ranks in them as you have levels. It also does not modify monster stat blocks in an appreciable way (since they rarely had cross-class skills anyway). The only change here comes from characters and NPCs that had heavily invested in cross-class skills. Those characters will receive a bit of a boost. We hope that you enjoy this system, as many of your comments helped to shape it.

DESIGNER NOTES: UNCHANGED SKILLS

As of this release of the *Pathfinder RPG*, the following skills have not changed from the way that they work in the 3.5 ruleset: Climb, Craft, Disguise, Escape Artist, Handle Animal, Heal, Knowledge (all except arcana), Perform, Profession, Ride, Sleight of Hand, Swim, and Use Magic Device. Further releases might alter these skills as needed.

DESIGNER NOTES: PRESTIGE SKILLS

With the changes to the skill system, the requirements to enter various prestige classes must change as well. Whenever a prestige class calls for a number of skill ranks, you can qualify for the prestige class if you meet that number of ranks –3 if you also have the skill as a class skill. If you do not have the skill as a class skill, you must possess double that number of ranks. For example, a 3.5 prestige class might require eight ranks in Move Silently. In the *Pathfinder RPG*, it instead requires five ranks of the Stealth skill if Stealth is one of your class skills and ten ranks if it is not.

Table 5-1: Skill Ranks

Class	Skill Ranks
Barbarian	4 + Int modifier
Bard	6 + Int modifier
Cleric	2 + Int modifier
Druid	4 + Int modifier
Fighter	2 + Int modifier
Monk	4 + Int modifier
Paladin	2 + Int modifier
Ranger	6 + Int modifier
Rogue	8 + Int modifier
Sorcerer	2 + Int modifier
Wizard	2 + Int modifier

Table 5-2: Skill Check Bonuses

Skill	Skill Check is Equal To[1]
Untrained	1d20 + Ability modifier + racial modifier
Trained	1d20 + Skill ranks + ability modifier + racial modifier
Trained Class Skill	1d20 + Skill ranks + ability modifier + racial modifier + 3

1 Armor check penalty applies to all Strength and Dexterity-based skill checks.

Table 5-3: Altered Skills

Old Skill	New Skill
Balance	Acrobatics
Concentration	Spellcraft
Decipher Script	Linguistics
Forgery	Linguistics
Gather Information	Diplomacy
Hide	Stealth
Jump	Acrobatics
Listen	Perception
Move Silently	Stealth
Open Lock	Disable Device
Search	Perception
Speak Languages	Linguistics
Spot	Perception
Tumble	Acrobatics
Use Rope	—

Skill Descriptions

The following descriptions include all the relevant rules needed to use the new skills in the *Pathfinder Roleplaying Game*.

Pathfinder Roleplaying Game

Table 5-4: New Skills

Skill	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz	Untrained	Ability
Acrobatics	C	C	—	—	—	C	—	—	C	—	—	Yes	Dex[1]
Appraise	—	C	C	—	—	—	—	—	C	C	C	Yes	Int
Bluff	—	C	—	—	—	—	—	—	C	C	—	Yes	Cha
Climb	C	C	—	C	C	C	—	C	C	—	—	Yes	Str[1]
Craft	C	C	C	C	C	C	C	C	C	C	C	Yes	Int
Diplomacy	—	C	C	—	—	—	C	—	C	—	—	Yes	Cha
Disable Device	—	—	—	—	—	—	—	—	C	—	—	No	Dex[1]
Disguise	—	C	—	—	—	—	—	—	C	—	—	Yes	Cha
Escape Artist	—	C	—	—	—	C	—	—	C	—	—	Yes	Dex[1]
Fly	—	—	—	C	—	—	—	—	—	C	C	No	Dex[1]
Handle Animal	C	—	—	C	C	—	C	C	—	—	—	No	Cha
Heal	—	—	C	C	—	—	C	C	—	—	—	Yes	Wis
Intimidate	C	—	—	—	C	C	—	C	C	C	—	Yes	Cha
Knowledge (arcana)	—	C	C	—	—	—	—	—	—	C	C	No	Int
Knowledge (dungeoneering)	—	C	—	—	—	—	—	C	C	—	C	No	Int
Knowledge (engineering)	—	C	—	—	C	—	—	—	—	—	C	No	Int
Knowledge (geography)	—	C	—	C	—	—	—	C	—	—	C	No	Int
Knowledge (history)	—	C	C	—	—	C	—	—	—	—	C	No	Int
Knowledge (local)	—	C	—	—	—	—	—	—	C	—	C	No	Int
Knowledge (nature)	C	C	—	C	—	—	—	C	—	—	C	No	Int
Knowledge (nobility)	—	C	C	—	—	—	C	—	—	—	C	No	Int
Knowledge (planes)	—	C	C	—	—	—	—	—	—	—	C	No	Int
Knowledge (religion)	—	C	C	—	—	—	C	—	—	—	C	No	Int
Linguistics	—	C	C	—	—	—	—	—	C	—	C	No	Int
Perception	C	C	—	C	—	C	—	C	C	—	—	Yes	Wis
Perform	—	C	—	—	—	C	—	—	C	—	—	Yes	Cha
Profession	—	C	C	C	C	C	C	C	C	C	C	Yes	Wis
Ride	C	—	—	C	C	C	C	C	—	—	—	Yes	Dex[1]
Sense Motive	—	C	C	—	—	C	C	—	C	—	—	Yes	Wis
Sleight of Hand	—	C	—	—	—	—	—	—	C	—	—	No	Dex[1]
Spellcraft	—	C	C	C	—	—	C	C	—	C	C	Yes	Int
Stealth	—	C	—	—	—	C	—	C	C	—	—	Yes	Dex[1]
Survival	C	—	—	C	C	—	—	C	—	—	—	Yes	Wis
Swim	C	—	—	C	C	C	—	C	C	—	—	Yes	Str[1]
Use Magic Device	—	C	—	—	—	—	—	—	C	C	—	No	Cha

C = Class Skill; 1 = Armor check penalty applies

Acrobatics (Dex; Armor Check Penalty)

You can keep your balance while traversing narrow or treacherous surfaces. You can also dive, flip, jump, and roll, avoiding attacks and confusing your opponents.

Check: This skill has three distinct uses. First, you can use it to move on narrow surfaces and uneven ground without falling. A successful check allows you to move at half speed through such situations. Only one check is needed per round to move across such surfaces. Use the following table to determine the base DC, which is then modified by the Acrobatics skill modifiers noted below. While you are using Acrobatics in this way, you are considered flat-footed and lose your Dexterity bonus to your AC (if any). If you take damage while using Acrobatics, you must immediately make another Acrobatics check at the same DC to avoid falling or being knocked prone.

Surface Width	Base Acrobatics DC
Greater than 3 feet wide	0[1]
1–3 feet wide	5[1]
7–11 inches wide	10
2–6 inches wide	15
Less than 2 inches wide	20

1 No Acrobatics check is needed to move across these surfaces unless the modifiers increase the DC to 10 or higher.

This skill can also be used to move past or through opponents without provoking an attack of opportunity. You must make one check per opponent. If you fail your check when moving past an opponent, you continue to move but provoke an attack of opportunity as normal. If you fail your check when moving through an opponent's square, your movement ends before you enter the opponent's space and you provoke an attack of opportunity as normal.

Situation	Base Acrobatics DC[1]
Move through a threatened area	15 + opponent's base attack bonus
Move through an enemy's space	20 + opponent's base attack bonus

1 This DC is used to avoid an attack of opportunity due to movement. This penalty increases by +2 for each additional opponent avoided in one round.

You can also use the Acrobatics skill to jump across gaps and pits, as well as soften your fall. Instead of determining the base DC by the surface width, the base DC is equal to the distance to be crossed (if horizontal) or four times the height to be reached (if vertical). These DCs double if you do not have at least 10 feet of space to get a running start. The only modifiers that apply are those concerning the surface you are jumping from. If you fail this check by 4 or less, you can attempt a DC 20 Reflex save to grab hold of the other side after having missed the jump. If you fail by 5 or more, you fail to make the jump and fall (or land prone, in the case of a vertical jump).

Long Jump	Acrobatics DC
5 feet	5
10 feet	10
15 feet	15
20 feet	20
Greater than 20 feet	+5 per 5 feet

High Jump	Acrobatics DC
1 foot	4
2 feet	8
3 feet	12
4 feet	16
Greater than 4 feet	+4 per foot

The following modifiers apply to all Acrobatics skill checks. The modifiers stack with one another, but only the most severe modifier for any given condition applies.

Acrobatics Modifiers	DC Modifier
Lightly Obstructed (gravel, sand)	+2
Severely Obstructed (cavern, rubble)	+5
Slightly Slippery (wet)	+2
Severely Slippery (icy)	+5
Slightly Sloped (<45°)	+2
Severely Sloped (>45°)	+5
Slightly Unsteady (boat in rough water)	+2
Mildly Unsteady (boat in a storm)	+5
Severely Unsteady (earthquake)	+10
Move at normal speed or greater	+5

Action: None. An Acrobatics check is made as part of another action or as a reaction to a situation.

Special: If you are proficient in the Acrobatics skill, you gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2, and a +6 dodge bonus to AC when taking the total defense action instead of the usual +4.

Appraise (Int)

With this skill, you can evaluate the value of any object, picking out priceless treasures from worthless junk. If you are trained in this skill, you can use it in conjunction with *detect magic* to ascertain the properties of a magic item.

Check: The DC of the Appraise check on non-magical items depends on their value, as noted on the following chart. If you fail the check you are unable to accurately gauge the value of an item. The GM might invent a value for the item that is wildly off the mark if your check fails by 5 or more. Particularly rare or exotic items might increase the DC of this check by +5.

Mundane Item Value	Appraise DC
0 gp–100 gp	5
101 gp–500 gp	10
501 gp–1,000 gp	15
1,001 gp–5,000 gp	20
5,001 gp–10,000 gp	25
10,001 gp+	30

You can also use this check to determine the most valuable-looking item in a treasure hoard. The DC of this check is generally 20, but can increase to as high as 30 for a particularly large hoard.

If you are trained in Appraise, you can use it in conjunction with *detect magic* or *identify* to determine the properties of a magic item in your possession. The DC of this check is equal to 15 + the item's caster level. If successful, you determine the item's properties and command words. You cannot determine the powers of artifacts through the use of this skill. You must be the caster of *detect magic* to use this skill in this way.

Action: Appraising a non-magical item takes 1 standard action. Determining the most valuable object in a treasure hoard takes 1 full-round action. Attempting to ascertain the power of magic items takes 3 rounds per item to be identified and you must be able to thoroughly examine the item.

Try Again: Additional attempts to Appraise a non-magical item reveal the same result. When using *detect magic* or *identify* to Appraise magic items, you only attempt to ascertain the powers of an individual item once per day. Additional attempts during the same day reveal the same results.

Special: An elf gets a +2 racial bonus on Appraise checks used to identify the properties of magic items.

A spellcaster with a raven familiar gains a +3 bonus on Appraise checks.

Bluff (Cha)

You know how to tell a lie.

Check: You can convince others that what you are saying is true. Bluff is an opposed skill check versus your opponent's Sense Motive skill. If you are actively using Bluff to fool another, with a successful check you convince your opponent that what you are saying is true. Bluff checks are modified depending upon the believability of the lie. The following modifiers are applied to the roll of the creature attempting to tell the lie.

Circumstances	Bluff Modifier
The target wants to believe you	+5
The lie is believable	+0
The lie is unlikely	−5
The lie is far-fetched	−10
The lie is impossible	−20
The target is drunk or impaired	+5
You possess convincing proof	up to +10

Feint: You can also use Bluff to feint in combat, causing your opponent to be flat-footed against your next attack. The DC of this check is equal to 10 + your opponent's base attack bonus + your opponent's Wisdom modifier. If your opponent is trained in Sense Motive, the DC is instead equal to 10 + your opponent's Sense Motive bonus, if higher. For more information on feinting, see the Combat chapter.

Secret Messages: You can use Bluff to pass hidden messages to another character without others understanding your true meaning. The DC of this check is 15 for simple messages and 20 for complex messages. If you are successful, the target automatically understands you, assuming you are speaking in a language that it understands. If your check fails by 5 or more, you deliver the wrong message. Other creatures that hear the message can decipher the message by succeeding at an opposed Bluff check.

Action: Attempting to deceive someone takes at least 1 round, but can possibly take longer if the lie is elaborate. Feinting in combat is a standard action. Exchanging a secret message generally takes twice as long as the message itself would take to relay.

Try Again: If you fail to deceive someone, any further checks made to deceive them are made at a −10 penalty and may be impossible (GM discretion). You can attempt to feint against someone again if you fail. Secret messages can be relayed again if the first attempt fails.

Special: A spellcaster with a snake familiar gains a +3 bonus on Bluff checks.

Diplomacy (Cha)

You can use this skill to persuade others, resolve differences, and gather valuable information. This skill is also used to negotiate conflicts, using the proper etiquette and manners suitable to the problem.

Check: You can change the attitudes of nonplayer characters with a successful check. The DC of this check depends on the character's starting attitude toward you. If you succeed, the character's attitude toward you is improved by one step. For every 5 by which your check result exceeds the DC, the character's attitude toward you increases by one additional step. A creature's attitude cannot be shifted more than two steps up in this way, although the GM can override this rule in some situations. If you fail the check by 4 or less, the character's attitude toward you is unchanged. If you fail by 5 or more, the character's attitude toward you is decreased by one step.

You cannot use Diplomacy against a creature that does not understand you or has an Intelligence of 3 or less. Diplomacy is generally ineffective in combat and against creatures that intend to harm you or your allies in the immediate future. Any attitude shift caused through Diplomacy generally lasts for 1d4 hours but can last much longer or shorter depending upon the situation (GM discretion).

Starting Attitude	Diplomacy DC
Hostile	25
Unfriendly	20
Indifferent	15
Friendly	10
Helpful	0

If the creature's attitude toward you is at least indifferent, you can make requests of the creature. This is an additional Diplomacy check, at the same DC with one of the following modifiers. Once a creature's attitude is shifted to helpful, the creature gives in to most requests without a check, unless that check is against their nature or puts them in serious peril.

Request	Diplomacy Modifier
Give simple advice or directions	−5
Give detailed advice	+0

Give simple aid	+0
Reveal an unimportant secret	+5
Give lengthy or complicated aid	+5
Give dangerous aid	+10
Reveal secret knowledge	+10 or more
Give aid that could result in punishment	+15 or more
Additional requests	+5 per request

Gather information: You can also use Diplomacy to gather information about a specific topic or individual. To do this, you must spend at least 1d4 hours canvassing people at local taverns, markets, and gathering places. The DC of this check depends on the obscurity of the information sought, but for most commonly known facts or rumors, it is 10. For obscure or secret knowledge, the DC might increase to 20 or higher. The GM might rule that some topics are simply not known by the common folk.

Action: Using Diplomacy to influence a creature's attitude takes 1 minute of continuous interaction. Making a request of a creature takes 1 or more rounds of interaction, depending upon the complexity of the request. Using Diplomacy to gather information takes 1d4 hours of wandering the town, searching for rumors and informants.

Try Again: You cannot use Diplomacy to influence a given creature's attitude more than once in a 24 hour period. If a request is refused, the result does not change with additional checks, although other requests might be made. You can retry Diplomacy checks made to gather information.

Disable Device
(Dex; Armor Check Penalty; Trained Only)
You are skilled at disarming traps and opening locks. In addition, this skill lets you sabotage simple mechanical devices, such as catapults, wagon wheels, and doors.

Check: When disarming a trap or other device, the Disable Device check is made secretly, so that you don't necessarily know whether you've succeeded.

The DC depends on how tricky the device is. Disabling (or rigging or jamming) a fairly simple device has a DC of 10; more intricate and complex devices have higher DCs.

If the check succeeds, you disable the device. If it fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If the device is a trap, you spring it. If you're attempting some sort of sabotage, you think the device is disabled, but it still works normally.

You also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

WIND EFFECTS ON FLY

Wind Force	Wind Speed	Checked Size	Blown Away Size	Fly Penalty
Light	0–10 mph	—	—	—
Moderate	11–20 mph	—	—	—
Strong	21–30 mph	Tiny	—	–2
Severe	31–50 mph	Small	Tiny	–4
Windstorm	51–74 mph	Medium	Small	–8
Hurricane	75–174 mph	Large	Medium	–12
Tornado	175+ mph	Huge	Large	–16

Device	Time	Disable Device DC¹	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device

1If you attempt to leave behind no trace of your tampering, add 5 to the DC.

Open Locks: The DC for opening a lock depends on its quality. If you do not have a set of thieves' tools, these DCs increase by +10.

Lock Quality	Disable Device DC
Simple	20
Average	25
Good	30
Amazing	40

Action: The amount of time needed to make a Disable Device check depends on the task, as noted above. Disabling a simple device takes 1 round and is a full-round action. An intricate or complex device requires 1d4 or 2d4 rounds. Attempting to open a lock is a full-round action.

Try Again: Varies. You can retry checks made to disable traps if you have missed the check by 4 or less, though you must be aware that you have failed in order to try again. You can retry checks made to open locks.

Special: If you have the Deft Hands feat, you get a +2 bonus on Disable Device checks.

A rogue who beats a trap's DC by 10 or more can study the trap, figure out how it works, and bypass it (along with her companions) without disarming it.

Restriction: Rogues (and other characters with the trapfinding class feature) can disarm magic traps. A magic trap generally has a DC of 25 + the spell level of the magic used to create it.

The spells *fire trap, glyph of warding, symbol,* and *teleportation circle* also create traps that a rogue can disarm with a successful Disable Device check. *Spike growth* and *spike stones,* however, create magic traps against which Disable Device checks do not succeed. See the individual spell descriptions for details.

Fly
(Dex; Armor Check Penalty; Trained Only)

You are skilled at flying, either through the use of wings or magic, and can perform daring maneuvers while airborne. Note that this skill does not give you the ability to fly.

Check: You can perform maneuvers while flying. Without making a check, a flying creature can remain flying at the end of its turn so long as it moves a distance greater than half its speed, can turn up to 45 degrees by sacrificing 5 feet of movement, can rise at half speed at an angle of 45 degrees, and can descend at any angle at normal speed. Note that these restrictions only apply to movement taken during your current turn. At the beginning of the next turn, you can move in a different direction than you did the previous turn without making a check. Taking any action that violates these rules requires a check. The difficulty of these maneuvers varies, as noted on the following chart.

Flying Maneuver	Fly DC
Move less than half speed and remain flying	10
Hover	15
Turn greater than 45° by spending 5 feet of movement	15
Turn 180° by spending 10 feet of movement	20
Fly up at greater than 45°	20

Being attacked while flying: You are not considered flat-footed while flying. If you are flying using wings and you take damage while flying, you must make a DC 10 Fly check to avoid losing 10 feet of altitude.

Collision while flying: If you are using wings to fly and you collide with an object equal to your size or larger you must immediately make a DC 25 Fly check to avoid plummeting to the ground, taking the appropriate falling damage.

Avoid falling damage: If you are falling and have the ability to fly, you can make a DC 10 Fly check to negate the damage. You cannot make this check if you are falling due to a failed Fly check or a collision.

High wind speeds: Flying during high winds causes penalties on your Fly checks as noted on the Wind Effects chart. "Checked" means that creatures of that size or smaller must succeed on a DC 20 Fly check to move at all so long as the wind persists. "Blown away" means that creatures of that size or smaller must succeed on a DC 25 Fly check or be blown back 2d6×10 feet and take 2d6 points of nonlethal damage due to the wind. This check must be made every round the creature remains airborne. A creature that is blown away must still make a DC 20 Fly check to move due to also being checked.

Action: None. A fly check doesn't require an action; it is made as part of another action or as a reaction to a situation.

Try Again: Varies. You can attempt a Fly check to perform the same maneuver on subsequent rounds. If you are using wings and you fail this check by 5 or more, you plummet to the ground, taking the appropriate falling damage.

Special: Creatures with a fly speed receive this skill for free as a class skill. They also receive a bonus (or penalty) on all Fly checks depending on their maneuverability.

Creatures with clumsy maneuverability take a –8 penalty on all Fly checks.

Creatures with poor maneuverability take a –4 penalty on all Fly checks.

Creatures with good maneuverability get a +4 racial bonus on all Fly checks.

Creatures with perfect maneuverability get a +8 racial bonus on all Fly checks.

Creatures without a maneuverability rating are assumed to have an average maneuverability and take no penalty on Fly checks.

You cannot take this skill without a natural means of flight or a reliable means of flying every day (either through a spell or other magical manner, such as a druid's wild shape ability).

Heal (WIS)

You are skilled at tending to the ailments of others.

Check: The DC and effect depend on the task you attempt.

Task Heal	DC
First aid	15
Long-term care	15
Treat wound from caltrop, spike growth, or spike stones	15
Treat deadly wounds	20
Treat poison	Poison's save DC
Treat disease	Disease's save DC

First Aid: You usually use first aid to save a dying character. If a character has negative hit points and is losing hit points (at the rate of 1 per round, 1 per hour, or 1 per day), you can make him stable. A stable character regains no hit points but stops losing them.

Long-Term Care: Providing long-term care means treating a wounded person for a day or more. If your Heal check is successful, the patient recovers hit points or ability score points (lost to ability damage) at twice the normal rate: 2 hit points per level for a full 8 hours of rest in a day, or 4 hit points per level for each full day of complete rest; 2 ability score points for a full 8 hours of rest in a day, or 4 ability score points for each full day of complete rest.

You can tend as many as six patients at a time. You need a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself.

Treat Wound from Caltrop, Spike Growth, or Spike Stones: A creature wounded by stepping on a caltrop moves at one-half normal speed. A successful Heal check removes this movement penalty.

A creature wounded by a spike growth or spike stones spell must succeed on a Reflex save or take injuries that reduce his speed by one-third. Another character can remove this penalty by taking 10 minutes to dress the victim's injuries and succeeding on a Heal check against the spell's save DC.

Treat Deadly Wounds: When treating deadly wounds, you can restore hit points to a damaged creature. Treating deadly wounds restores 1 hit point per level of the creature. If you exceed the DC by 5 or more, add your Wisdom modifier to this amount (if positive). A creature can only benefit from treat deadly wounds within 24 hours of being injured and never more than once per day. You must expend five uses from a healer's kit to perform this task. You take a –2 penalty on your Heal skill check for each use from the healer's kit that you lack.

Treat Poison: To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you make a Heal check. The poisoned character uses your check result or his saving throw, whichever is higher.

Treat Disease: To treat a disease means to tend a single diseased character. Every time he makes a saving throw against disease effects, you make a Heal check. The diseased character uses your check result or his saving throw, whichever is higher.

Action: Providing first aid, treating a wound, or treating poison is a standard action. Treating a disease or

tending a creature wounded by a spike growth or spike stones spell takes 10 minutes of work. Treating deadly wounds takes 1 hour of work. Providing long-term care requires 8 hours of light activity.

Try Again: Varies. Generally speaking, you can't try a Heal check again without proof of the original check's failure. You can always retry a check to provide first aid, assuming the target of the previous attempt is still alive.

Special: A character with the Self-Sufficient feat gets a +2 bonus on Heal checks.

A healer's kit gives you a +2 circumstance bonus on Heal checks.

Intimidate (Cha)

You can use this skill to frighten your opponents or to get them to act in a way that benefits you. This skill includes verbal threats and displays of prowess.

Check: You can use Intimidate to force an opponent to act friendly to you for 1d6 x 10 minutes with a successful check. The DC of this check is equal to 10 + the target's Hit Dice + the target's Wisdom modifier. If successful, the target will give you information you desire, take actions that do not endanger it, or otherwise offer limited assistance. After the Intimidate expires, the target treats you as unfriendly and may report you to local authorities. If you fail this check by 5 or more, the target attempts to deceive you or otherwise hinder your activities.

Demoralize: You can use this skill to cause your opponents to become shaken for a number of rounds. The DC of this check is equal to 10 + the target's Hit Dice + the target's Wisdom modifier. If you are successful, the target is shaken for one round. This duration increases by 1 round for every 5 by which you beat the DC. You can only threaten opponents in this way if they are within 30 feet and can clearly see and hear you.

Action: Using Intimidate to change an opponent's attitude requires 1 minute of conversation. Demoralizing an opponent is a standard action.

Try Again: You can attempt to Intimidate an opponent again, but each additional check increases the DC by +5. This increase resets after one hour has passed.

Special: You also gain a +4 bonus on Intimidate checks if you are larger than your target, and a −4 penalty on Intimidate checks if you are smaller than your target.

Knowledge (Arcana) (Int; Trained Only)

You have studied the secrets of magic and can identify spell effects that are in place. This skill also allows you to identify the powers and abilities of some monsters, including constructs, dragons, and magical beasts.

Check: Knowledge (arcana) covers the lore aspect of magic (as opposed to its technical aspects, which are covered under Spellcraft). You can answer questions concerning magic, symbols, spells, and magic items with a successful check. The DC depends on the difficulty of the question: 10 for easy questions, 15 for basic questions, 20 for difficult questions, and 25+ for truly rare pieces of knowledge. Knowledge (arcana) can be used for a number of additional tasks as well.

Task	Knowledge (arcana) DC
Identify auras while using *detect magic*	15 + spell level
Identify a spell effect that is in place	20 + spell level
Identify materials manufactured by magic	20 + spell level
Identify a spell that just targeted you	25 + spell level
Identify monster abilities and weaknesses	10 + monster's CR

With a successful check, you can also identify certain monsters, their abilities, weaknesses, and special powers. Success means that you learn one piece of information (usually its name and purported abilities). For every 5 points by which your check result exceeds the DC you learn another piece of information.

Action: Knowledge checks are a free action, as it takes little time to recall what you know about a creature or spell.

Try Again: No. If you fail, you simply do not know the answer.

Untrained: An untrained Knowledge (arcana) check is an Intelligence check, but you cannot make any check with a DC higher than 10. If you have access to an extensive arcane library, this limit is removed. The time to make checks using a library, however, increases to 1d4 hours. Particularly complete libraries might even grant a bonus to Knowledge checks in the fields that they cover.

Linguistics (Int; Trained Only)

You are skilled at working with language, both in its spoken and written forms. You can speak multiple languages and can decipher nearly any tongue given the time. Your skill in writing allows you to create and detect forgeries as well.

Check: You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing. If the check succeeds, you understand the general content of a piece of writing about one page long (or the equivalent). If the check fails, make a DC 5 Wisdom check to see if you avoid drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.)

Both the Linguistics check and (if necessary) the Wisdom check are made secretly by the GM, so that you can't tell whether the conclusion you draw is true or false.

Create or Detect Forgeries: Forgery requires writing materials (such as ink, paper, and wax) appropriate to the document being forged. To forge a document on which the handwriting is not specific to a person, you need only to have seen a similar document before, and you gain a +8 bonus on your check. To forge a signature, you need an autograph of that person to copy, and you gain a +4 bonus on the check. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

The Linguistics check is made secretly, so that you're not sure how good your forgery is. As with Disguise, you don't even need to make a check until someone examines the work. Your Linguistics check is opposed by the Linguistics check of the person who examines the document to check its authenticity. The examiner gains modifiers on his or her check if any of the conditions on the table below exist.

Condition	Reader's Linguistics Check Modifier
Type of document unknown to reader	−2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	−2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	−2
Document contradicts orders or knowledge	+2

Learn Language: Whenever you put a rank into this skill you immediately learn to speak and read a new language.

Action: Varies. Deciphering a page of ordinary text takes 1 minute (10 consecutive rounds). Creating a forgery can take anywhere from 1 minute to 1d4 minutes per page. Detecting a forgery using Linguistics takes 1 round of examination per page.

Try Again: Yes.

Special: You must be trained to use this skill, but you can always attempt to read archaic and strange forms of your own racial bonus languages.

Perception (Wis)

Your senses allow you to notice fine details and alert you to danger. Perception covers all five senses, including sight, sound, touch, taste, and smell.

Check: Perception has a number of uses, the most common of which is an opposed check versus an opponent's Stealth check to avoid being surprised. If you are successful,

you notice the opponent and can react accordingly. If you fail, your opponent can take a variety of actions, including sneaking past you and attacking you.

Perception is also used to notice fine details in the environment. For this purpose, the skill is broken down into the five senses, as noted below.

Sight: You can spot enemies far away or notice the small details that indicate the location of a trap, secret door, or hidden panel. The following table outlines the DC of these checks. Note that you automatically fail any Perception skill check made against a target that you cannot see due to insufficient lighting.

Sight	Perception DC
A hidden creature	Opposed by Stealth
A visible creature	0
A trap	Varies by trap
A concealed door	15+
A hidden compartment	15+
A secret door	20+

Sight Modifiers[1]	DC Modifier
Distance in sunlight	+1/100 feet
Distance in torchlight	+1/10 feet
Distance in moonlight	+1/5 feet
Distance in candlelight	+1/1 foot

1 These modifiers only apply to spotting creatures. Hidden objects cannot be spotted by creatures that cannot closely examine the area, generally at a distance no greater than 20 feet.

Sound: You can hear the footfalls of approaching monsters, the rumble of a distant dragon, or the cries for help in a burning building. The following table outlines the DC of these checks. If you beat the DC by 10 or more, you can make out fine details about the sound (and can hear the words being spoken, if any).

Sound	Perception DC
A creature moving silently	Opposed by Stealth
A battle	–10
People talking	0
An armored creature walking	5
An unarmored creature walking	10
People whispering	15
A key being turned in a lock	20
A bow being drawn back to fire	25

Sound Modifiers	DC Modifier
Distance	+1/10 feet
Through a door	+5
Through a wall	+10/foot of thickness
Cavernous space	+5

A louder noise is present	+5
Listener asleep	+10
Pinpoint an invisible foe through sound	+20

Smell: You can pick up fine odors in the air, allowing you to smell nearby creatures, inhaled poisons, and nearby odiferous hazards. The following table outlines the DCs of these checks. Unlike the ability to hear or see an approaching enemy, smell cannot be used to notice hidden foes unless the scent is present for more than a 10 minutes.

Smell	Perception DC
Rotting garbage	–10
An ogre's den	–5
Smoke or an ogre	0
Perfume or an orc	5
Fresh air or a dwarf	10
Sweat or a human	15
Blood or an elf	20
Inhaled poison	Poison's DC

Smell Modifiers	DC Modifier
Distance	+1/10 feet
Time since the source of the smell was present	+1/minute
Through a door	+5
Breeze	+5
A stronger odor nearby	+5
Cold environment	+5
Wind	+10
Pinpoint an invisible foe through smell	+20
Particularly strong	–5

Taste: You can taste when food has spoiled, is poisoned, or is diseased. You can also use your sense of taste to identify the properties of common potions. The following table outlines the DCs of these checks. Note that when you intentionally attempt to taste for poison or disease, if you fail the check by 5 or more, you suffer the effects of the poison or disease and must save accordingly. You do not get to make this check automatically when you ingest poison or diseased food unless the DC of the check is less than 20.

Taste	Perception DC
Spoiled food	5
Ingested poison	Poison's DC
Diseased food	Disease's DC
Potion	15 + caster level

Taste Modifiers	DC Modifier
Taste is intentionally obscured	+10
Uncommon Potion (GM's discretion)	+5
Rare Potion (GM's discretion)	+10

Spellcraft DCs

Task	Spellcraft DC
Identify a spell as it is being cast	15 + spell level
Learn a spell from a spellbook or scroll	10 + spell level
Prepare a spell from a borrowed spellbook	15 + spell level
Cast a spell if you are damaged while casting	10 + damage dealt + spell level
Cast a spell if you are taking continuous damage	10 + half the damage dealt + spell level
Cast a spell if you are distracted by a nondamaging spell	Distracting spell's DC + spell level
Cast a spell while on a moving mount or vehicle	10 + spell level
Cast a spell while on a vigorously moving mount or vehicle	15 + spell level
Cast a spell while moving violently (earthquake, falling)	20 + spell level
Cast a spell while entangled	15 + spell level
Cast a spell while grappled	15 + spell level
Cast a spell during extreme weather	10 + spell level

Touch: You can feel for breezes indicating the route to open air as well as the gentle tremors made by burrowing creatures and marching armies. The following table outlines the DC of these checks.

Touch	Perception DC
Notice a pickpocket	Opposed by Sleight of Hand
Air movement	20
Burrowing creature	25
Creatures or armies on the move	30

Touch Modifiers	DC Modifier
Distance to burrower	+1/10 feet
Distance to large creatures or armies	+1/100 feet
Size of moving creature	Size modifier
Number of moving creatures	–1/10 creatures

Action: Most Perception checks are reactive, made in response to observable stimulus. Intentionally searching for stimulus is a move action.

Try Again: Yes. You can try to sense something you missed the first time, so long as the stimulus is still present.

Special: An elf or half-elf has a +2 bonus on hearing- and sight-based Perception checks. A halfling has a +2 bonus on hearing- and taste-based Perception checks. A gnome has a +2 bonus on smell- and touch-based perception checks. A dwarf has a +2 bonus on taste- and touch-based Perception checks.

Creatures with the scent special quality have a +8 bonus on smell-based Perception checks.

Creatures with the tremorsense special quality have a +8 bonus on touch-based Perception checks and automatically make any such checks within their range.

A spellcaster with a hawk or owl familiar gains a +3 bonus on sight-based Perception checks. A spellcaster with a bat familiar gains a +3 bonus on sound-based Perception checks.

Spellcraft (Int)

You are skilled at the art of casting spells and can identify spells as they are being cast. You can also use this skill to avoid losing your spell if you are damaged or distracted while casting.

Check: Spellcraft is used whenever your knowledge and skill of the technical art of casting a spell comes into question. The DC of this check varies depending upon the task at hand. If you are casting a spell, and you succeed at the check, you may continue casting the spell as normal. If the check fails, the spell is wasted. Use the same DCs for any Spellcraft checks made due to distraction while concentrating on a spell or effect.

Action: Identifying a spell as it is being cast requires no action. Learning a spell from a spellbook takes 1 hour per level of the spell (0-level spells take 30 minutes). Preparing a spell from a borrowed spellbook does not add any time to your spell preparation. Making a Spellcraft check to avoid losing a spell as it is being cast or concentrated on does not require an action.

Retry: You cannot retry checks made to identify a spell. If you fail to learn a spell from a spellbook or scroll, you must wait at least 1 week before you can try again. If you fail to prepare a spell from a borrowed spellbook, you cannot try again until the next day. You cannot retry a Spellcraft check to cast a spell while distracted, as the spell is lost.

Special: If you are a specialist wizard, you get a +2 bonus to identify, learn, and prepare spells from your chosen school. Similarly, you take a –5 penalty on similar checks made concerning spells from your opposed schools.

Stealth (Dex; Armor Check Penalty)

You are skilled at avoiding detection, allowing you to slip past foes or strike from an unseen position. This skill covers hiding and moving silently.

Check: Your Stealth check is opposed by the Perception check of anyone who might notice you. You can move up to one-half your normal speed and use Stealth at no penalty. When moving at a speed greater than one-half but less than your normal speed, you take a –5 penalty. It's impossible to use Stealth while attacking, running, or charging.

A creature larger or smaller than Medium takes a size bonus or penalty on Stealth checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16.

If people are observing you using any of their senses (but typically sight), you can't use Stealth. Against most creatures, finding cover or concealment allows you to use Stealth. If your observers are momentarily distracted (such as by a Bluff check), you can attempt to use Stealth. While the others turn their attention from you, you can attempt a Stealth check if you can get to an unobserved place of some kind. This check, however, is made at a –10 penalty because you have to move fast.

Sniping: If you've already successfully used Stealth at least 10 feet from your target, you can make one ranged attack, then immediately use Stealth again. You take a –20 penalty on your Stealth check to maintain your obscured location.

Creating a Diversion to Hide: You can use Bluff to allow you to use Stealth. A successful Bluff check can give you the momentary diversion you need to attempt a Stealth check while people are aware of you.

Action: Usually none. Normally, you make a Stealth check as part of movement, so it doesn't take a separate action. However, using Stealth immediately after a ranged attack (see Sniping, above) is a move action.

Special: If you are invisible, you gain a +40 bonus on Stealth checks if you are immobile, or a +20 bonus on Stealth checks if you're moving.

If you have the Stealthy feat, you get a +2 bonus on Stealth checks.

Survival (Wis)

You are skilled at surviving in the wild and following the tracks left by others.

Check: You can keep yourself and others safe and fed in the wild. The table below gives the DCs for various tasks that require Survival checks.

Survival DC	Task
10	Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.
15	Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15.
15	Keep from getting lost or avoid natural hazards, such as quicksand.
15	Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.

Follow Tracks: To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow. If you are not trained in this skill, you can make untrained checks to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Perception skill to find a footprint or similar sign of a creature's passage using the same DCs, but you can't use Perception to follow tracks, even if someone else has already found them.

You move at half your normal speed while following tracks (or at your normal speed with a –5 penalty on the check, or at up to twice your normal speed with a –20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given on the table:

Surface	Survival DC
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20

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

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

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

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

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

2 Apply only the largest modifier from this category.

Several modifiers may apply to the Survival check, as given on the table below.

Action: Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and it may take even longer.

Try Again: Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table above, you make a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Special: If you are trained in Survival, you can automatically determine where true north lies in relation to yourself.

A ranger gains a bonus on Survival checks when using this skill to find or follow the tracks of a favored enemy.

If you have the Self-Sufficient feat, you get a +2 bonus on Survival checks.

Feats

Feats represent a number of unique abilities your character possesses. General feats apply bonuses to your statistics and grant you the ability to take actions otherwise prohibited to you. The following general feats replace those found in the 3.5 rules set. Unless otherwise noted, feats not listed here are unchanged.

ACROBATIC

You are skilled at leaping, jumping, and climbing.

Benefit: You get a +2 bonus on all Acrobatics and Climb skill checks.

AGILE MANEUVERS

Your have learned to use your quickness in place of brute force when performing combat maneuvers.

Benefit: You add your Dexterity bonus to your base attack bonus and size bonus when determining your combat maneuver bonus (see the Combat chapter) instead of your Strength bonus.

Normal: You add your Strength bonus to your base attack bonus and size bonus when determining your combat maneuver bonus.

ALERTNESS

Your keen senses allow you to perceive what others might miss.

Benefit: You get a +2 bonus on Appraise and Perception skill checks.

ATHLETIC

You possess an inherent physical prowess.

Benefit: You get a +2 bonus on Fly and Swim checks.

COMBAT CASTING

You are skilled at casting spells when threatened or distracted.

Benefit: You get a +4 bonus on Spellcraft checks made to cast a spell or use a spell-like ability while casting on the defensive or while grappled.

COMBAT EXPERTISE

You can increase your defense at the expense of your accuracy.

Prerequisites: Int 13.

Benefit: You can only choose to use this feat when you declare that you are making an attack or full-attack action with a melee weapon. Add an amount equal to your Intelligence modifier (or your base attack bonus, whichever is lower, minimum 1) as a Dodge bonus to your armor class for one round. Subtract the same amount from your melee attack rolls for 1 round.

DEADLY AIM

You can make exceptionally deadly ranged attacks by pinpointing a target's weak spot, at the expense of making the attack less likely to succeed.

Prerequisite: Dex 13, base attack bonus +1.

Benefit: Add an amount equal to your Dexterity modifier (or your base attack bonus, whichever is lower) to your ranged damage rolls for one round (in addition to the normal damage modifier from a high Strength score, if applicable). Subtract the same amount from your ranged attack rolls for 1 round.

DECEITFUL

You are skilled at deceiving others.

Benefit: You get a +2 bonus on all Bluff and Disguise skill checks.

DEFENSIVE COMBAT TRAINING

You have been trained to defend yourself from a variety of combat maneuvers.

Benefit: Add +4 to the DC of performing combat maneuvers against you, such as bull rush, grapple, and trip (see the Combat chapter).

DEFT HANDS

You have exceptional manual dexterity.

Benefit: You get a +2 bonus on Disable Device and Sleight of Hand skill checks.

EXTRA TURNING

You can channel positive or negative energy more times per day than most.

Prerequisite: Ability to turn or rebuke creatures.

Benefit: You can turn or rebuke undead two additional times per day.

FAR SHOT

You are more accurate at longer ranges.

Prerequisites: Point Blank Shot.

Benefit: You only suffer a –1 penalty per full range increment between you and your target when using a ranged weapon.

Normal: You suffer a –2 penalty per full range increment between you and your target when using a ranged weapon.

IMPROVED BULL RUSH

You are skilled at pushing your foes around.

Prerequisite: Str 13.

Benefit: You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe.

Normal: You provoke an attack of opportunity when performing a bull rush combat maneuver.

IMPROVED DISARM

You are skilled at knocking weapons from a foe's grasp.

Prerequisite: Int 13.

Benefit: You do not provoke an attack of opportunity when performing a disarm combat maneuver. In addition, you receive a +2 bonus on checks made to disarm a foe.

Normal: You provoke an attack of opportunity when performing a disarm combat maneuver.

IMPROVED GRAPPLE

You are skilled at grappling opponents.

Prerequisite: Dex 13, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe.

Normal: You provoke an attack of opportunity when performing a grapple combat maneuver.

IMPROVED OVERRUN

You are skilled at running down your foes.

Prerequisite: Str 13.

Benefit: You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrrun a foe.

Normal: You provoke an attack of opportunity when performing an overrun combat maneuver.

IMPROVED SUNDER

You are skilled at damaging your foes' weapons and armor.

Prerequisite: Str 13.

Benefit: You do not provoke an attack of opportunity when performing a sunder combat maneuver. In addition, you receive a +2 bonus on checks made to sunder an item.

Normal: You provoke an attack of opportunity when performing a sunder combat maneuver.

IMPROVED TRIP

You are skilled at sending your opponents to the ground.

Prerequisite: Int 13.

Benefit: You do not provoke an attack of opportunity when performing a trip combat maneuver. In addition, you receive a +2 bonus on checks made to trip a foe.

Normal: You provoke an attack of opportunity when performing a trip combat maneuver.

IMPROVED CHANNELING

You channel energy to greater effect.

Prerequisite: Ability to channel energy.

Benefit: Add +2 to the DC of your channel energy affects.

INTIMIDATING PROWESS

Your physical might is intimidating to others.

Benefit: Add your Strength modifier to Intimidate skill checks instead of your Charisma modifier.

PERSUASIVE

You are skilled at swaying attitudes and intimidating others.

Benefit: You get a +2 bonus on Diplomacy and Intimidate skill checks.

POWER ATTACK

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisite: Str 13, base attack bonus +1.

Benefit: Add an amount equal to your Strength modifier (or your base attack bonus, whichever is lower) to your melee damage rolls for one round (in addition to the normal damage modifier from a high Strength score). Subtract the same amount from your melee attack rolls for 1 round. If your attacks are made with a two-handed weapon, add an amount equal to double your Strength modifier (or your base attack bonus, whichever is lower) to your melee damage rolls for one round (the penalty remains the same).

SELECTIVE CHANNELING

You can choose whom to affect when you channel energy.

Prerequisite: Cha 13, ability to channel energy.

Benefit: When you channel energy, you can choose a number of targets in the area up to your Charisma modifier. These targets are not affected by your channeled energy.

Normal: All targets in a 30-foot burst are affected when you channel energy. You can only choose whether or not you are affected.

STEALTHY

You are good at avoiding attention and slipping out of bonds.

Benefit: You get a +2 bonus on all Escape Artist and Stealth skill checks.

TOUGHNESS

You have enhanced physical stamina.

Benefit: You gain +3 hit points plus 1 hit point per Hit Die. Every time you gain a level or gain Hit Dice, you gain +1 hit points.

TURN ELEMENTAL

Choose one elemental subtype, such as air, earth, fire, or water. You can channel your divine energy to harm elemental creatures.

Prerequisites: Ability to channel energy.

Benefit: You can choose to have your ability to channel energy to affect elementals and outsiders of your chosen elemental subtype as if they were undead. You must make this choice each time you use your ability to channel energy. This ability does not cause outsiders or elementals to flee or fall under your command.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new elemental subtype.

TURN OUTSIDER

Choose one alignment subtype, such as chaos, evil, good, or law. You can channel your divine energy to harm outsiders of that type.

Prerequisites: Ability to channel energy.

Benefit: You can choose to have your ability to channel energy to affect outsiders of your chosen alignment subtype as if they were undead. You must make this choice each time you use your ability to channel energy. This ability does not cause outsiders to flee or fall under your command.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new alignment subtype.

COMBAT FEATS

Combat feats represent various maneuvers and tricks that characters can attempt to perform in combat. Although these feats can be utilized any number of times per day, you cannot utilize more than one combat feat in any given round.

Unlike most feats, the benefits from combat feats are not always active. Unless stated otherwise, you must choose to use a combat feat before any attack rolls are made and its effects last until the beginning of your next turn.

Combat feats can be chosen as fighter bonus feats.

ARCANE ARMOR MASTERY (COMBAT)

You have mastered the ability to cast spells while wearing armor.

Prerequisites: Arcane Armor Training, Armor Proficiency (Medium), caster level 7th.

Benefit: Reduce the arcane spell failure chance due to the armor you are wearing by 20% for any spells you cast this round. This bonus replaces, and does not stack with, the bonus granted by Arcane Armor Training. Using this feat is a swift action.

ARCANE ARMOR TRAINING (COMBAT)

You have learned how to cast spells while wearing armor, lessening the chance that your spell will fail.

Prerequisites: Armor Proficiency (Light), caster level 3rd.

Benefit: Reduce the arcane spell failure chance due to the armor you are wearing by 10% for any spells you cast this round. Using this feat is a swift action.

ARCANE STRIKE (COMBAT)

You draw upon your arcane power to enhance your weapons.

Prerequisite: Ability to cast arcane spells.

Benefit: Your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction for 1 round.

BACKSWING (COMBAT)

You are skilled at using your return swing to damage your foes.

Prerequisites: Overhand Chop, base attack bonus +6.

Benefit: When making a full-attack action with a two-handed melee weapon, you may make one additional attack at your highest bonus if the first attack made this round is a hit. If you hit with this additional attack, add only 1/2 your Strength bonus to the damage roll.

CAREFUL TARGETING (COMBAT)

Your sharp eye greatly aids you when your target is partially hidden.

Benefit: Reduce any miss chance by 20%, and reduce any cover bonus by –2.

CAUGHT OFF-GUARD (COMBAT)

Foes are surprised by your use of unorthodox weapons.

Prerequisites: Base attack bonus +4.

Benefit: You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed to any attacks you make with an improvised melee weapon.

Normal: You take a –4 penalty on attack rolls made with an improvised weapon.

TABLE 6-1: COMBAT FEATS

Combat Feat	Prerequisites	Benefits
Arcane Armor Training	Armor Proficiency (Light), caster level 3rd	Reduce your arcane spell failure chance
Arcane Armor Mastery	Arcane Armor Training, Armor Proficiency (Medium), caster level 7th	Further reduce your arcane spell failure chance
Arcane Strike	Ability to cast arcane spells	+1 damage and weapons are considered magic
Careful Targeting	—	Reduce miss chance by 20% and cover by −2
Exact Targeting	Careful Targeting, base attack bonus +6	No miss chance or cover bonus
Pinpoint Targeting	Exact targeting, base attack bonus +11	No miss chance, cover, armor, or shield bonus
Caught Off-Guard	Base attack bonus +4	No penalties for improvised melee weapons
Cleave	Power Attack	Make an additional attack if the first one hits
Great Cleave	Cleave, base attack bonus +4	Make an additional attack after each attack hits
Dazzling Display	Weapon Focus	Intimidate all foes within 30 feet
Stunned Defense	Dazzling Display, base attack bonus +6	Intimidated foes are flat-footed
Deadly Stroke	Greater Weapon Focus, Stunned Defense, base attack bonus +11	Deal double damage plus 1 Con bleed
Deft Shield	Shield Proficiency, Two-Weapon Fighting	Keep your shield bonus if you hit with a bash
Shield Slam	Deft Shield, base attack bonus +6	Free bull rush with a bash attack
Shield Master	Shield Slam, base attack bonus +11	No two-weapon penalties when using a shield
Dodge	Dex 13	+1 dodge bonus to AC
Mobility	Dodge	No attacks of opportunity due to movement
Spring Attack	Mobility, base attack bonus +4	Move before and after melee attack
Wind Stance	Dodge, base attack bonus +6	Gain 20% concealment if you move
Lightning Stance	Dex 17, Wind Stance, base attack bonus +11	Gain 50% concealment if you move
Double Slice	Two-Weapon Fighting	+2 bonus on attacks made with a light weapon
Two-Weapon Rend	Double Slice, Improved Two-Weapon Fighting base attack bonus +11	Rend a foe hit by both your weapons
Manyshot	Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6	Shoot two arrows simultaneously
Overhand Chop	—	Add double Str bonus with a 2-handed weapon
Backswing	Overhand Chop, base attack bonus +6	Make one extra attack with a 2-handed weapon
Devastating Blow	Backswing, base attack bonus +11	Make one attack an automatic critical hit
Rapid Shot	Dex 13, Point Blank Shot	One extra ranged attack
Razor Sharp Chair Leg	Caught Off Guard or Throw Anything, base attack bonus +8	Make an improvised weapon deadly
Scorpion Style	Improved Unarmed Strike	Reduce target's speed to 5 ft.
Gorgon's Fist	Scorpion Style, base attack bonus +6	Daze a foe whose speed is reduced
Medusa's Wrath	Gorgon's Wrath, base attack bonus +11	Make 2 extra attacks against a dazed foe
Shot on the Run	Dex 13, Dodge, Mobility, Point Blank Shot, base attack bonus +4	Move before and after ranged attack
Throw Anything	—	No penalties for improvised ranged weapons
Turning Smite	Ability to turn creatures	Add a turning attempt to your attack
Vital Strike	Base attack bonus +11	Take one fewer attack to deal extra damage
Improved Vital Strike	Vital Strike, base attack bonus +16	Take two fewer attacks to deal significantly more damage
Weapon Swap	Dex 17, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +6	Make all of your attacks with one weapon

CLEAVE (COMBAT)

You can strike two adjacent foes with a single swing.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefit: As a full-round action, make a single melee attack against a foe within reach. If you hit, you deal damage normally and can make an additional attack (at the same bonus) against a foe that is adjacent to the first and also within reach. Both of these attacks are made at your highest attack bonus. You can only make one additional attack in a round with this feat.

DAZZLING DISPLAY (COMBAT)

Your skill with your favored weapon can frighten enemies.

Prerequisite: Weapon Focus.

Benefit: While wielding the weapon in which you have Weapon Focus, you can perform a dazzling display as a full-round action. Make an Intimidate check against all foes within 30 feet who can see you. You can substitute an attack roll in place of your Intimidate check if it is higher.

DEADLY STROKE (COMBAT)

With one well-placed strike, you can bring an end to most foes.

Prerequisites: Dazzling Display, Greater Weapon Focus, Stunned Defense, Weapon Focus, base attack bonus +11.

Benefit: As a standard action, make a single attack with the weapon for which you have Greater Weapon Focus against a stunned or flat-footed opponent. If you hit, you deal double the normal damage and the target takes 1 point of Constitution bleed.

DEFT SHIELD (COMBAT)

You are skilled at striking your foes with your shield while still protecting yourself.

Prerequisites: Shield Proficiency, Two-Weapon Fighting.

Benefit: You do not lose your shield bonus to your AC if you hit with a shield bash. You lose your shield bonus to AC if your shield bash attack misses. You still take the standard penalties on attack rolls for wielding two weapons if you also attack with your melee weapon.

Normal: You lose your shield bonus to your AC if you use your shield to make a shield bash attack.

DEVASTATING BLOW (COMBAT)

Having worked yourself into a fury, your strike hits with devastating accuracy.

Prerequisites: Backswing, Overhand Chop, base attack bonus +11.

Benefit: As a standard action, make a single melee attack. If you hit, you score a critical hit. Special weapon abilities that activate only on a critical hit, such as vorpal and flaming burst, do not activate.

DODGE (COMBAT)

You have mastered a defensive stance that allows to you easily react to your opponents.

Prerequisite: Dex 13

Benefit: You gain a +1 dodge bonus to your AC until your next turn.

DOUBLE SLICE (COMBAT)

When wielding two weapons, your off-hand weapon can be used with great effectiveness

Prerequisite: Dex 15, Two-Weapon Fighting.

Benefit: You gain a +2 circumstance bonus on attack rolls made with one light weapon while attacking with two weapons.

EXACT TARGETING (COMBAT)

Your aim is such that you can hit nearly any visible part of a target.

Prerequisites: Careful Targeting, base attack bonus +6.

Benefit: Select one target. You do not suffer any miss chance due to concealment when attacking that target this round and the target gains no bonus to its armor class from cover. You cannot select a target with total cover or concealment. You do not gain the benefit of this feat if you move this round.

GORGON'S FIST (COMBAT)

With one well-placed blow, you can leave your target reeling.

Prerequisites: Improved Unarmed Strike, Scorpion Style, base attack bonus +6.

Benefit: As a standard action, make a single unarmed melee attack. If the attack hits, you deal damage normally and the target is staggered until the end of your next turn. This feat has no effect on targets that are staggered.

GREAT CLEAVE (COMBAT)

You can strike a number of adjacent foes with a single swing.

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4.

Benefit: As a full-round action, make a single melee attack against a foe within reach. If you hit, you deal damage normally and can make an additional attack (at the same bonus) against a foe that is adjacent to the previous foe and within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once in a round with this feat.

IMPROVED VITAL STRIKE (COMBAT)

By taking two less attacks, you can deal a great deal of additional damage.

Prerequisites: Vital Strike, base attack bonus +16.

Benefit: When performing a full-attack action, you get two fewer attacks (usually the two at your lowest bonus). Any other attacks that hit as part of this full-attack action deal additional damage. Roll the damage dice for all such attacks three times, but do not multiply damage bonuses from Strength, weapon abilities, such as flaming, or precision-based damage, such as sneak attack. This bonus damage is not multiplied on a critical hit.

LIGHTNING STANCE (COMBAT)

The speed at which you move makes it nearly impossible for opponents to strike you.

Prerequisites: Dex 17, Dodge, Wind Stance, base attack bonus +11.

Benefit: If you take two actions to move or a withdraw action this turn, you gain 50% concealment for 1 round.

MANYSHOT (COMBAT)

You can fire multiple arrows against a single target.

Prerequisites: Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6.

Benefit: When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage reduction and resistances apply separately to each arrow.

MEDUSA'S WRATH (COMBAT)

You can take advantage of your opponent's confusion, delivering multiple blows.

Prerequisites: Improved Unarmed Strike, Gorgon's Fist, Scorpion Style, base attack bonus +11.

Benefit: Make two additional unarmed strikes as part of your full attack action at your highest base attack bonus. All of your unarmed strikes must be made against a dazed, flat-footed, staggered, or stunned foe.

MOBILITY (COMBAT)

You can easily move through a dangerous melee.

Prerequisites: Dex 13, Dodge.

Benefit: You do not provoke any attacks of opportunity due to movement this round.

OVERHAND CHOP (COMBAT)

When wielding a two-handed melee weapon, you can deliver a devastating blow.

Benefit: As a full-round action, make a single attack with a two-handed melee weapon. If you hit, roll damage normally but add double your Strength bonus to the damage roll.

Normal: You normally add 1-1/2 times your Strength modifier to damage rolls with a two-handed weapon.

PINPOINT TARGETING (COMBAT)

You can target the weak points in your opponent's armor.

Prerequisites: Careful Targeting, Exact Targeting, base attack bonus +11.

Benefit: As a full-round action, make a single attack. You do not suffer any miss chance due to concealment and the target gains no bonus to its armor class from cover. The target does not gain any armor, natural armor, or shield bonuses to its armor class. You cannot select a target with total cover or concealment. You do not gain the benefit of this feat if you move this round.

RAPID SHOT (COMBAT)

You can fire an additional arrow.

Prerequisites: Dex 13, Point Blank Shot.

Benefit: When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a –2 penalty when using Rapid Shot.

RAZOR SHARP CHAIR LEG (COMBAT)

You can turn practically any object into a deadly weapon.

Prerequisites: Caught Off Guard or Throw Anything, base attack bonus +8.

Benefit: You do not suffer any penalties for using an improvised weapon. Increase the amount of damage dealt by the improvised weapon by one step (for example, 1d4 becomes 1d6) to a maximum of 1d8 (2d6 if the improvised weapon is two-handed). The improvised weapon has a critical threat range of 19–20, with a critical multiplier of x2.

SCORPION STYLE (COMBAT)

You can perform an unarmed strike that greatly hampers your target's movement.

Prerequisite: Improved Unarmed Strike.

Benefit: Make a single unarmed attack as a full-round action. If the attack hits, you deal damage normally and the target's base land speed is reduced to 5 feet for 1 round.

SHIELD MASTER (COMBAT)

Your mastery of the shield allows you to fight with it without hindrance.

Prerequisites: Deft Shield, Shield Proficiency, Shield Slam, Two-Weapon Fighting, base attack bonus +11.

Benefit: You do not suffer any penalties for fighting with two weapons, so long as one of those weapons is a shield. Add your shield's magic bonus to attacks and damage rolls made with the shield. In addition, you do not lose your shield bonus to your AC.

SHIELD SLAM (COMBAT)

In the right position, your shield can be used to send opponents flying.

Prerequisites: Deft Shield, Shield Proficiency, Two-Weapon Fighting, base attack bonus +6.

Benefit: Any opponents hit by your shield bash are also hit with a free bull rush attack, substituting your attack roll for the combat maneuver check (see the Combat chapter). This bull rush does not provoke an attack of opportunity. Opponents who cannot move back due to a wall or other surface are knocked prone after moving the maximum possible distance.

SHOT ON THE RUN (COMBAT)

You can move, fire a ranged weapon, and move again before your foes can react.

Prerequisites: Dex 13, Dodge, Mobility, Point Blank Shot, base attack bonus +4.

Benefit: As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.

Normal: You cannot move both before and after an attack.

SPRING ATTACK (COMBAT)

You can deftly move up to a foe, strike, and withdraw before he can react.

Prerequisites: Dex 13, Dodge, Mobility, base attack bonus +4.

Benefit: You can move up to your speed and make a single melee attack without provoking any attacks of opportunity due to your movement. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Normal: You cannot move both before and after an attack.

STUNNED DEFENSE (COMBAT)

Your skill with your chosen weapon leaves opponents unable to defend themselves.

Prerequisites: Weapon Focus, Dazzling Display, base attack bonus +6.

Benefit: Any shaken, frightened, or panicked opponent hit by you this round is flat-footed to your attacks until the end of your next turn. This includes any additional attacks you make this round.

THROW ANYTHING (COMBAT)

You are used to throwing things you have at hand.

Benefit: You do not suffer any penalties for using an improvised ranged weapon. You receive a +2 circumstance bonus on attack rolls made with thrown splash weapons.

Normal: You take a –4 penalty on attack rolls made with an improvised weapon.

TURNING SMITE (COMBAT)

You can channel your divine energy through your weapon.

Prerequisite: Ability to turn creatures.

Benefit: Before you make your attack roll, spend a turning attempt as a swift action. If you hit, your target takes normal damage and suffers the effect of the turn if applicable. You can make all of the choices normally associated with your turn ability (such as applying it to elementals or outsiders if you have that ability). If you miss, the turn attempt is still expended with no effect.

TWO-WEAPON REND (COMBAT)

Striking with both your weapons simultaneously, you can use them to deliver devastating wounds.

Prerequisites: Dex 17, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Benefit: If you hit an opponent with both your primary hand and your off-hand weapon, you deal an additional 1d10 points of damage plus 1-1/2 times your Strength modifier. You can only deal this additional damage once each time you use Two-Weapon Rend.

VITAL STRIKE (COMBAT)

By taking one less attack, you can focus your remaining attacks to deal more damage.

Prerequisites: base attack bonus +11.

Benefit: When performing a full-attack action, you get one fewer attack (usually the one at your lowest bonus). Any other attacks that hit as part of this full-attack action deal additional damage. Roll the damage dice for all such attacks twice, but do not multiply damage bonuses from Strength, weapon abilities, such as flaming, or precision-based damage, such as sneak attack. This bonus damage is not multiplied on a critical hit.

WEAPON SWAP (COMBAT)

With an acrobatic twist, you can swap your weapons from one hand to another.

Prerequisites: Dex 17, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +6.

Benefit: After making all of your attacks with your primary hand, you can swap your primary weapon to your off hand and make attacks using that weapon in your off hand.

WIND STANCE (COMBAT)

Your erratic movements make it difficult for enemies to pinpoint your location.

Prerequisites: Dex 15, Dodge, base attack bonus +6.

Benefit: If you move more than 5 feet this turn, you gain 20% concealment for 1 round.
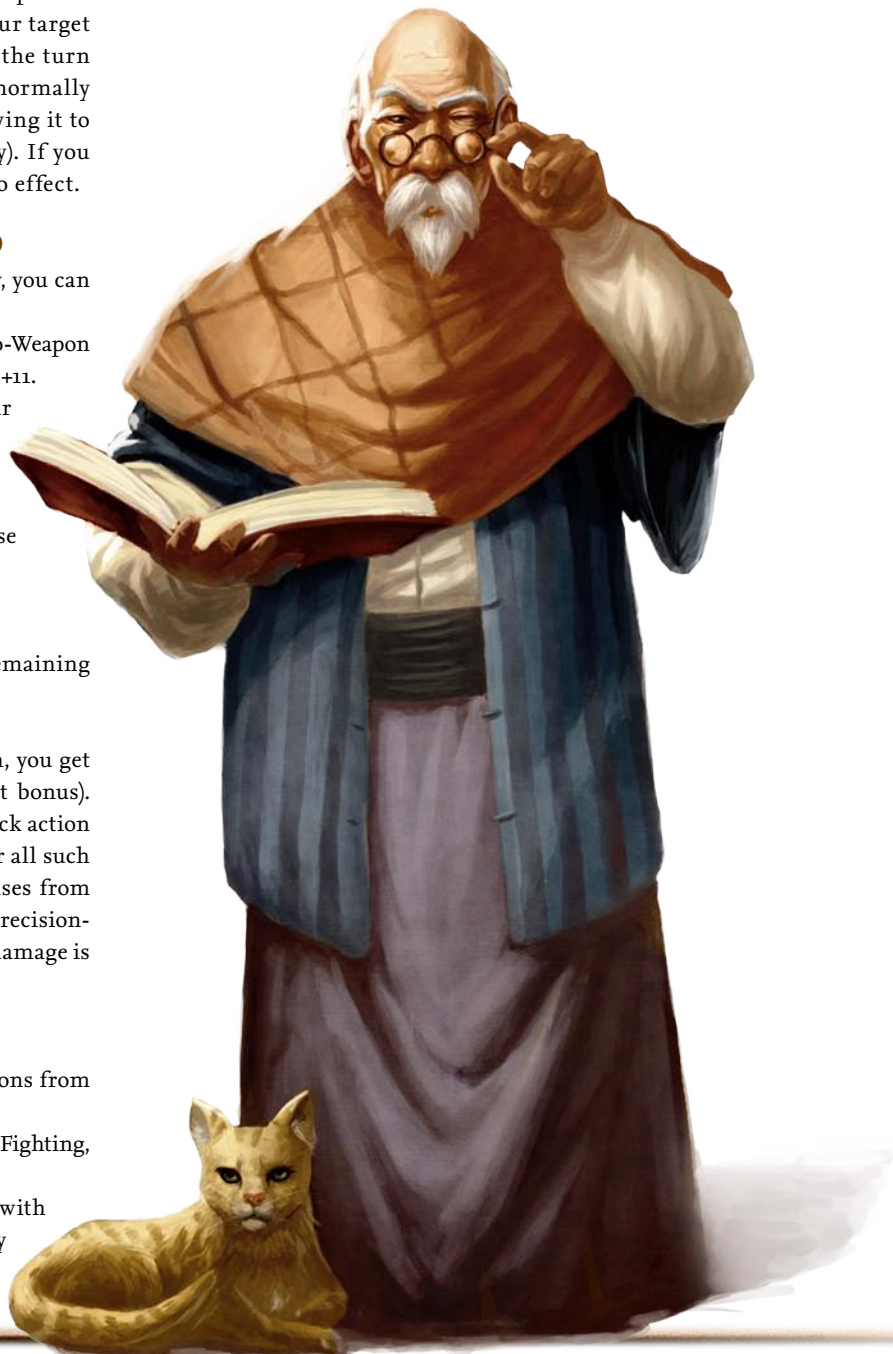
COMBAT

Combat in the *Pathfinder RPG* functions much in the same way as in the 3.5 rules set. The following rules replace some of those rules to speed up play or otherwise clarify tricky situations.

COMBAT MODIFIERS

A number of situations can influence combat, giving an advantage to one side or the other. The most common situations are concealment, cover, and flanking. Each provides different modifiers to combat rolls and saves, depending on the situation.

Cover

Cover represents obstacles that stand between you and your target. This might include walls, wagons, and even other creatures. Cover provides a bonus to your AC and, in some circumstances, a bonus to your Reflex save as well.

Cover is determined in one of two ways, depending on whether you are being attacked in melee or at range.

Melee: Your target gains a +2 cover bonus to its AC when you are attacking around a corner, over an obstacle that is at least half your height, or under an obstacle that at least half your height. Attacking around a corner is defined as an attack against a diagonally adjacent opponent when a solid obstacle occupies the space that is adjacent to both you and the target.

Ranged: To determine cover when using a ranged attack, choose any corner of your square and draw a line from that corner to all four corners of your opponent's square. If your opponent occupies more than one square,

TABLE 9-1: COVER BONUSES

Blocked Lines	AC Bonus	Reflex Bonus[1]
1	+1	+0
2	+2	+1
3	+4	+2
4[2]	+6	+4

1 This bonus applies to lines blocked between you and the origin point of an effect, not its caster or the creature that created it.
2 In addition, you do not have line of sight to this target unless you can draw a line from one or your corners to any point in the target's space.

TURN RESISTANCE

Creatures with turn resistance gain a bonus against channeled energy. They add their bonus to any Will saves made to resist the effect. If they are intelligent undead, they also add this bonus on Will saves made to overcome being commanded by negative energy.

DESIGNER NOTES: CHANNELED HEALING

In an attempt to give adventuring groups a ready supply of healing without dramatically boosting the spells for clerics, we unified the rules for positive and negative energy. This means that channeled positive energy harms undead, but also heals the living who are in the radius (both friend and foe). This allows it to work much like the *cure* and *inflict* spells. This is a significant change, though, as it dramatically increases the amount of healing available in a group. We hope this means that the clerics of the world can actually cast their spells instead of just converting them to healing. We are also hoping that this eliminates the need for low-level parties to rest after only a handful of encounters. As with all of the rules in the *Pathfinder RPG*, give these a try and let us know what you think.

treat its entire space as one square and draw lines to the outermost corners. Count the number of lines that cross through a barrier, such as another creature, a wall, or other impassable square, and consult the cover chart. If there are objects or creatures between you and the target, but none of your lines pass through these squares, add one to the number of blocked lines.

In addition to these simple rules, there are a number of caveats that affect how bonuses are granted while you are in cover.

Low Obstacles: If cover is provided by an obstacle that is two or three size categories smaller, it provides only half the normal cover bonus. If the obstacle is four or more size categories smaller than the target, it provides no cover bonus to the creature. For example, if an archer were taking aim at an Ogre (size Large) who was behind a goblin (size Small), the Ogre would gain only half the normal cover bonus. If the creature behind the goblin was a Gargantuan black dragon instead, it would receive no cover bonus from the goblin.

Stealth and Cover: You can use the Stealth skill to hide without concealment if you have cover. The cover must provide at least a +2 AC bonus for you to make a Stealth check.

SPECIAL COMBAT ACTIONS

This section discusses all of the various standard maneuvers you can perform during combat other than normal attacks, casting spells, or using other class abilities.

Channel Energy

Drawing upon the power of your deity, you can cause a wave of energy to emanate from you, dealing damage to undead creatures or causing them to become immobilized for a number of rounds. With sufficient power, you can even cause them to be destroyed outright or bend them to your will.

Channeling energy is a supernatural ability you can perform as a standard action. It does not provoke attacks of opportunity, but you must be able to present your holy symbol to use this ability. Good characters, or those who

worship good deities, use this ability to channel positive energy, which harms undead creatures and causes them to flee. Evil characters, or those who worship evil deities, channel negative energy instead, which heals undead and can cause them to obey the will of the character. Neutral characters that worship neutral deities must choose whether to channel positive or negative energy when they gain this ability.

Some feats allow channeled energy to be used on other creatures. Regardless of the character's alignment, such attempts only deal damage and do not cause such creatures to flee or allow the character to gain control of creatures other than undead.

Channel Positive Energy

When you channel positive energy, you unleash a wave of positive energy in a 30-foot burst. All undead in this radius take 1d6 points of positive energy damage plus 1d6 points of positive energy damage for every two cleric levels you have attained beyond 1st (1d6 at 1st level, 2d6 at 3rd, 3d6 at 5th and so on) and must flee from you (as if frightened) for 1d4 rounds + your Charisma modifier. Undead in this radius are allowed a Will save that negates the frightened condition and results in half damage. The DC of this save is equal to 10 + 1/2 your

cleric level + your Charisma modifier. Undead who take damage greater than their hit points crumble to dust and are destroyed by the power of your deity. If a fleeing undead is subject to channeled negative energy, it is not commanded, but does receive a new saving throw to dispel the flee effect.

Living creatures within the area are healed a like amount by this wave of positive energy. You can choose whether or not to include yourself in this effect. Hit points gained above a living creature's total are lost.

Channel Negative Energy

When you channel negative energy, you unleash a wave of negative energy in a 30-foot burst. All living creatures in this radius take 1d6 points of negative energy damage plus 1d6 points of negative energy damage for every two cleric levels you have attained beyond 1st (1d6 at 1st level, 2d6 at 3rd, 3d6 at 5th and so on). Living creatures in this radius are allowed a Will save that results in half damage. The DC of this save is equal to 10 + 1/2 your cleric level + your Charisma modifier. You can choose whether or not to include yourself in this effect.

Undead creatures within the area are healed a like amount by this wave of negative energy. Hit points above the undead's total are lost. Undead who are within the area of this effect must make a Will save or fall under your command. A cleric can command any number of undead whose total Hit Dice do not exceed his level. Clerics can relinquish control of undead to gain control of new undead. Commanding undead is a standard action that requires line of effect. Intelligent undead receive a new saving throw each day to break free of from your command. If a commanded undead is subject to channeled positive energy, it might flee, but it also receives a new saving throw to dispel the command effect.

Combat Maneuvers

During combat, you can attempt to perform a number of maneuvers that can hinder or even cripple your foe, including bull rush, disarm, grapple, overrun, sunder, and trip. Although these maneuvers have vastly different results, they all use a similar mechanic to determine the degree of success.

Combat Maneuver Bonus: Each character and creature has a combat maneuver bonus (or CMB) that represents its skill at performing and resisting combat maneuvers. A creature's CMB is determined using the following formula:

CMB = Base attack bonus + Strength modifier + special size modifier

The special size modifier for a creature's combat maneuver bonus is as follows: Fine –8, Diminutive –4, Tiny –2, Small –1, Medium +0, Large +1, Huge +2, Gargantuan +4, Colossal +8. Some feats and abilities grant a bonus to your CMB when performing specific maneuvers.

Performing a Combat Maneuver: When performing a combat maneuver, you must use an action appropriate to the maneuver you are attempting to perform. While most combat maneuvers can be performed as part of an attack action (in place of a melee attack), others require specific actions. Unless otherwise stated, performing a combat maneuver provokes an attack of opportunity from the target of the maneuver. If you are hit by the target, add the damage to the DC to perform the maneuver. If your target is immobilized, unconscious, or otherwise incapacitated, your maneuver automatically succeeds. If your target is stunned, you receive a +4 bonus on your attack roll to perform a combat maneuver against it.

When you perform a combat maneuver, make an attack roll adding your CMB to the result plus any bonuses you might have due to specific feats or abilities. The DC to successfully perform the maneuver is determined using the following formula:

DC = 15 + the target's CMB

Determine Success: If your attack roll equals or exceeds the DC of the target, your maneuver is a success and has the listed effect. Some maneuvers, such as bull rush, have varying levels of success depending on how much your result exceeds the DC. Rolling a natural 20 while attempting a combat maneuver is always a success, while rolling a natural 1 is always a failure.

Bull Rush

You can make a bull rush as a standard action or as part of a charge. A bull rush attempts to push an opponent straight back without doing any harm. If you do not have the Improved Bull Rush feat, or a similar ability, initiating a bull rush provokes an attack of opportunity from the target of your maneuver.

If your attack is successful, your target is pushed back 5 feet. For every 5 by which your attack exceeds the DC you

DESIGNER NOTES: CMB

A number of the special actions that you can perform in combat all function off the same basic formula. This change was made to simplify these maneuvers and speed up combat. Generally speaking, these rules also make performing these maneuvers a bit more difficult than they were under the 3.5 rules set. We also removed the opposed roll for these maneuvers, much for the same reasons.

DESIGNER NOTES: GRAPPLE AGAIN

This rule continues to be adjusted. Despite earlier changes, grapple was just too complicated. This new version turns grappled and pinned into a simple-to-reference condition, not unlike shaken. The conditions limit your actions and apply some penalties. Give these rules a try and let us know what you think.

can push the target back an additional 5 feet. You can move with the target if you wish but you must have the available movement to do so. If your attack fails, your movement ends in front of the target.

Disarm

You can attempt to disarm your opponent as part of an attack action in place of a melee attack. If you do not have the Improved Disarm feat, or a similar ability, attempting to disarm a foe provokes an attack of opportunity from the target of your maneuver. Attempting to disarm a foe while unarmed imposes a –4 penalty on the attack.

If your attack is successful, your target drops one item it is carrying (of your choice). If your attack exceeds the DC of the target by 10 or more, the target drops the items it is carrying in both hands (maximum two items if the target has more than two hands). If your attack fails by 10 or more, you drop the weapon that you were using to attempt the disarm. If you successfully disarm your opponent without using a weapon, you automatically pick up the item dropped.

Grapple

As a standard action, you can attempt to grapple a foe, hindering his combat options. If you do not have Improved Grapple, improved grab, or a similar ability, attempting to grapple a foe provokes an attack of opportunity from the target of your maneuver. Humanoid creatures without two free hands attempting to grapple a foe take a –4 penalty on the combat maneuver roll. If successful, both you and the target gain the grappled condition (see the Glossary chapter). If you successfully grapple a creature that is not adjacent to you, move that creature to an adjacent open space (if no space is available, your grapple fails). If you successfully grapple an opponent,

you must continue to make a check each round, as a standard action, to maintain the hold. If your target does not break the grapple, you get a +5 circumstance bonus on grapple checks made against the same target in subsequent rounds. Once you are grappling an opponent, a successful check allows you to continue grappling the foe, and also allows you to perform one of the following actions.

Move: You can move both you and your target up to half your speed. At the end of your movement, you can place your target in any square adjacent to you.

Damage: You can inflict damage to your target equal to your unarmed damage. This damage can be either lethal or nonlethal.

Pin: You can give your opponent the pinned condition. Despite pinning your opponent, you still only have the grappled condition.

If you are grappled, you can attempt to break the grapple as a standard action by making a combat maneuver check (DC 15 + opponent's CMB, this does not provoke an attack of opportunity) or Escape Artist check (DC 10 + opponent's CMB). If you succeed, you break the grapple and can act normally.

If you have your target pinned or otherwise restrained, or unconscious, you can use rope to tie them up. This works like a pin effect, using your CMB + 5 to determine the DC to escape the bonds. The ropes do not need to make a check every round to maintain the pin. If you are grappling the target, you can attempt to tie them up in ropes, but doing so requires a combat maneuver check at a –10 penalty.

Overrun

As a standard action taken during your move, or as part of a charge, you can attempt to overrun your target, moving through its square. You can only overrun an opponent who is one size category larger than you or smaller. If you do not have the Improved Overrun feat, or a similar ability, initiating an overrun provokes an attack of opportunity from the target of your maneuver.

When you attempt to overrun a target, it can choose to avoid you, allowing you to pass through its square without requiring an attack. If your target does not avoid you, make a combat maneuver attack roll as normal. If your attack is successful, you move through the target's space. If your attack exceeds the DC by 5 or more, you

move through the target's space and the target is knocked prone. If the target has more than two legs, add +2 to the DC of the combat maneuver attack roll for each additional leg it has.

Sunder

You can attempt to sunder an item held or worn by your opponent as part of an attack action in place of a melee attack. If you do not have the Improved Sunder feat, or a similar ability, attempting to sunder an item provokes an attack of opportunity from the target of your maneuver. You must be wielding a weapon to attempt a sunder.

If your attack is successful, you deal damage to the item normally. If the damage you deal exceeds the object's hardness, the object gains the broken condition (see the Glossary chapter). If the damage you deal exceeds the object's hardness and hit points, you can choose to destroy it. If you do not choose to destroy it, the object is left with only 1 hit point.

Trip

You can attempt to trip an opponent as a melee attack. You can only trip an opponent who is one size category larger than you or smaller. If you do not have the Improved Trip feat, or a similar ability, initiating a trip provokes an attack of opportunity from the target of your maneuver.

If your attack is successful, the target is knocked prone. If your attack fails by 10 or more, you are knocked prone instead. If the target has more than two legs, add +2 to the DC of the combat maneuver attack roll for each additional leg it has. Some creatures, such as oozes without legs and flying creatures, cannot be tripped.

Feint

Feinting is a standard action. To feint, make a Bluff skill check. The DC of this check is equal to 10 + your opponent's base attack bonus + your opponent's Wisdom modifier. If your opponent is trained in Sense Motive, the DC is instead equal to 10 + your opponent's Sense Motive bonus, if higher. If successful, the next melee attack you make against the target does not allow him to use his Dexterity bonus to AC (if any). This attack must be made on or before your next turn.

When feinting in this way against a nonhumanoid you take a –4 penalty. Against a creature of animal Intelligence (1 or 2), you take a –8 penalty. Against a creature lacking an Intelligence score, it's impossible.

Feinting in combat does not provoke attacks of opportunity.

Feinting as a Move Action: With the Improved Feint feat, you can attempt a feint as a move action instead of as a standard action.

SPELLS AND MAGIC

Many of the classes in the *Pathfinder RPG* have the ability to use magic in one form or another. Most of the rules for magic are unchanged from the 3.5 rules set at this time. The biggest changes come in the form of domains and arcane schools, both of which are explained here.

Polymorph Subschool

A polymorph spell transforms your physical body to take on the shape of another creature. While these spells make you appear to be the creature, granting you a +20 bonus on Disguise skill checks, they do not grant you all of the abilities and powers of the creature. Each polymorph spell allows you to assume the form of a creature of a specific type, granting you a number of bonuses to your ability scores and a bonus to your natural armor. In addition, each polymorph spell can grant you a number of other benefits, including movement types, resistances, and senses. If the form you choose grants these benefits, or a greater ability of the same type, you gain the listed benefit. If the form grants a lesser ability of the same type, you gain the lesser ability instead. Your base speed changes to match that of the form you assume. If the form grants a swim or burrow speed,

you maintain the ability to breathe if you are swimming or burrowing. The DC for any of these abilities equals your DC for the polymorph spell used to change you into that form.

In addition to these benefits, you gain any of the natural attacks of the base creature. These attacks are based on your base attack bonus, modified by your Strength or Dexterity as appropriate, and use your Strength modifier for determining damage bonuses.

If a polymorph spell causes you to change size, apply the size modifiers appropriately, changing your armor class, attack bonus, combat maneuver bonus, and Stealth skill modifiers. You ability scores are not modified by this change unless noted by the spell.

Unless otherwise noted, polymorph spells cannot be used to change into a specific individual. Although many of the fine details can be controlled, your appearance is always that of a generic member of that creature's type.

When you cast a polymorph spell that changes you into a creature of the animal, dragon, elemental, magical beast, plant, or vermin type, all of your gear melds into your body. Items that provide constant bonuses and do not need to be activated continue to function while melded in this way (with the exception of armor bonuses which cease to function).

Items that require activation cannot be used while you maintain that form. While in such a form you cannot cast any spells that require material components, and can only cast spells with somatic or verbal components if the form you choose has the capability to make such movements or speak, such as a dragon. Other polymorph spells might be subject to this restriction as well, if they change you into a form that is unlike your original form (subject to GM discretion). If your new form does not cause your equipment to meld into your form, the equipment resizes to match your new size.

If a polymorph spell is cast by a creature that is smaller than Small or larger than Medium, first adjust its ability scores to one of these two sizes before applying the bonuses granted by the polymorph spell.

Optional Rule: Limiting Enhancements

Spells and powers that enhance your character's attributes, combat bonuses, and abilities can add a great deal of complexity to the game and can really slow down play. To alleviate this problem, limit the number of spells and abilities that can be active on a creature at any one time to a total of three.

Spells and abilities limited by this rule include those that grant ability bonuses, armor class bonuses, bonuses to hit and damage, damage reduction, energy resistances, immunities, save bonuses, speed enhancements, and spell resistance, as well as those spells that grant a special ability (such as *freedom of movement* or *invisibility*) or movement type (such as *fly*). Only spells and abilities that are beneficial and have a duration greater than one round per level (or one minute if the duration is set) are subject to this limitation.

When a spell is cast on a creature that would put it in excess of this limit, the creature decides which spells and abilities to keep. All other enhancements are immediately dispelled for that creature. Spells that target items carried by a creature are subject to this limitation (although such bonuses are not dispelled if they are in excess of a creature's limit; they just do not function for that creature). Bonuses granted by magic items are not subject to this limitation unless the magic item produces a spell effect (such as a potion, scroll, staff, or wand).

For example, a halfling wizard has three enhancement spells granting him bonuses, *fox's cunning, freedom of movement,* and *mage armor*. In the middle of a fight against a red dragon, he casts *displacement* on himself. This spell is not in excess of his limit because its duration is only one round per level. On the following round, the party's cleric casts *resist energy* on him to protect him from the dragon's breath. He accepts this spell, allowing the *fox's cunning* to expire in favor of the energy resistance. Later that same round, the bard casts *good hope* targeting him along with the rest of the party. He decides to forgo this spell in favor of those already active upon him, but this does not lessen the effect for other targets, who can accept the spell if they so desire.

ARCANE SCHOOLS

Most wizards chose one school of magic over all others. Due to their devotion, they gain a number of abilities based on the school of magic chosen. In addition, each school grants the specialist wizard a bonus ability so long as he did not prepare any spells of his opposition schools that day. Wizards without a favored school gain access to the universal school and do not gain a specialist bonus ability.

Arcane schools grant one ability at first level and a number of other abilities at later levels, as noted in their description. Unless otherwise noted these abilities are activated by using a standard action. The wizard's level is used when determining the caster level of these effects. The DC for any save is equal to 10 + the spell's level + the caster's Charisma modifier. Arcane school powers that mimic spells are spell-like abilities, while the others are supernatural.

Abjuration School

Specialist Bonus: You gain resistance 5 to an energy type of your choice, chosen when you prepare spells. This resistance can be changed each day. At 11th level, this resistance increases to 10.

Caster Level	Ability
1st	*Protective Ward* (Su): As a standard action, you can create a 10-foot-radius field of protective magic centered on you. All allies in this area receive a +1 deflection bonus to their AC for one round.

This bonus increases by +1 for every 5 caster levels you possess.

2nd *Shield* (Sp): You can cast *shield* 1/day per 2 caster levels you possess.

4th *Resist Energy* (Sp): You can cast *resist energy* 1/day.

6th *Dispel Magic* (Sp): You can cast *dispel magic* 1/day.

8th *Energy Absorption* (Su): You gain an amount of energy absorption equal to 3 times your level per day. Whenever you take energy damage, apply resistance and immunity first and apply the rest to this absorption, reducing your daily total by that amount. Any damage in excess of your absorption is applied to you normally.

10th *Stoneskin* (Sp): You can cast *stoneskin* 3/day.

12th *Globe of Invulnerability* (Sp): You can cast *globe of invulnerability* 1/day.

14th *Spell Turning* (Sp): You can cast *spell turning* 1/day.

16th *Protection from Spells* (Sp): You can cast *protection from spells* 1/day.

18th *Prismatic Sphere* (Sp): You can cast *prismatic sphere* 1/day.

20th *Elemental Immunity* (Su): Choose one element upon gaining 20th level. You are immune to damage from that element.

Conjuration School

Specialist Bonus: You gain a +2 armor bonus to your armor class. This bonus increases by +1 for every 5 caster levels you possess, to a maximum of +6 at 20th level.

Caster
Level **Ability**

1st *Acid Dart* (Su): As a standard action you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6 points of acid damage +1 for every two caster levels you possess.

2nd *Summon Monster I* (Sp): You can cast *summon monster I* 1/day per 2 caster levels you possess.

4th *Web* (Sp): You can cast *web* 1/day.

6th *Stinking Cloud* (Sp): You can cast *stinking cloud* 1/day.

8th *Dimensional Steps* (Su): You can teleport up to 30 feet per caster level per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought with you.

10th *Major Creation* (Sp): You can cast *major creation* 1/day.

12th *Wall of Iron* (Sp): You can cast *wall of iron* 1/day.

14th *Plane Shift* (Sp): You can cast *plane shift* 1/day.

16th *Maze* (Sp): You can cast *maze* 1/day.

18th *Gate* (Sp): You can cast *gate* 1/day.

20th *Summoning Master* (Su): Once per day you can cast any *summon monster* spell that you have prepared, extending its duration to 1 day. Creatures summoned in this way have maximum hit points and gain a +2 insight bonus on ability checks, attack rolls, saving throws, and skill checks.

Divination School

Specialist Bonus: You can always act in the surprise round, but you are still considered flat-footed until you take an action.

Caster
Level **Ability**

1st *Diviner's Fortune* (Su): You can touch a creature as a standard action, giving it an enhancement bonus to a single attack roll, skill check, ability check, or saving throw equal to your caster level. This bonus lasts 3 rounds or until used. Once a creature has benefitted from *diviner's fortune*, it gains no further benefit from this ability for 1 day.

2nd *True Strike* (Sp): You can cast *true strike* 1/day per 2 caster levels you possess.

4th *See Invisibility* (Sp): You can cast *see invisibility* 1/day.

6th *Tongues* (Sp): You can cast *tongues* 1/day.

8th *Scrying Adept* (Su): You are always aware when you are being observed via magic, as if you had a permanent *detect scrying*. In addition, whenever you scry on a subject, treat the subject as one step more familiar to you. Very familiar subjects get a –10 penalty on their save to avoid your scrying attempts.

10th *Contact Other Plane* (Sp): You can cast *contact other plane* 1/day.

12th *True Seeing* (Sp): You can cast *true seeing* 1/day.

14th *Greater Scrying* (Sp): You can cast *greater scrying* 1/day.

16th *Moment of Prescience* (Sp): You can cast *moment of prescience* 1/day.

18th *Foresight* (Sp): You can cast *foresight* 1/day.

20th *Near Omniscience* (Su): You are never surprised and cannot be caught flat-footed. You can cast *scrying* at will and subjects get a –10 penalty on their save, regardless of how familiar they are to you. You can even use this ability to scry on areas protected from scrying, although the subjects get a +5 bonus on their save to resist.

Enchantment School

Specialist Bonus: You gain a +2 enhancement bonus on Bluff, Diplomacy, and Intimidate skill checks. This bonus increases by +1 for every 5 caster levels you possess, up to a maximum of +6 at 20th level.

Caster Level	Ability
1st	*Dazing Touch* (Su): You can cause a living creature to become dazed as a melee touch attack. This ability has no effect on creatures of a higher level than you or with more HD. Once a creature has been affected by *dazing touch,* it is immune to its effects for 1 day.
2nd	*Charm Person* (Sp): You can cast *charm person* 1/day per 2 caster levels you possess.
4th	*Touch of Idiocy* (Sp): You can cast *touch of idiocy* 1/day.
6th	*Heroism* (Sp): You can cast *heroism* 1/day.
8th	*Aura of Despair* (Su): You can emit a 30-ft. aura of despair for a number of rounds per day equal to your caster level. Enemies within this aura take a –2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. These rounds do not need to be consecutive.
10th	*Hold Monster* (Sp): You can cast *hold monster* 1/day.
12th	*Mass Suggestion* (Sp): You can cast *mass suggestion* 1/day.
14th	*Insanity* (Sp): You can cast *insanity* 1/day.
16th	*Power Word Stun* (Sp): You can cast *power word stun* 1/day.
18th	*Power Word Kill* (Sp): You can cast *power word kill* 1/day.
20th	*Legendary Charm* (Su): You can cast *dominate monster* 1/day with a duration of permanent. You can only have one such creature in your service at a time. If you cast this spell again, the first creature is immediately released.

Evocation School

Specialist Bonus: Whenever you cast an evocation spell that deals damage, it deals +1 damage. This bonus only applies once to a spell, not once per missile or ray. This damage is of the same type as the spell. This bonus increases by +1 for every 5 caster levels you possess, to a maximum of +5 at 20th level.

Caster Level	Ability
1st	*Energy Ray* (Su): As a standard action you can unleash an energy ray targeting any foe within 30 feet as a ranged touch attack. The energy ray deals 1d6 points of damage + 1 for every two caster levels you possess. The type of damage is acid, cold, electricity, or fire, chosen by the caster when the ray is unleashed. Your specialist bonus does not apply to this ability.
2nd	*Magic Missile* (Sp): You can cast *magic missile* 1/day per 2 caster levels you possess.
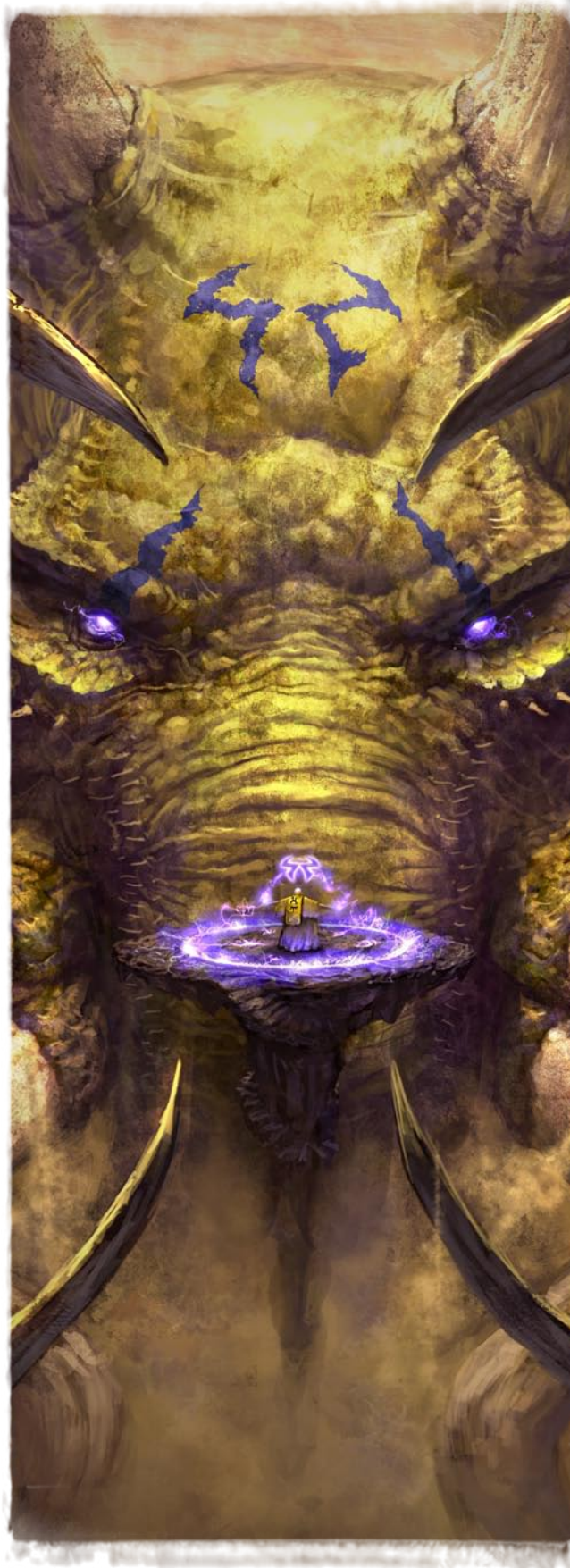
4th *Scorching Ray* (Sp): You can cast *scorching ray* 1/day.

6th *Lightning Bolt* (Sp): You can cast *lightning bolt* 1/day.

8th *Elemental Wall* (Su): You can create a wall of energy that lasts for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive. This wall deals acid, cold, electricity, or fire damage, determined when you create it. The elemental wall otherwise functions like *wall of fire*.

10th *Wall of Force* (Sp): You can cast *wall of force* 1/day.

12th *Chain Lightning* (Sp): You can cast *chain lightning* 1/day.

14th *Prismatic Spray* (Sp): You can cast *prismatic spray* 1/day.

16th *Polar Ray* (Sp): You can cast *polar ray* 1/day.

18th *Meteor Swarm* (Sp): You can cast *meteor swarm* 1/day.

20th *Elemental Power* (Su): Creatures affected by your spells only receive 1/2 their energy resistance. Creatures with energy immunity are instead treated as if they have resistance 20 against that energy.

Illusion School

Specialist Bonus: Any illusion spell you cast with a duration of "concentration" lasts an additional 2 rounds after you stop maintaining concentration. This bonus increases by 1 round for every 5 levels you possess, to a maximum of 6 rounds at 20th level.

Caster Level	Ability
1st	*Blinding Ray* (Su): As a standard action you can fire a blinding ray targeting any foe within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round. Creatures with more hit dice than your caster level are dazzled for 1 round instead.
2nd	*Silent Image* (Sp): You can cast *silent image* 1/day per 2 caster levels you possess.
4th	*Invisibility* (Sp): You can cast *invisibility* 1/day.
6th	*Displacement* (Sp): You can cast *displacement* 1/day.
8th	*Invisibility Field* (Su): You can make yourself invisible as a swift action for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive. This otherwise functions as *greater invisibility*.
10th	*Shadow Evocation* (Sp): You can cast *shadow evocation* 1/day.
12th	*Mislead* (Sp): You can cast *mislead* 1/day.
14th	*Project Image* (Sp): You can cast *project image* 1/day.
16th	*Screen* (Sp): You can cast *screen* 1/day.
18th	*Weird* (Sp): You can cast *weird* 1/day.

20th *Master of Illusions* (Su): You can assume the form of any creature of your size as a standard action. You can make yourself appear to be carrying any sort of gear or clothing as well. You can also use this ability to exactly mimic any specific individual you have observed for more than 1 minute in the past day. This illusion includes all five senses and does not radiate magic if checked. *True seeing* and similar effects reveal that an illusion is present, but do not reveal your identity.

Necromancy School

Specialist Bonus: You can control 8 HD worth of undead creatures per caster level. If you prepare spells of your opposition schools, excess undead immediately become free-willed and do not return to your control when you regain this bonus. You choose which undead are released.

Caster Level	Ability
1st	*Grave Touch* (Su): As a standard action, you can make a melee touch attack that deals 1d6 points of cold damage + 1 for every two caster levels you possess. Creatures damaged by this attack automatically fail all stabilization checks made within 1 minute of your touch.
2nd	*Ray of Enfeeblement* (Sp): You can cast *ray of enfeeblement* 1/day per 2 caster levels you possess.
4th	*False Life* (Sp): You can cast *false life* 1/day.
6th	*Vampiric Touch* (Sp): You can cast *vampiric touch* 1/day.
8th	*Animate* (Su): You can animate a number of skeletons and zombies per day with a total number of HD equal to your caster level. This ability otherwise functions as *animate dead* without the material component.
10th	*Waves of Fatigue* (Sp): You can cast *waves of fatigue* 1/day.
12th	*Create Undead* (Sp): You can cast *create undead* 1/day.
14th	*Finger of Death* (Sp): You can cast *finger of death* 1/day.
16th	*Horrid Wilting* (Sp): You can cast *horrid wilting* 1/day.
18th	*Energy Drain* (Sp): You can cast *energy drain* 1/day.
20th	*Deathless* (Su): You cease to age and your type changes to undead, granting you all undead immunities and weaknesses. You are immune to positive energy damage.

Transmutation School

Specialist Bonus: You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution).

This bonus increases by +1 for every 5 caster levels you possess to a maximum of +5 at 20th level. You can change this bonus to a new ability score when you prepare spells.

Caster

Level	Ability
1st	*Telekinetic Fist* (Su): As a standard action you can strike with a telekinetic fist targeting any foe within 30 feet as a ranged touch attack. The telekinetic fist deals 1d4 points of bludgeoning damage +1 for every two caster levels you possess.
2nd	*Enlarge Person* (Sp): You can cast *enlarge person* 1/day per 2 caster levels you possess.
4th	*Spider Climb* (Sp): You can cast *spider climb* 1/day.
6th	*Haste* (Sp): You can cast *haste* 1/day.
8th	*Change Shape* (Su): You can change your shape for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive. This ability otherwise functions like *beast shape II* or *elemental body I*.
10th	*Telekinesis* (Sp): You can cast *telekinesis* 1/day.
12th	*Disintegrate* (Sp): You can cast *disintegrate* 1/day.
14th	*Ethereal Jaunt* (Sp): You can cast *ethereal jaunt* 1/day.
16th	*Iron Body* (Sp): You can cast *iron body* 1/day.
18th	*Time Stop* (Sp): You can cast *time stop* 1/day.
20th	*Fluid Form* (Su): As a swift action, you gain one of the following abilities: blindsense with a range of 30 feet, burrow with a speed of 30 feet, climb with a speed of 60 feet, darkvision with a range of 120 feet, fly with a speed of 120 feet, gaseous form, or swim with a speed of 60 feet. You can only have one of these abilities at any one time, but you can change the ability as often as you like.

Universal School

The universal school does not grant a specialist ability.

Caster

Level	Ability
1st	*Hand of the Apprentice* (Su): As a standard action, you can summon a ghostly hand to do your bidding. This functions like *mage hand* with the following changes. When summoned, the hand can draw a weapon (including a magic weapon) on your person as a free action, so long as you are proficient in it. The hand can be directed to make a single attack against a foe within 30 feet, using your base attack bonus, plus your Intelligence modifier on both attack and damage rolls. The hand does not threaten foes and does not make attacks of opportunity. You must concentrate on the hand

each round or it winks out, returning any item held to you before it disappears.

2nd	*Shield* (Sp): You can cast *shield* 1/day per 2 caster levels you possess.
4th	*Levitate* (Sp): You can cast *levitate* 1/day.
6th	*Fireball* (Sp): You can cast *fireball* 1/day.
8th	*Metamagic Mastery* (Su): You can apply any one metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time. You can use this ability once per day per two caster levels you possess. Any time you use this ability to apply a metamagic feat that increases the spell level by more than 1, you must use an additional daily usage for each level above 1 that the feat adds to the spell.
10th	*Teleport* (Sp): You can cast *teleport* 1/day.
12th	*Globe of Invulnerability* (Sp): You can cast *globe of invulnerability* 1/day.
14th	*Limited Wish* (Sp): You can cast *limited wish* 1/day.
16th	*Prismatic Wall* (Sp): You can cast *prismatic wall* 1/day.
18th	*Wish* (Sp): You can cast *wish* 1/day.
20th	*Mastery of All Schools* (Su): All of your spell DCs increase by +2 and you gain a +4 insight bonus on caster level checks made to overcome spell resistance.

DOMAINS

Each deity has a number of spheres of influence, ideals and concepts that they represent and champion. Their followers can draw upon these domains for additional powers and abilities. Each cleric chooses two of the domains granted by their deity upon taking their first level. Druids who forgo taking an animal companion can choose one domain from the following list: air, animal, earth, fire, plant, water, or weather (see the Classes chapter).

Domains grant one ability at first level and a number of other abilities at later levels, as noted in their description. Unless otherwise noted, these abilities are activated by using a standard action. The cleric's (or druid's) level is used when determining the caster level of these effects. The DC for any save is equal to 10 + the spell's level + the caster's Charisma modifier. Domain powers that mimic spells are spell-like abilities, while the others are supernatural.

Air Domain

Deities: Gozreh, Shelyn.

Caster

Level	Ability
1st	*Lightning Arc* (Su): As a standard action you can unleash an arc of electricity targeting any foe

within 30 feet as a ranged touch attack. The lightning arc deals 1d6 points of electricity damage +1 for every two caster levels you possess.

2nd *Obscuring Mist* (Sp): You can cast *obscuring mist* 1/ day per 2 caster levels you possess.

4th *Gust of Wind* (Sp): You can cast *gust of wind* 1/day.

8th *Walk on Air* (Su): You can walk on air as if it were solid for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive. This ability otherwise functions as *air walk*.

12th *Chain Lightning* (Sp): You can cast *chain lightning* 1/day.

16th *Control Weather* (Sp): You can cast *control weather* 1/day.

20th *Elemental Swarm* (Sp): You can cast *elemental swarm* 1/day, summoning only air creatures.

Animal Domain

Deities: Erastil, Gozreh.

Caster Level	Ability
1st	*Summon Companion* (Su): As a standard action, you can summon one animal to aid you as per *summon nature's ally I*. The creature remains until you dismiss it and you can never have more than one such creature in your service at one time. Once the creature dies or is dismissed, you must wait 1 hour before summoning another. At 6th level, and every four levels thereafter, you may summon a more powerful companion, increasing the *summon nature's ally* spell by 1 (II at 6th level, III at 10th, IV at 14th, and V at 18th).
2nd	*Speak with Animals* (Sp): You can cast *speak with animals* 1/day per 2 caster levels you possess.
4th	*Hold Animal* (Sp): You can cast *hold animal* 1/day.
8th	*Animal Form* (Su): You can assume the form of any animal you can summon using your *summon companion* ability for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive. This ability otherwise functions as *beast shape III*.
12th	*Commune with Nature* (Sp): You can cast *commune with nature* 1/day.
16th	*Antilife Shell* (Sp): You can cast *antilife shell* 3/day.
20th	*Shapechange* (Sp): You can cast *shapechange* 1/day.

Artifice Domain

Deities: Torag.

Caster Level	Ability
1st	*Artificer's Touch* (Su): You can repair objects at will with a touch, as per *mending.* In addition, you can damage objects and constructs as

a melee touch attack. This attack does not provoke an attack of opportunity. Objects and constructs take 1d6 points of damage +1 for every two caster levels you possess. Objects damaged in this way gain the broken condition (see the Glossary chapter).

2nd *Animate Rope* (Sp): You can cast *animate rope* 1/day per 2 caster levels you possess.

4th *Wood Shape* (Sp): You can cast *wood shape* 1/day.

8th *Creation* (Su): You can create nonmagical objects a number of times per day equal to your caster level. The volume of created items cannot exceed 1 cubic foot per caster level. Objects created out of vegetable matter, such as wood, last for 1 minute per caster level. Objects created out of precious materials (such as gold, silver, adamantine, or diamond) last 1 round. All other objects last 1 round per caster level. Created objects cannot be used as material components.

12th *Fabricate* (Sp): You can cast *fabricate* 1/day.

16th *Animate Objects* (Sp): You can cast *animate objects* 3/day.

20th *Prismatic Sphere* (Sp): You can cast *prismatic sphere* 1/day.

Chaos Domain

Deities: Calistria, Cayden Cailean, Desna, Gorum, Lamashtu, Rovagug.

Caster Level	Ability
1st	*Touch of Chaos* (Su): You may imbue a target with chaos as a melee touch attack. For the next 3 rounds, any time the target rolls a d20, he must roll twice and take the less favorable result. This effect fades after 3 rounds or when the target fails an attack roll, save, skill, or ability check. Once a target has been affected by the *touch of chaos,* he is immune to its effects for 1 day.
2nd	*Protection from Law* (Sp): You can cast *protection from law* 1/day per 2 caster levels you possess.
4th	*Align Weapon* (Sp): You can cast *align weapon* 1/ day, causing the weapon touched to become chaos-aligned for the purpose of overcoming damage reduction.
8th	*Chaos Blade* (Su): You can cause one melee weapon you possess to gain the anarchic weapon property for a number of rounds equal to your caster level. These rounds do not need to be consecutive. If the weapon leaves your possession, it loses this ability.
12th	*Chaos Hammer* (Sp): You can cast *chaos hammer* 3/ day.

16th   *Word of Chaos* (Sp): You can cast *word of chaos* 1/day.

20th   *Summon Monster IX* (Sp): You can cast *summon monster IX* 1/day to summon chaotic creatures.

Charm Domain

Deities: Calistria, Cayden Cailean, Norgorber, Shelyn.

Caster Level   Ability

1st   *Dazing Touch* (Su): You can cause a living creature to become dazed as a melee touch attack. This ability has no effect on creatures of a higher level than you or with more HD. Once a creature has been affected by *dazing touch,* it is immune to its effects for 1 day.

2nd   *Charm Person* (Sp): You can cast *charm person* 1/day per 2 caster levels you possess.

4th   *Calm Emotions* (Sp): You can cast *calm emotions* 1/day.

8th   *Charming Touch* (Su): You can use *charm monster* as a melee touch attack. You can only have one creature charmed in this way at a time. The total duration of this effect per day is 1 round per caster level. These rounds do not need to be consecutive. Each attempt to use this ability consumes 1 round of its duration, whether or not the creature succeeds at its save to resist the effect.

12th   *Geas/Quest* (Sp): You can cast *geas/quest* 1/day.

16th   *Insanity* (Sp): You can cast *insanity* 1/day.

20th   *Dominate Monster* (Sp): You can cast *dominate monster* 1/day.

Community Domain

Deities: Erastil.

Caster Level   Ability

1st   *Calming Touch* (Su): You can touch a creature as a standard action to heal the target of 1d6 points of nonlethal damage + 1 point per caster level. This touch also removes the fatigued, shaken, and sickened conditions (but has no effect on more severe conditions).

2nd   *Bless* (Sp): You can cast *bless* 1/day per 2 caster levels you possess.

4th   *Status* (Sp): You can cast *status* 1/day.

8th   *Aura of Prayer* (Su): You can emit a 40 ft. aura of prayer for a number of rounds per day equal to your caster level. You and all of your allies in the area gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a –1 penalty on such rolls. These rounds do not need to be consecutive.

12th   *Heroes' Feast* (Sp): You can cast *heroes' feast* 1/day.

16th   *Refuge* (Sp): You can cast *refuge* 1/day.

20th   *Mass Heal* (Sp): You can cast *mass heal* 1/day.

Darkness Domain

Deities: Zon-Kuthon.

Caster Level   Ability

1st   *Touch of Darkness* (Su): As a melee touch attack, you can cause a creature's vision to become fraught with shadows and darkness, causing them to take a –2 penalty on attack rolls and saves against fear affects. This effect persists for 1 round per caster level. Touching a creature affected by this ability causes the duration to reset but does not stack. This touch also automatically extinguishes non-magical light sources such as torches and lanterns.

2nd   *Obscuring Mist* (Sp): You can cast *obscuring mist* 1/day per 2 caster levels you possess.

4th   *Blindness* (Sp): You can cast *blindness* 1/day.

8th   *Aura of Shadows* (Su): You can emit a 30-ft. aura of shadow for a number of rounds per day equal to your caster level. You and all of your allies in the area gain 20% concealment while inside this aura. These rounds do not need to be consecutive.

12th   *Shadow Walk* (Sp): You can cast *shadow walk* 1/day.

16th   *Power Word Blind* (Sp): You can cast *power word blind* 1/day.

20th   *Imprisonment* (Sp): You can cast *imprisonment* 1/day.

Death Domain

Deities: Norgorber, Pharasma, Urgathoa, Zon-Kuthon.

Caster Level   Ability

1st   *Bleeding Touch* (Su): As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for 1 round per caster level or until stopped with a DC 15 Heal check or any spell or effect that heals damage. Touching a creature affected by this ability causes the duration to reset but does not stack. This is a bleed effect (see the Glossary chapter).

2nd   *Cause Fear* (Sp): You can cast *cause fear* 1/day per 2 caster levels you possess.

4th   *Death Knell* (Sp): You can cast *death knell* 1/day.

8th   *Call Undead* (Su): You can summon undead to aid you. With this ability you can summon a number of skeletons and zombies whose total Hit Dice do not exceed your caster level. These undead do

not count against the total number of undead you can control and remain until destroyed. You cannot use this ability again until 1 hour after the last undead created by this ability is destroyed.

12th *Slay Living* (Sp): You can cast *slay living* 1/day.

16th *Create Undead* (Sp): You can cast *create undead* 3/day.

20th *Wail of the Banshee* (Sp): You can cast *wail of the banshee* 1/day.

Destruction Domain

Deities: Gorum, Nethys, Rovagug, Zon-Kuthon.

Caster Level	Ability
1st	*Destructive Smite* (Su): As a full-round action, you can make a single melee attack against an opponent with a bonus on damage equal to 1/2 your caster level (minimum 1). If the attack hits, all critical threats against the target are automatically confirmed for 1 round, including this attack.
2nd	*Inflict Light Wounds* (Sp): You can cast *inflict light wounds* 1/day per 2 caster levels you possess.
4th	*Shatter* (Sp): You can cast *shatter* 1/day.
8th	*Aura of Destruction* (Su): You can emit a 30 ft. aura of destruction for a number of rounds per day equal to your caster level. All attacks made against targets inside this aura (including you) gain a bonus to damage equal to 1/2 your caster level and all critical threats are automatically confirmed. These rounds do not need to be consecutive.
12th	*Inflict Critical Wounds* (Sp): You can cast *inflict critical wounds* 3/day.
16th	*Disintegrate* (Sp): You can cast *disintegrate* 1/day.
20th	*Implosion* (Sp): You can cast *implosion* 1/day.

Earth Domain

Deities: Abadar, Torag.

Caster Level	Ability
1st	*Acid Dart* (Su): As a standard action you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6 points of acid damage + 1 for every two caster levels you possess.
2nd	*Magic Stone* (Sp): You can cast *magic stone* 1/day per 2 caster levels you possess.
4th	*Soften Earth and Stone* (Sp): You can cast *soften earth and stone* 1/day.
8th	*Body of Stone* (Su): Your skin can take on the appearance of stone for a number of rounds per day equal to your caster level. While affected

in this way, you gain DR 5/adamantine. These rounds do not need to be consecutive.

12th *Wall of Stone* (Sp): You can cast *wall of stone* 1/day.

16th *Earthquake* (Sp): You can cast *earthquake* 1/day.

20th *Elemental Swarm* (Sp): You can cast *elemental swarm* 1/day, summoning only earth creatures.

Evil Domain

Deities: Asmodeus, Lamashtu, Norgorber, Rovagug, Urgathoa, Zon-Kuthon.

Caster

Level	Ability
1st	*Touch of Evil* (Su): You can cause a creature to become sickened as a melee touch attack. While sickened, the target is treated as good aligned for the purposes of spells with the evil descriptor. This effect persists for 1 round against evil and neutral creatures. Against good creatures, this effect persists for 3 rounds. Once a creature has been affected by touch of evil, it is immune to its effects for 1 day.
2nd	*Protection from Good* (Sp): You can cast *protection from good* 1/day per 2 caster levels you possess.
4th	*Align Weapon* (Sp): You can cast *align weapon* 1/day, causing the weapon touched to become evil-aligned for the purpose of overcoming damage reduction.
8th	*Scythe of Evil* (Su): You can cause one melee weapon you possess to gain the evil weapon property for a number of rounds equal to your caster level. These rounds do not need to be consecutive. If the weapon leaves your possession, it loses this ability.
12th	*Unholy Blight* (Sp): You can cast *unholy blight* 3/day.
16th	*Blasphemy* (Sp): You can cast *blasphemy* 1/day.
20th	*Summon Monster IX* (Sp): You can cast *summon monster IX* 1/day to summon evil creatures.

Fire Domain

Deities: Asmodeus, Sarenrae.

Caster

Level	Ability
1st	*Fire Bolt* (Su): As a standard action you can unleash a fire bolt targeting any foe within 30 feet as a ranged touch attack. The fire bolt deals 1d6 points of fire damage +1 for every two caster levels you possess.
2nd	*Burning Hands* (Sp): You can cast *burning hands* 1/day per 2 caster levels you possess.
4th	*Resist Energy* (Sp): You can cast *resist energy* 1/day, protecting against fire.

8th *Crown of Flames* (Su): A crown of flames can appear on your brow for a number of rounds per day equal to your caster level. While the crown of flames is in effect, any adjacent foe striking you with a melee weapon takes 1d6 points of fire damage +1 per two caster levels you possess.

12th *Wall of Fire* (Sp): You can cast *wall of fire* 3/day.

16th *Fire Storm* (Sp): You can cast *fire storm* 1/day.

20th *Elemental Swarm* (Sp): You can cast *elemental swarm* 1/day, summoning only fire creatures.

Glory Domain

Deities: Iomedae, Sarenrae.

Caster

Level	Ability
1st	*Touch of Glory* (Su): You can touch a creature as a standard action, giving it a bonus to a single Charisma-based skill check or ability check equal to your caster level. This bonus lasts 3 rounds or until it is used. Once a creature has benefited from *touch of glory*, it gains no further benefit from this ability for 1 hour.
2nd	*Shield of Faith* (Sp): You can cast *shield of faith* 1/day per 2 caster levels you possess.
4th	*Bless Weapon* (Sp): You can cast *bless weapon* 1/day.
8th	*Divine Presence* (Su): You can emit a 30-ft. aura of presence for a number of rounds per day equal to your caster level. Any creature attempting to strike or otherwise directly attack you or your allies in this area must make a Will save. The DC for this save is equal to 10 + 1/2 your caster level + your Charisma modifier. If the save fails, the opponent cannot follow through with the attack and the action is lost. These rounds do not need to be consecutive. If you or any of your allies attack an opponent, or leave the area, the effect ends for that individual.
12th	*Righteous Might* (Sp): You can cast *righteous might* 3/day.
16th	*Resurrection* (Sp): You can cast *resurrection* 1/day.
20th	*Gate* (Sp): You can cast *gate* 1/day to summon good creatures.

Good Domain

Deities: Cayden Cailean, Desna, Erastil, Iomedae, Sarenrae, Shelyn, Torag.

Caster

Level	Ability
1st	*Touch of Good* (Su): You can touch a creature as a standard action giving it a bonus to a single

attack roll, skill check, ability check, or saving throw equal to your caster level. This bonus lasts 3 rounds or until it is used. Once a creature has benefited from *touch of good*, it gains no further benefit from this ability for 1 day.

2nd *Protection from Evil* (Sp): You can cast *protection from evil* 1/day per 2 caster levels you possess.

4th *Align Weapon* (Sp): You can cast *align weapon* 1/day, causing the weapon touched to become good-aligned for the purpose of overcoming damage reduction.

8th *Holy Lance* (Su): You can cause one melee weapon you possess to gain the holy weapon property for a number of rounds equal to your caster level. These rounds do not need to be consecutive. If the weapon leaves your possession, it loses this ability.

12th *Holy Smite* (Sp): You can cast *holy smite* 3/day.

16th *Holy Word* (Sp): You can cast *holy word* 1/day.

20th *Summon Monster IX* (Sp): You can cast *summon monster IX* 1/day to summon good creatures.

Healing Domain

Deities: Irori, Pharasma, Sarenrae.

Caster

Level	Ability
1st	*Rebuke Death* (Su): You can touch a creature as a standard action, healing it of 1d4 points of damage plus 1 for every two caster levels you possess. You can only use this ability on a creature that is below 0 hit points. If you touch an undead creature with this effect, it is shaken for a number of rounds equal to your caster level.
2nd	*Cure Light Wounds* (Sp): You can cast *cure light wounds* 1/day per 2 caster levels you possess.
4th	*Lesser Restoration* (Sp): You can cast *lesser restoration* 1/day.
8th	*Healer's Blessing* (Su): You can emit a 30 ft. aura of healing for a number of rounds per day equal to your caster level. You and your allies within this aura gain fast healing equal to 1/4 your caster level as long as they remain in range. This fast healing only applies to damage caused after the aura began. These rounds do not need to be consecutive.
12th	*Mass Cure Light Wounds* (Sp): You can cast *mass cure light wounds* 1/day.
16th	*Greater Restoration* (Sp): You can cast *greater restoration* 1/day.
20th	*Mass Heal* (Sp): You can cast *mass heal* 1/day.

Knowledge Domain

Deities: Calistria, Irori, Nethys, Norgorber, Pharasma.

Caster

Level	Ability
1st	*Lore Keeper* (Su): Add all Knowledge skills to your list of class skills. You can touch a creature to learn about its abilities and weaknesses as a melee touch attack. If successful, you gain information as if you had made the appropriate Knowledge skill check with a result equal to 10 + your caster level + your Intelligence modifier.
2nd	*Comprehend Languages* (Sp): You can cast *comprehend languages* 1/day per 2 caster levels you possess.
4th	*Detect Thoughts* (Sp): You can cast *detect thoughts* 1/day.
8th	*Remote Viewing* (Su): You can hear and see at a distance for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive. This ability works like a combination of both *clairvoyance* and *clairaudience*.
12th	*True Seeing* (Sp): You can cast *true seeing* 1/day.
16th	*Legend Lore* (Sp): You can cast *legend lore* 1/day.
20th	*Foresight* (Sp): You can cast *foresight* 1/day.

Law Domain

Deities: Abadar, Asmodeus, Erastil, Iomedae, Irori, Torag, Zon-Kuthon.

Caster

Level	Ability
1st	*Touch of Law* (Su): As a standard action, you can touch a creature giving it the ability to treat one d20 roll as if its natural result was an 11. This ability lasts 3 rounds or until it is used. This ability can be used after the die is rolled to change the result. Once a creature has benefited from *touch of law*, it gains no further benefit from this ability for 1 day.
2nd	*Protection from Chaos* (Sp): You can cast *protection from chaos* 1/day per 2 caster levels you possess.
4th	*Align Weapon* (Sp): You can cast *align weapon* 1/day, causing the weapon touched to become lawful-aligned for the purpose of overcoming damage reduction.
8th	*Staff of Order* (Su): You can cause one melee weapon you possess to gain the axiomatic weapon property for a number of rounds equal to your caster level. These rounds do not need to be consecutive. If the weapon leaves your possession, it loses this ability.
12th	*Order's Wrath* (Sp): You can cast *order's wrath* 3/day.
16th	*Dictum* (Sp): You can cast *dictum* 1/day.
20th	*Summon Monster IX* (Sp): You can cast *summon monster IX* 1/day to summon lawful creatures.

Liberation Domain

Deities: Desna.

Caster

Level	Ability
1st	*Inspiring Word* (Su): As a standard action, you can speak an inspiring word to a creature within 30 ft. For the next round, the target adds a bonus to its attack rolls, skill checks, ability checks, and saving throws equal to your Charisma-bonus. Once a target has been affected by *inspiring word,* he gains no further benefit from it for 1 day.
2nd	*Remove Fear* (Sp): You can cast *remove fear* 1/day per 2 caster levels you possess.
4th	*Remove Paralysis* (Sp): You can cast *remove paralysis* 1/day.
8th	*Freedom's Call* (Su): You can emit a 30-ft. aura of freedom for a number of rounds per day equal to your caster level. Allies within this aura are not affected by the confused, grappled, frightened, panicked, paralyzed, pinned, or shaken conditions. This aura only suppresses these effects and they return once a creature leaves the aura or when the aura ends, if applicable. These rounds do not need to be consecutive.
12th	*Greater Dispel Magic* (Sp): You can cast *greater dispel magic* 1/day.
16th	*Refuge* (Sp): You can cast *refuge* 1/day.
20th	*Freedom* (Sp): You can cast *freedom* 1/day.

Luck Domain

Deities: Calistria, Desna, Shelyn.

Caster

Level	Ability
1st	*Bit of Luck* (Su): As a standard action, you can touch a creature giving it a *bit of luck.* For the next 3 rounds, any time the target rolls a d20, he can roll twice and take the better result. The target must decide to use this ability before rolling the dice. This effect fades after 3 rounds or when the reroll is used. Once a target has been affected by *bit of luck,* he gains no further benefit from it for 1 day.
2nd	*True Strike* (Sp): You can cast *true strike* 1/day per 2 caster levels you possess.
4th	*Blur* (Sp): You can cast *blur* 1/day.
8th	*Lucky Aura* (Su): You can emit a 30-ft. aura of luck for a number of rounds per day equal to your caster level. Allies within this aura automatically succeed on stabilization checks, checks made to overcome concealment, and gain a +2 luck bonus on all d20 rolls. If an attack roll or saving throw

made by an ally in the aura results in a natural 1, it is not automatically considered a failure. These rounds do not need to be consecutive.

Level	Ability
12th	*Break Enchantment* (Sp): You can cast *break enchantment* 1/day.
16th	*Spell Turning* (Sp): You can cast *spell turning* 1/day.
20th	*Miracle* (Sp): You can cast *miracle* 1/day.

Madness Domain

Deities: Lamashtu.

Caster

Level	Ability
1st	*Vision of Madness* (Su): You can give a creature a *vision of madness* as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a bonus to the chosen rolls equal to your Charisma modifier and a penalty to the other two types of rolls equal to your Charisma modifier. This effect fades after 3 rounds. Once a target has been affected by *vision of madness,* it has no effect on him for 1 day.
2nd	*Lesser Confusion* (Sp): You can cast *lesser confusion* 1/day per 2 caster levels you possess.
4th	*Touch of Idiocy* (Sp): You can cast *touch of idiocy* 1/day.
8th	*Aura of Madness* (Su): You can emit a 30-ft. aura of madness for a number of rounds per day equal to your caster level. Enemies within this aura are affected by *confusion* unless they make a Will save when they enter the area (or when the aura is created). The *confusion* effect ends immediately when the creature leaves the area or the aura expires. These rounds do not need to be consecutive.
12th	*Phantasmal Killer* (Sp): You can cast *phantasmal killer* 3/day.
16th	*Insanity* (Sp): You can cast *insanity* 1/day.
20th	*Weird* (Sp): You can cast *weird* 1/day.

Magic Domain

Deities: Asmodeus, Nethys, Urgathoa.

Caster

Level	Ability
1st	*Hand of the Acolyte* (Su): As a standard action, you can summon a ghostly hand to do your bidding. This functions like *mage hand* with the following changes. When summoned, the hand can draw a weapon (including a magic weapon) on your person as a free action, so long as you are proficient in it. The hand can be directed to make a single attack against a foe within 30 feet, using your base attack

bonus, plus your Wisdom modifier on both attack and damage rolls. The hand does not threaten foes and does not make attacks of opportunity. You must concentrate on the hand each round or it winks out, returning any item held to you before it disappears.

2nd *Detect Magic* (Sp): You can cast *detect magic* at will.

4th *Magic Mouth* (Sp): You can cast *magic mouth* 1/day.

8th *Dispelling Touch* (Su): You can use a targeted *dispel magic* as a melee touch attack. If you hit, roll to dispel the spells affecting the target normally. You can use this ability once per day for every two caster levels you possess.

12th *Spell Resistance* (Sp): You can cast *spell resistance* 1/day.

16th *Spell Turning* (Sp): You can cast *spell turning* 1/day.

20th *Disjunction* (Sp): You can cast *disjunction* 1/day.

Nobility Domain
Deities: Abadar.

Caster Level	Ability
1st	*Noble Blessing* (Su): You can touch a creature as a standard action, giving it a *noble blessing*. The target gains a +2 morale bonus on attack rolls, skill checks, ability checks, and saving throws. This effect lasts for a number of rounds equal to your caster level. Once a target has been affected by *noble blessing,* he gains no further benefit from it for 1 day.
2nd	*Divine Favor* (Sp): You can cast *divine favor* 1/day per 2 caster levels you possess.
4th	*Enthrall* (Sp): You can cast *enthrall* 1/day.
8th	*Divine Right* (Su): You can issue a number of commands per day equal to your caster level. This functions as *greater command* except that it only affects one creature within 30 ft. A creature cannot be affected by your divine right ability more than once per day.
12th	*Geas/Quest* (Sp): You can cast *geas/quest* 1/day.
16th	*Repulsion* (Sp): You can cast *repulsion* 1/day.
20th	*Storm of Vengeance* (Sp): You can cast *storm of vengeance* 1/day.

Plant Domain
Deities: Erastil, Gozreh.

Caster Level	Ability
1st	*Wooden Fist* (Su): Your unarmed strikes do not provoke attacks of opportunity and gain a bonus on damage rolls equal to 1/2 your caster level.

2nd *Entangle* (Sp): You can cast *entangle* 1/day per 2 caster levels you possess.

4th *Barkskin* (Sp): You can cast *barkskin* 1/day.

8th *Bramble Armor* (Su): A host of wooden thorns bursts from your skin for a number of rounds per day equal to your caster level. While *bramble armor* is in effect, any foe striking you with an unarmed strike or a melee weapon without reach takes 1d6 points of damage +1 per two caster levels you possess. These rounds do not need to be consecutive.

12th *Wall of Thorns* (Sp): You can cast *wall of thorns* 1/day.

16th *Animate Plants* (Sp): You can cast *animate plants* 1/day.

20th *Shambler* (Sp): You can cast *shambler* 1/day.

Protection Domain
Deities: Abadar, Nethys, Shelyn, Torag.

Caster Level	Ability
1st	*Resistant Touch* (Su): You gain a +1 resistance bonus on saving throws. This bonus increases by +1 for every 5 levels you possess. As a standard action, you can touch an ally and grant them your resistance bonus for 1 minute. When you use this ability, you lose your resistance bonus granted by this ability for 1 minute.
2nd	*Sanctuary* (Sp): You can cast *sanctuary* 1/day per 2 caster levels you possess.
4th	*Shield Other* (Sp): You can cast *shield other* 1/day.
8th	*Aura of Protection* (Su): You can emit a 30-ft. aura of protection for a number of rounds per day equal to your caster level. You and your allies within this aura gain a +1 resistance bonus on all saving throws and a +1 deflection bonus to AC. These bonuses increase by +1 for every 4 caster levels you possess. These rounds do not need to be consecutive.
12th	*Spell Resistance* (Sp): You can cast *spell resistance* 1/day.
16th	*Repulsion* (Sp): You can cast *repulsion* 1/day.
20th	*Prismatic Sphere* (Sp): You can cast *prismatic sphere* 1/day.

Repose Domain
Deities: Pharasma.

Caster Level	Ability
1st	*Gentle Rest* (Su): You can cause a living creature to fall asleep for 1 round as a melee touch attack. This ability has no effect on creatures of a higher level than you or with more HD. Undead creatures touched by you are slowed

for a number of rounds equal to your Charisma modifier. Once a creature has been affected by *gentle rest,* it is immune to its effects for 1 day.

2nd *Deathwatch* (Sp): You can cast *deathwatch* 1/day per 2 caster levels you possess.

4th *Gentle Repose* (Sp): You can cast *gentle repose* 1/day.

8th *Ward Against Death* (Su): You can emit a 30-ft. ward against death for a number of rounds per day equal to your caster level. Living creatures in this area are immune to death effects, energy drain, and effects that cause negative levels. This ward does not remove negative levels that a creature has already gained, but the negative levels have no effect while the creature is inside the warded area. These rounds do not need to be consecutive.

12th *Undeath to Death* (Sp): You can cast *undeath to death* 1/day.

16th *Destruction* (Sp): You can cast *destruction* 1/day.

20th *Wail of the Banshee* (Sp): You can cast *wail of the banshee* 1/day.

Rune Domain

Deities: Irori, Nethys.

Caster Level	Ability
1st	*Minor Rune* (Su): As a standard action, you can create a minor rune in any adjacent square. Any creature entering this square takes 1d6 points of damage + 1 for every two caster levels you possess. This rune deals either acid, cold, electricity, or fire damage, decided when you create the rune. The rune is invisible and lasts a number of rounds equal to your caster level or until discharged. You cannot create a rune in a square occupied by another creature.
2nd	*Erase* (Sp): You can cast *erase* 1/day per 2 caster levels you possess.
4th	*Secret Page* (Sp): You can cast *secret page* 1/day.
8th	*Major Rune* (Su): You can create a major rune in any adjacent square as a standard action. Any creature entering this square takes 1d6 points of damage for every two caster levels you possess. This rune deals acid, cold, electricity, or fire damage, decided when you create the rune. The rune is invisible and lasts a number of rounds equal to your caster level or until discharged. You can create a number of major runes per day equal to your caster level. You can also place these runes on doorways, chests, or other objects that can be opened and closed, causing them to trigger when a creature opens

the object. You cannot create a rune in a square occupied by another creature or on one of their possessions.

12th *Greater Glyph of Warding* (Sp): You can cast *greater glyph of warding* 1/day.

16th *Symbol of Stunning* (Sp): You can cast *symbol of stunning* 1/day.

20th *Symbol of Death* (Sp): You can cast *symbol of death* 3/day.

Strength Domain

Deities: Cayden Cailean, Gorum, Lamashtu, Urgathoa.

Caster Level	Ability
1st	*Strength Surge* (Su): As a standard action, you can touch a creature giving it great strength. For the next 3 rounds, the target may add an enhancement bonus equal to 1/2 your caster level on one melee attack roll or Strength check (minimum +1). The target must decide to use this ability before rolling the dice. This effect fades after 3 rounds or when the reroll is used. Once a target has been affected by *strength surge,* he gains no further benefit from it for 1 day.
2nd	*Enlarge Person* (Sp): You can cast *enlarge person* 1/day per 2 caster levels you possess.
4th	*Bull's Strength* (Sp): You can cast *bull's strength* 1/day.
8th	*Might of the Gods* (Su): You can add your caster level as an enhancement bonus to your Strength score for a number of rounds per day equal to your caster level. This bonus only applies on Strength checks and Strength-based skill checks. These rounds do not need to be consecutive.
12th	*Righteous Might* (Sp): You can cast *righteous might* 1/day.
16th	*Mass Bull's Strength* (Sp): You can cast *mass bull's strength* 3/day.
20th	*Crushing Hand* (Sp): You can cast *crushing hand* 1/day.

Sun Domain

Deities: Iomedae, Sarenrae.

Caster Level	Ability
1st	*Sun's Touch* (Su): You can smite an undead creature as a melee touch attack, dealing 1d8 points of positive energy damage +1 for every two caster levels you possess. This touch has no effect on living creatures.
2nd	*Produce Flame* (Sp): You can cast *produce flame* 1/day per 2 caster levels you possess.

4th *Heat Metal* (Sp): You can cast *heat metal* 1/day.

8th *Nimbus of Light* (Su): You can emit a 30-ft. nimbus of light for a number of rounds per day equal to your caster level. Undead within this radius take 1d8 points of positive energy damage +1 for every for every two caster levels you possess. Spells and spell-like abilities with the darkness descriptor are automatically dispelled if brought inside this nimbus. These rounds do not need to be consecutive. This nimbus has no effect on living creatures.

12th *Flame Strike* (Sp): You can cast *flame strike* 1/day.

16th *Sunbeam* (Sp): You can cast *sunbeam* 1/day.

20th *Prismatic Sphere* (Sp): You can cast *prismatic sphere* 1/day.

Travel Domain

Deities: Abadar, Cayden Cailean, Desna.

Caster Level	Ability
1st	*Dimensional Hop* (Su): You can teleport up to 10 feet per caster level per day as a swift action. This teleportation must be used in 5-foot increments and such movement does not provoke attacks of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought with you.
2nd	*Expeditious Retreat* (Sp): You can cast *expeditious retreat* 1/day per 2 caster levels you possess.
4th	*Levitate* (Sp): You can cast *levitate* 1/day.
8th	*Flight* (Su): You can fly at your base speed for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive. Your maneuverability while flying in this manner is perfect, granting you a +8 racial bonus on Fly skill checks.
12th	*Dimension Door* (Sp): You can cast *dimension door* 3/day.
16th	*Greater Teleport* (Sp): You can cast *greater teleport* 1/day.
20th	*Astral Projection* (Sp): You can cast *astral projection* 1/day.

Trickery Domain

Deities: Asmodeus, Calistria, Lamashtu, Norgorber.

Caster Level	Ability
1st	*Copy Cat* (Su): You can create an illusory double of yourself as a move action. This double functions as a single *mirror image* and lasts for a number of rounds equal to your caster level (unless

dispelled or destroyed). You can have no more than one *copy cat* at a time. This ability does not stack with *mirror image*.

2nd *Disguise Self* (Sp): You can cast *disguise self* 1/day per 2 caster levels you possess.

4th *Invisibility* (Sp): You can cast *invisibility* 1/day.

8th *Master's Illusion* (Su): You can create an illusion that hides the appearance of yourself and any number of allies within 30 feet for one round per caster level. This ability otherwise functions like the spell *veil*. The rounds do not need to be consecutive.

12th *Confusion* (Sp): You can cast *confusion* 3/day.

16th *Mass Invisibility* (Sp): You can cast *mass invisibility* 1/day.

20th *Time Stop* (Sp): You can cast *time stop* 1/day.

War Domain

Deities: Gorum, Iomedae, Rovagug, Urgathoa.

Caster Level	Ability
1st	*Battle Smite* (Su): You can touch your deity's favored weapon and give it the ability to deal a battle smite. For the next 3 rounds, anyone wielding the weapon may add an enhancement bonus on one damage roll equal to 1/2 your caster level for one attack roll. The target must decide to use this ability before rolling to attack. This effect fades after 3 rounds or when the battle smite is used. Once a wielder has used a battle smite, he gains no further benefit from it for 1 day.
2nd	*Magic Weapon* (Sp): You can cast *magic weapon* 1/day per 2 caster levels you possess.
4th	*Spiritual Weapon* (Sp): You can cast *spiritual weapon* 1/day.
8th	*Weapon Master* (Su): You gain the use of one combat feat for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive and you can change the feat chosen each time you use this ability. You must meet the prerequisites to use these feats.
12th	*Flame Strike* (Sp): You can cast *flame strike* 1/day.
16th	*Blade Barrier* (Sp): You can cast *blade barrier* 3/day.
20th	*Power Word Kill* (Sp): You can cast *power word kill* 1/day.

Water Domain

Deities: Gozreh, Pharasma.

Caster Level	Ability
1st	*Icicle* (Su): As a standard action, you can fire an icicle from your finger, targeting any foe within

30 feet as a ranged touch attack. The icicle deals 1d6 points of cold damage +1 for every two caster levels you possess.

2nd *Obscuring Mist* (Sp): You can cast *obscuring mist* 1/day per 2 caster levels you possess.

4th *Resist Energy* (Sp): You can cast *resist energy* 1/day, protecting against cold.

8th *Mantle of Ice* (Su): A mantle of ice appears on your shoulders for a number of rounds per day equal to your caster level. While the mantle of ice is in effect, any adjacent foe striking you with a melee weapon takes 1d6 points of cold damage +1 per two caster levels you possess.

12th *Ice Storm* (Sp): You can cast *ice storm* 1/day.

16th *Cone of Cold* (Sp): You can cast *cone of cold* 3/day.

20th *Elemental Swarm* (Sp): You can cast *elemental swarm* 1/day, summoning only water creatures.

Weather Domain

Deities: Gozreh, Rovagug.

Caster

Level **Ability**

1st *Storm Burst* (Su): As a standard action, you can create a storm burst targeting any foe within 30 feet as a ranged touch attack. The storm burst deals 1d6 points of nonlethal damage + 1 for every two caster levels you possess. In addition, the target is buffeted by winds and rain, causing it to take a −2 penalty on attack rolls for 1 round.

2nd *Obscuring Mist* (Sp): You can cast *obscuring mist* 1/day per 2 caster levels you possess.

4th *Fog Cloud* (Sp): You can cast *fog cloud* 1/day.

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

12th *Control Winds* (Sp): You can cast *control winds* 1/day.

16th *Control Weather* (Sp): You can cast *control weather* 1/day.

20th *Storm of Vengeance* (Sp): You can cast *storm of vengeance* 1/day.

SPELLS

The following spells have been altered from those found in the 3.5 rules set. These changes were made because of shifts in other rules, making these spells unclear. With future releases, other spells will be changed as well.

ALIGN FANG

School transmutation [see text]; **Level** druid 2, ranger 2

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Target living creature touched

Duration 1 min/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

Align fang makes one natural weapon of the subject good, evil, lawful, or chaotic, as you choose. A natural weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a natural weapon that already has an alignment.

When you make a natural weapon good, evil, lawful, or chaotic, *align fang* is a good, evil, lawful, or chaotic spell, respectively.

ALTER SELF

School transmutation (polymorph); **Level** bard 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

EFFECT

Range personal

Target you

Duration 1 min/level (D)

DESCRIPTION

When you cast this spell you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities you gain the listed ability: swim 30 feet, darkvision 60 feet, low-light vision, and scent.

Small creature: If the form you take is that of a Small humanoid, you gain a +2 enhancement bonus to your Dexterity.

Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 enhancement bonus to your Strength.

ANIMAL GROWTH

School transmutation; **Level** druid 5, ranger 4, sorcerer/wizard 5

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level)

Target one animal (Gargantuan or smaller)

Duration 1 min/level

Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

The target animal grows to twice its normal size and eight times its normal weight. This alteration changes the animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a –2 size penalty to Dexterity. The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC and attack rolls and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it— the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by the animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment.

Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

The spell gives no means of command or influence over the enlarged animal.

Multiple magical effects that increase size do not stack.

ANIMAL SHAPES

School transmutation (polymorph); **Level** druid 8

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Targets up to one willing creature per level, all within 30 ft. of each other.

Duration 1 hour/level (D)

Saving Throw none, see text; **Spell Resistance** yes (harmless)

DESCRIPTION

As *beast shape III*, except you change the form of up to one willing creature per caster level into an animal of your choice; the spell has no effect on unwilling creatures. All creatures must take the same kind of animal form. Recipients remain in the animal form until the spell expires or until you dismiss it for all recipients. In addition, an individual subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject alone.

ARCANE LOCK

School abjuration; **Level** sorcerer/wizard 2

CASTING

Casting Time 1 standard action

Components V, S, M (25 gp gold dust)

EFFECT

Range touch

Target door, chest, or portal touched, up to 30 sq. ft./level in size

Duration permanent

Saving Throw none; **Spell Resistance** no

DESCRIPTION

An *arcane lock* spell cast upon a door, chest, or portal magically locks it. You can freely pass your own *arcane lock* without affecting it. If the locked object has a lock, the DC to open that lock increases by 10 while it remains attached to the object. If the object does not have a lock, this spell creates one that can only be opened with a DC 20 Disable Device skill check. A door or object secured with this spell can be opened only by breaking in or with a successful *dispel magic* or *knock* spell. Add 10 to the normal DC to break open a door or portal affected by this spell. A *knock* spell does not remove an *arcane lock;* it only suppresses the effect for 10 minutes.

ASTRAL PROJECTION

School necromancy; **Level** cleric 9, sorcerer/wizard 9

CASTING

Casting Time 30 minutes

Components V, S, M (1,000 gp jacinth)

EFFECT

Range touch

Targets you plus one additional willing creature touched per two caster levels

Duration see text

Saving Throw none; **Spell Resistance** yes

DESCRIPTION

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane,

the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. This is a traumatic affair, however, and you gain two permanent negative levels if your second body or astral form is slain. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as *dispel magic* cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

AWAKEN

School transmutation; **Level** druid 5

CASTING

Casting Time 24 hours

Components V, S, DF, M (herbs and oils worth 2,000 gp)

EFFECT

Range touch

Target animal or tree touched

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

You awaken a tree or animal to humanlike sentience. To succeed, you must make a Will save (DC 10 + the animal's current HD, or the HD the tree will have once awakened). The awakened animal or tree is friendly toward you. You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it. If you cast *awaken* again, any previously awakened creatures remain friendly to you, but they no longer undertake tasks for you unless it is in their best interests.

An awakened tree has characteristics as if it were an animated object, except that it gains the plant type and its Intelligence, Wisdom, and Charisma scores are each 3d6. An awakened plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it has senses similar to a human's.

An awakened animal gets 3d6 Intelligence, +1d3 Charisma, and +2 HD. Its type becomes magical beast (augmented animal). An awakened animal can't serve as an animal companion, familiar, or special mount.

An awakened tree or animal can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any). This spell does not function on an animal or plant with an Intelligence greater than 2.

BALEFUL POLYMORPH

School transmutation (polymorph); **Level** druid 5, sorcerer/wizard 5

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration permanent

Saving Throw: Fortitude negates, Will partial, see text; **Spell Resistance:** yes

DESCRIPTION

As *beast shape III,* except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Incorporeal or gaseous creatures are immune to *baleful polymorph*, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

BEAST SHAPE I

School transmutation (polymorph); **Level** wizard/sorcerer 3

CASTING

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

EFFECT

Range personal

Target you

Duration 1 min/level (D)

DESCRIPTION

When you cast this spell you can assume the form of any Small or Medium creature of the animal type. If the form you assume has any of the following abilities you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, and scent.

Small animal: If the form you take is that of a Small animal, you gain a +2 enhancement bonus to your Dexterity and a +1 natural armor bonus.

Medium animal: If the form you take is that of a Medium animal, you gain a +2 enhancement bonus to your Strength and a +2 natural armor bonus.

BEAST SHAPE II

School transmutation (polymorph); **Level** wizard/sorcerer 4

DESCRIPTION

This spell functions as *beast shape I* except that it allows you to assume the form of a Tiny or Large creature of the animal type. If the form you assume has any of the following abilities you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, improved grab, pounce, and trip.

Tiny animal: If the form you take is that of a Tiny animal, you gain a +4 enhancement bonus to your Dexterity, a −2 penalty to your Strength, and a +1 natural armor bonus.

Large animal: If the form you take is that of a Large animal, you gain a +4 enhancement bonus to your Strength, a −2 penalty to your Dexterity, and a +4 natural armor bonus.

BEAST SHAPE III

School transmutation (polymorph); **Level** wizard/sorcerer 5

DESCRIPTION

This spell functions as *beast shape II* except that it allows you to assume the form of a Diminutive or Huge creature of the animal type. This spell also allows you to take on the form of a Small or Medium creature of the magical beast type. If the form you assume has any of the following abilities you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, ferocity, improved grab, jet, poison, pounce, rake, trample, trip, and web.

Diminutive animal: If the form you take is that of a Diminutive animal, you gain a +6 enhancement bonus to your Dexterity, a −4 penalty to your Strength, and a +1 natural armor bonus.

Huge animal: If the form you take is that of a Huge animal, you gain a +6 enhancement bonus to your Strength, a −4 penalty to your Dexterity, and a +6 natural armor bonus.

Small magical beast: If the form you take is that of a Small magical beast, you gain a +4 enhancement bonus to your Dexterity and a +2 natural armor bonus.

Medium magical beast: If the form you take is that of a Medium magical beast, you gain a +4 enhancement bonus to your Strength and a +4 natural armor bonus.

BEAST SHAPE IV

School transmutation (polymorph); **Level** wizard/sorcerer 6

DESCRIPTION

This spell functions as *beast shape III* except that it allows you to assume the form of a Tiny or Large creature of the magical beast type. If the form you assume has any of the following abilities you gain the listed ability: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, low-light vision, scent, tremorsense 60 feet, breath weapon, constrict, ferocity, improved grab, jet, poison, pounce, rake, rend, roar, spikes, trample, trip, and web. If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. If the creature has vulnerability to an element, you gain that vulnerability.

Tiny magical beast: If the form you take is that of a Tiny magical beast, you gain a −2 penalty to your Strength, a +8 enhancement bonus to your Dexterity and a +3 natural armor bonus.

Large magical beast: If the form you take is that of a Large magical beast, you gain a +6 enhancement bonus to your Strength, a −2 penalty on your Dexterity, a +2 enhancement bonus on your Constitution, and a +6 natural armor bonus.

BLACK TENTACLES

School conjuration (creation); **Level** sorcerer/wizard 4

CASTING

Casting Time 1 standard action

Components V, S, M (octopus or squid tentacle)

EFFECT

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius spread

Duration 1 round/level (D)

Saving Throw: none; **Spell Resistance:** no

DESCRIPTION

This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area.

Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round, at the beginning of your turn, including the round that *black tentacles* is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' combat maneuver bonus, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The black tentacles spell receives a +5 bonus on grapple checks made against

opponents it is already grappling, but cannot move foes or pin foes. Each round that *black tentacles* succeeds on a grapple check, it deals an additional 1d6+4 points of damage.

The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.

BLASPHEMY

School evocation [evil, sonic]; **Level** cleric 7

CASTING

Casting Time 1 standard action
Components V

EFFECT

Range 40 ft.
Area nonevil creatures in a 40-ft.-radius spread centered on you
Duration instantaneous
Saving Throw will partial; **Spell Resistance** yes

DESCRIPTION

Any nonevil creature within the area of a *blasphemy* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Dazed
Up to caster level –1	Weakened, dazed
Up to caster level –5	Paralyzed, weakened, dazed
Up to caster level –10	Killed, paralyzed, weakened, dazed

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Dazed: The creature can take no actions for 1 round, though it defends itself normally. Save negates.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds. Save for half.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to one round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage +1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *blasphemy* or not. The banishment effect allows a Will save (at a –4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by *blasphemy.*

BLEED

School necromancy; **Level** cleric 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw: Will negates; **Spell Resistance:** yes

DESCRIPTION

You cause a living creature that is below 0 hit points, but stabilized, to resume dying. Upon casting this spell, you target a living creature that has –1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

BLINK

School transmutation; **Level** bard 3, sorcerer/wizard 3

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range personal
Target you
Duration 1 round/level (D)

DESCRIPTION

You "blink" quickly back and forth between the Material Plane and the Ethereal Plane, and look as though you're winking in and out of reality at random. *Blink* has several effects, as follows.

Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment).

If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

Any individually targeted spell has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane.

While blinking, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). Although you are only partially visible, you are not considered invisible. You do receive a +2 bonus on attack rolls made against enemies that cannot see invisible creatures.

You take only half damage from falling, since you fall only while you are material.

While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled. You can move at only three-quarters speed (because movement on the Ethereal Plane is at half speed, and you spend half your time there and half your time material.)

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones.

An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures.

An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet.

Force effects and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

BREATH OF LIFE

School conjuration (healing); **Level** cleric 5

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target creature touched
Duration instantaneous
Saving Throw Will negates (harmless) or Will half, see text; **Spell Resistance** yes (harmless) or yes, see text

DESCRIPTION

This spell cures 5d8 points of damage +1 point per caster level (maximum +25).

Unlike other spells that heal damage, *breath of life* can bring recently slain creatures back to life. If cast upon a creature that has died within 1 round, apply the healing from this spell to the creature. If this healing brings the creature up to −9 or fewer hit points, it comes back to life and stabilizes at its new hit point total. If the healing fails to bring the creature's hit point total up past −10 hit points, the creature remains dead. Creatures brought back to life

through *breath of life* gain a temporary negative level that lasts for 1 day.

Creatures slain by death effects cannot be saved by *breath of life*.

Like cure spells, *breath of life* deals damage to undead creatures rather than curing them.

CONFUSION

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, sorcerer/wizard 4

CASTING

Casting Time 1 standard action
Components V, S, M/DF (three nutshells)

EFFECT

Range medium (100 ft. + 10 ft./level)
Targets all creatures in a 15-ft.-radius burst
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

This spell causes the targets to become confused, making them unable to independently determine what they will do.

Roll on the following table at the beginning of each subject's turn each round to see what it does in that round.

d%	Behavior
01–25	Act normally.
26–50	Do nothing but babble incoherently.
51–75	Deal 1d8 points of damage + Str modifier to self with item in hand.
76–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

CONFUSION, LESSER

School enchantment (compulsion) [mind-affecting]; **Level** bard 1

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one living creature

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

This spell causes a single creature to become confused for 1 round.

CREEPING DOOM

School conjuration (summoning); **Level** druid 7

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)/100 ft.; see text

Effect four swarms of insects

Duration 1 round/level

Saving Throw Fort partial, see text; **Spell Resistance** no

DESCRIPTION

This spell summons four massive swarms of biting and stinging insects. These swarms appear adjacent to one another, but can be directed to move independently. Treat these swarms as centipede swarms with the following adjustments. The swarms have a fly speed of 30 feet with perfect maneuverability. The swarms have 60 hit point each and deal 4d6 points of damage with their swarm attack. The save to resist their poison and distraction effects is equal to the save DC of this spell. Creatures caught in multiple swarms only take damage and make saves once.

You may summon the swarms so that they share the area of other creatures. As a standard action, you can command any number of the swarms to move toward any prey within 100 feet of you. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but can be commanded again if you move within 100 feet).

CRUSHING HAND

School evocation [force]; **Level** sorcerer/wizard 9

DESCRIPTION

This spell functions as *interposing hand*, except that it can also grapple one opponent as *grasping hand*. The *crushing hand* has a +12 bonus on attack rolls and combat maneuver checks due to its Strength (35). A *crushing hand* deals 2d6+12 points of damage on each successful grapple check against an opponent. The *crushing hand* can instead be directed to bull rush a target, using the same bonuses outlined above, or it can be directed to interpose itself, as *interposing hand* does.

DARKNESS

School evocation [darkness]; **Level** bard 2, cleric 2, sorcerer/ wizard 2

CASTING

Casting Time 1 standard action

Components V, M/DF (bat fur and a piece of coal)

EFFECT

Range touch

Target object touched

Duration 1 min/level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

This spell causes an object to radiate darkness out to a 20-foot radius. Creatures without darkvision are effectively blinded in this area. Normal lights (torches, candles, lanterns, and so forth) and light spells brought inside the area of darkness can brighten the area, allowing a creature to see normally in the light's radius.

If *darkness* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

Darkness can be used to counter or dispel any light spell of equal or lower spell level.

DEATH WARD

School necromancy; **Level** cleric 4, druid 5, paladin 4

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Target living creature touched

Duration 1 min./level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy.

This spell does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels for the duration of its effect.

Death ward does not protect against other sorts of attacks, even if those attacks might be lethal.

DEEPER DARKNESS

School evocation [darkness]; **Level** cleric 3

EFFECT

Duration 10 min/level (D)

DESCRIPTION

This spell functions as *darkness*, except that the object radiates darkness in a 60-foot radius. Nonmagical light

sources cannot illuminate an area of *deeper darkness,* but darkvision still allows creatures to see normally.

Deeper Darkness can be used to counter or dispel any light spell of equal or lower spell level.

DESTRUCTION
School necromancy [death]; **Level** cleric 7

CASTING
Casting Time 1 standard action
Components V, S, F (holy or unholy symbol costing 500 gp)

EFFECT
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Fortitude partial; **Spell Resistance** yes

DESCRIPTION
This spell instantly delivers 10 points of damage per caster level. If the spell slays the target, it consumes the remains utterly in holy (or unholy) fire (but not its equipment or possessions). If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell (and was slain) is to use *true resurrection,* a carefully worded *wish* spell followed by *resurrection,* or *miracle.*

DICTUM
School evocation [law, sonic]; **Level** cleric 7

CASTING
Casting Time 1 standard action
Components V

EFFECT
Range 40 ft.
Area nonlawful creatures in a 40-ft.-radius spread centered on you
Duration instantaneous
Saving Throw Will partial; **Spell Resistance** yes

DESCRIPTION
Any nonlawful creature within the area of a *dictum* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level –1	Staggered, deafened
Up to caster level –5	Paralyzed, staggered, deafened
Up to caster level –10	Killed, paralyzed, staggered, deafened

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Deafened: The creature is deafened for 1d4 rounds. Save negates.

Staggered: The creature is staggered for 2d4 rounds. Save reduces the staggered effect to 1d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to one round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage +1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonlawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *dictum* or not. The banishment effect allows a Will save (at a –4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by *dictum.*

DIVINE POWER
School evocation; **Level** cleric 4

CASTING
Casting Time 1 standard action
Components V, S, DF

EFFECT
Range personal
Target you
Duration 1 round/level

DESCRIPTION
Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. You gain a +1 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks for every three caster levels you have (maximum +6). You also gain 1 temporary hit point per caster level. Whenever you make a full attack action, you can make on additional attack at your full base attack bonus, plus any appropriate modifiers. This additional attack is not cumulative with similar effects, such as *haste* or weapons with the speed special ability.

ELEMENTAL BODY I
School transmutation (polymorph); **Level** sorcerer/wizard 4

CASTING
Casting Time 1 standard action
Components V, S, M (the element you plan to assume)

EFFECT
Range personal
Target you
Duration 1 min/level (D)

DESCRIPTION
When you cast this spell you can assume the form of a Small air, earth, fire or water elemental. The abilities you gain depend upon the type of elemental you change into.

Elemental abilities based on size, such as burn, vortex, and whirlwind, use the size of the elemental you transform into to determine their effect.

Air elemental: If the form you take is that of a Small air elemental, you gain a +2 enhancement bonus to your Dexterity and a +2 natural armor bonus. You also gain fly 60 feet (perfect), darkvision 60 feet, and the ability to create a whirlwind.

Earth elemental: If the form you take is that of a Small earth elemental, you gain a +2 enhancement bonus to your Strength and a +4 natural armor bonus. You also gain darkvision 60 feet, the push ability, and the ability to earthglide.

Fire elemental: If the form you take is that of a Small fire elemental, you gain a +2 enhancement bonus to your Dexterity and a +2 natural armor bonus. Your base land speed also increases by 10 feet. You gain darkvision 60 feet, resist fire 20, vulnerability to cold, and the burn ability.

Water elemental: If the form you take is that of a Small water elemental, you gain a +2 enhancement bonus to your Constitution and a +4 natural armor bonus. You also gain swim 60 feet, darkvision 60 feet, and the ability to create a vortex.

ELEMENTAL BODY II
School transmutation (polymorph); **Level** sorcerer/wizard 5
DESCRIPTION
This spell functions as *elemental body I* except that it allows you to assume the form of a Medium air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental you change into.

Air elemental: As *elemental body I* except that you gain a +4 enhancement bonus to your Dexterity and a +3 natural armor bonus.

Earth elemental: As *elemental body I* except that you gain a +4 enhancement bonus to your Strength and a +5 natural armor bonus.

Fire elemental: As *elemental body I* except that you gain a +4 enhancement bonus to your Dexterity and a +3 natural armor bonus.

Water elemental: As *elemental body I* except that you gain a +4 enhancement bonus to your Constitution and a +5 natural armor bonus.

ELEMENTAL BODY III
School transmutation (polymorph); **Level** sorcerer/wizard 6
DESCRIPTION
This spell functions as *elemental body I* except that it allows you to assume the form of a Large air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental you change into. You are also immune to critical hits and sneak attacks while in elemental form.

Air elemental: As *elemental body I* except that you gain a +2 enhancement bonus to your Strength, +4

enhancement bonus to your Dexterity, and a +4 natural armor bonus.

Earth elemental: As *elemental body I* except that you gain a +6 enhancement bonus to your Strength, a −2 penalty on your Dexterity, a +2 enhancement bonus to your Constitution, and a +6 natural armor bonus.

Fire elemental: As *elemental body I* except that you gain a +4 enhancement bonus to your Dexterity, a +2 enhancement bonus to your Constitution, and a +4 natural armor bonus.

Water elemental: As *elemental body I* except that you gain a +2 enhancement bonus to your Strength, a −2 penalty on your Dexterity, a +6 enhancement bonus to your Constitution, and a +6 natural armor bonus.

ELEMENTAL BODY IV
School transmutation (polymorph); **Level** sorcerer/wizard 7
DESCRIPTION
This spell functions as *elemental body I* except that it allows you to assume the form of a Huge air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental you change into. You are also immune to critical hits and sneak attacks while in elemental form and gain DR 5/—.

Air elemental: As *elemental body I* except that you gain a +4 enhancement bonus to your Strength, +6 enhancement bonus to your Dexterity, and a +4 natural armor bonus. You also gain fly 120 feet (perfect).

Earth elemental: As *elemental body I* except that you gain a +8 enhancement bonus to your Strength, a −2 penalty on your Dexterity, a +4 enhancement bonus to your Constitution, and a +6 natural armor bonus.

Fire elemental: As *elemental body I* except that you gain a +6 enhancement bonus to your Dexterity, a +4 enhancement bonus to your Constitution, and a +4 natural armor bonus. Your base land speed also increases by 20 feet.

Water elemental: As *elemental body I* except that you gain a +4 enhancement bonus to your Strength, a −2 penalty on your Dexterity, a +8 enhancement bonus to your Constitution, and a +6 natural armor bonus. You also gain swim 120 feet.

ENTANGLE
School tranmutation; **Level** druid 1, ranger 1
CASTING
Casting Time 1 standard action
Components V, S, DF
EFFECT
Range long (400 ft. + 40 ft./level)
Area plants in a 40-ft.-radius spread
Duration 1 min/level (D)
Saving Throw: Reflex partial; see text; **Spell Resistance:** no

DESIGNER NOTES: FIND THE PATH

You would think that a spell called *find the path* would be a perfect fit for the Pathfinder RPG, but nothing could be further from the truth. As written in the 3.5 rules set, this spell was a deal breaker. It sucked all the fun out of an adventure and its level was way too low for its abilities. After a bit of transmutation, the spell now allows you to find a major location, but not the whereabouts of the lich's treasure vault. While this is an improvement, we have been debating about pulling this spell altogether. How can you have a "lost" city when this spell would make it easy to find? We've let it live for now, but it only has a few hit points left. What do you think?

DESCRIPTION

This spell causes plants to wrap around and grapple foes in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts.

If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save versus the *entangle* or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.

EYEBITE

School necromancy; **Level** bard 6, sorcerer/wizard 6

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range Close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 round/level

Saving Throw: Fortitude negates; **Spell Resistance:** yes

DESCRIPTION

Each round, you may target a single living creature, striking it with waves of evil power. Depending on the target's HD, this attack has as many as three effects.

HD	Effect
10 or more	Sickened
5–9	Panicked, sickened
4 or less	Comatose, panicked, sickened

The effects are cumulative and concurrent.

Sickened: Sudden pain and fever sweeps over the subject's body. A creature affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a *remove disease* or *heal* spell, but a *remove curse* is effective.

Panicked: The subject becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes panicked again if it comes within sight of you during that time. This is a fear effect.

Comatose: The subject falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect. This is not a *sleep* effect, and thus elves are not immune to it.

You must spend a swift action each round after the first to target a foe.

FIND THE PATH

School divination; **Level** bard 6, cleric 6, druid 6

CASTING

Casting Time 3 rounds

Components V, S, F (a set of divination counters)

EFFECT

Range personal or touch

Target you or creature touched

Duration 10 min/level

Saving Throw none or Will negates (harmless); **Spell Resistance** no or yes (harmless)

DESCRIPTION

The recipient of this spell can find the shortest, most direct physical route to a large specified destination, such as a city, keep, lake, or dungeon. The locale can be outdoors or underground, as long as it is large. For example, a hunter's cabin is not large enough, but a logging camp is. *Find the path* works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as the subject at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense what cavern corridor to take when a choice presents itself. The spell ends when the destination is reached or the duration expires, whichever comes first. *Find the path* can be used to remove the subject and its companions from the effect of a *maze* spell in a single round, specifying the destination as "outside the maze."

This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

FINGER OF DEATH

School necromancy [death]; **Level** druid 8, sorcerer/wizard 7

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

DESCRIPTION

This spell instantly delivers 10 points of damage per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage +1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

FIRE STORM

School evocation [fire]; **Level** cleric 8, druid 7

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level)

Area two 10-ft. cubes per level (S)

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

DESCRIPTION

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6). Creatures that fail their Reflex save catch on fire, taking 6d6 points of fire damage each round until the flames are extinguished. Extinguishing the flames is a full-round action that requires a DC 20 Reflex save.

FORCECAGE

School evocation [force]; **Level** sorcerer/wizard 7

CASTING

Casting Time 1 standard action

Components V, S, M

EFFECT

Range Close (25 ft. + 5 ft./2 levels)

Area barred cage (20-ft. cube) or windowless cell (10-ft. cube)

Duration 1 round/level (D)

Saving Throw Reflex negates; **Spell Resistance** no

DESCRIPTION

This powerful spell brings into being an immobile, invisible cubical prison composed of either bars of force or solid walls of force (your choice).

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Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a *wall of force* spell, a *forcecage* resists *dispel magic,* but it is vulnerable to a *disintegrate* spell, and it can be destroyed by a *sphere of annihilation* or a *rod of cancellation.*

Barred Cage: This version of the spell produces a 20-foot cube made of bands of force (similar to a *wall of force* spell) for bars. The bands are a half-inch wide, with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined. You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (including arrows and similar ranged attacks), a creature in the barred cage has cover. All spells and breath weapons can pass through the gaps in the bars.

Windowless Cell: This version of the spell produces a 10-foot cube with no way in and no way out. Solid walls of force form its six sides.

FORCEFUL HAND

School evocation [force]; **Level** sorcerer/wizard 6

DESCRIPTION

This spell functions as *interposing hand*, except that it can also pursue and bull rush one opponent you select. The *forceful hand* gets one bull rush attack per round. This attack does not provoke an attack of opportunity. Its attack bonus equals your caster level + your Intelligence modifier (Charisma modifier for sorcerers) +8 for its Strength score (27) –1 for being Large. Its combat maneuver bonus for grapple checks uses your caster level in place of its base attack bonus, with a +8 bonus for its Strength score, and a +1 bonus for being Large. The hand always moves with the opponent to push them back as far as possible. It has no movement limit for this purpose. Directing the spell to a new target is a move action. *Forceful hand* prevents the opponent from moving closer to you without first succeeding on a bull rush attack, moving both the *forceful* hand and the target closer to you. The *forceful hand* can instead be directed to interpose itself, as *interposing hand* does.

FORM OF THE DRAGON I

School transmutation (polymorph); **Level** sorcerer/wizard 6

CASTING

Casting Time 1 standard action

Components V, S, M (a scale of the dragon type you plan to assume)

EFFECT

Range personal

Target you

Duration 1 min/level (D)

Save see below; **SR** no

DESCRIPTION

When you cast this spell you assume the form of a Medium chromatic or metallic dragon. You gain the following abilities: a +4 enhancement bonus to Strength, a +2 enhancement bonus to Constitution, a +4 natural armor bonus, fly 60 feet (poor), darkvision 60 feet, a breath weapon, and resistance to one element. You also gain one bite (1d8), two claws (1d6), and two wing attacks (1d4). Your breath weapon and resistance depend on the type of dragon that you transform into. You can only use the breath weapon once per casting of this spell. All breath weapons deal 6d8 points of damage and allow a Reflex save for half damage. In addition, some of the dragon types grant additional abilities as noted below.

Black dragon: 60-foot line of acid, resist acid 20, swim 60 feet

Blue dragon: 60-foot line of electricity, resist electricity 20, burrow 20 feet

Green dragon: 30-foot cone of acid, resist acid 20, swim 40 feet

Red dragon: 30-foot cone of fire, resist fire 30, vulnerability to cold

White dragon: 30-foot cone of cold, resist cold 20, swim 60 feet, vulnerability to fire

Brass dragon: 60-foot line of fire, resist fire 20, burrow 30 feet, vulnerability to cold

Bronze dragon: 60-foot line of electricity, resist electricity 20, swim 60 feet

Copper dragon: 60-foot line of acid, resist acid 20, *spider climb* (always active)

Gold dragon: 30-foot cone of fire, resist fire 20, swim 60 feet

Silver dragon: 30-foot cone of cold, resist cold 30, vulnerability to fire

FORM OF THE DRAGON II

School transmutation (polymorph); **Level** sorcerer/wizard 7

DESCRIPTION

This spell functions as *form of the dragon I* except that it allows you to assume the form of a Large chromatic or metallic dragon. You gain the following abilities: a +6 enhancement bonus to Strength, a +4 enhancement bonus to Constitution, a +6 natural armor bonus, fly 90 feet (poor), darkvision 60 feet, a breath weapon, DR 5/magic, and resistance to one element. You also gain one bite (2d6), two claws (1d8), two wing attacks (1d6), and one tail slap attack (1d8). You can only use the breath weapon twice per casting of this spell, and you must wait 1d4 rounds between uses. All breath weapons deal 8d8 points of damage and allow a Reflex save for half damage. Line breath weapons increase to 80-foot lines and cones increase to 40-foot cones.

FORM OF THE DRAGON III

School transmutation (polymorph); **Level** sorcerer/wizard 8

DESCRIPTION

This spell functions as *form of the dragon I* except that it allows you to assume the form of a Huge chromatic or metallic dragon. You gain the following abilities: a +10 enhancement bonus to Strength, a +8 enhancement bonus to Constitution, a +8 natural armor bonus, fly 120 feet (poor), blindsense 60 feet, darkvision 120 feet, a breath weapon, DR 10/magic, frightful presence (DC equal to the DC for this spell), and immunity to one element (of the same type *form of the dragon I* grants resistance to). You also gain one bite (2d8), two claws (2d6), two wing attacks (1d8), and one tail slap attack (2d6). You can use the breath weapon as often as you like, but you must wait 1d4 rounds between uses. All breath weapons deal 12d8 points of damage and allow a Reflex save for half damage. Line breath weapons increase to 100-foot lines and cones increase to 50-foot cones.

GEAS/QUEST

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** bard 6, cleric 6, sorcerer/wizard 6

CASTING

Casting Time 10 minutes

EFFECT

Target one living creature

Saving Throw none; **Spell Resistance** yes

DESCRIPTION

This spell functions similarly to *lesser geas,* except that it affects a creature of any HD and allows no saving throw.

If the subject is prevented from obeying the *geas/quest* for 24 hours, it takes a –2 penalty to each of its ability scores. Each day, another –2 penalty accumulates, up to a total of –12. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the *geas/quest.*

A *remove curse* spell ends a *geas/quest* spell only if its caster level is at least two higher than your caster level. *Break enchantment* does not end a *geas/quest*, but *limited wish*, *miracle*, and *wish* do.

Bards, sorcerers, and wizards usually refer to this spell as *geas,* while clerics call the same spell *quest.*

GIANT FORM I

School transmutation (polymorph); **Level** sorcerer/wizard 7

CASTING

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

EFFECT

Range personal

Target you

Duration 1 min/level (D)

DESCRIPTION

When you cast this spell you can assume the form of any Large creature of the giant type. You gain the following abilities: a +6 enhancement bonus to Strength, a –2 penalty to Dexterity, a +4 enhancement bonus to Constitution, a +4 natural armor bonus, low-light vision, and a +10 foot enhancement bonus to your speed. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, rend (2d6 damage), regeneration 5, rock catching, and rock throwing (range 60 feet, 2d6 damage). If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. If the creature has vulnerability to an element, you gain that vulnerability.

GIANT FORM II

School Transmutation (polymorph); **Level** sorcerer/wizard 8

DESCRIPTION

This spell functions as *giant form I* except that it allows you to assume the form of any Huge creature of the giant type. You gain the following abilities: a +8 enhancement bonus to Strength, a –2 penalty to Dexterity, a +6 enhancement bonus to Constitution, a +6 natural armor bonus, low-light vision, and a +10 foot enhancement bonus to your speed. If the form you assume has any of the following abilities, you gain the listed ability: swim 60 feet, darkvision 60 feet, rend (2d8 damage), regeneration 5, rock catching, and rock throwing (range 120 feet, 2d10 damage). If the creature has immunity or resistance to one element, you gain that immunity or resistance. If the creature has vulnerability to an element, you gain that vulnerability.

GLITTERDUST

School conjuration (creation); **Level** bard 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action

Components V, S, M (ground mica)

EFFECT

Range medium (100 ft. + 10 ft./level)

Area creatures and objects within 10-ft.-radius spread

Duration 1 round/level

Save Will negates (blinding only); **SR** no

DESCRIPTION

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded 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. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

Any creature covered by the dust takes a –40 penalty on Stealth checks.

GRASPING HAND

School evocation [force]; **Level** sorcerer/wizard 7

DESCRIPTION

This spell functions as *interposing hand,* except that it can also grapple one opponent you select. The *grasping hand* gets one grapple attack per round. This attack does not provoke an attack of opportunity. Its attack bonus to hit the target equals your caster level + your Intelligence modifier (Charisma modifier for Sorcerers) +10 for its Strength score (31) −1 for being Large. Its combat maneuver bonus for grapple checks uses your caster level in place of its base attack bonus, with a +10 bonus for its Strength score, and a +1 bonus for being Large. The hand holds but does not harm creatures that it grapples. Directing the spell to a new target is a move action. The *grasping hand* can instead be directed to bull rush a target, using the same bonuses outlined above, or it can be directed to interpose itself, as *interposing hand* does.

GREASE

School conjuration (creation); **Level** bard 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action

Components V, S, M (butter)

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one object or 10-ft. square

Duration 1 min/level (D)

Save see text; **SR** no

DESCRIPTION

A *grease* spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Acrobatics skill for details). Creatures that move no more than 5 feet in one round do not need to make this check and are not considered flat-footed.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the *greased* item. A creature wearing *greased* armor or clothing gains a +10 circumstance bonus on Escape Artist checks and on their combat maneuver bonus in regards to being grappled and checks made to escape a grapple.

HEROES' FEAST

School conjuration [creation]; **Level** bard 6, cleric 6

CASTING

Casting Time 10 minutes

Components V, S, DF

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Effect feast for one creature/level

Duration 1 hour plus 12 hours; see text

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all sickness and nausea, receives the benefits of both *neutralize poison* and *remove disease,* and gains 1d8 temporary hit points +1 point per two caster levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food that is consumed grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and a +4 morale bonus to poison and fear effects for 12 hours.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

HOLY WORD

School evocation [good, sonic]; **Level** cleric 7

CASTING

Casting Time 1 standard action

Components V

EFFECT

Range 40 ft.

Area nongood creatures in a 40-ft.-radius spread centered on you

Duration instantaneous

Saving Throw Will partial; **Spell Resistance** yes

DESCRIPTION

Any nongood creature within the area of a *holy word* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level −1	Blinded, deafened
Up to caster level −5	Paralyzed, blinded, deafened
Up to caster level −10	Killed, paralyzed, blinded, deafened

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Deafened: The creature is deafened for 1d4 rounds. Save negates.

Blinded: The creature is blinded for 2d4 rounds. Save reduces the blinded effect to 1d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to one round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage +1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nongood extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *holy word* or not. The banishment effect allows a Will save (at a –4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by *holy word*.

IDENTIFY

School divination; **Level** bard 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action

Components V, S, M (cup of wine stirred with an owl's feather)

EFFECT

Range 60 ft.

Area cone-shaped emanation

Duration 1 round/level (D)

Saving Throw: none; **Spell Resistance:** no

DESCRIPTION

This spell functions as *detect magic*, except that it gives you a +10 enhancement bonus on Appraise checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts.

IMPLOSION

School evocation; **Level** cleric 9

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one corporeal creature/round

Duration concentration (up to 1 round per 2 levels)

Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

This spell causes a destructive resonance in a corporeal creature's body. Each round you concentrate (including the first), you can cause one creature to collapse in on itself, inflicting 10 points of damage per caster level. If you break concentration the spell immediately ends,

however, any implosions that have already happened remain in effect.

You can target a particular creature only once with each casting of the spell.

Implosion has no effect on creatures in gaseous form or on incorporeal creatures.

INCENDIARY CLOUD

School conjuration (creation) [fire]; **Level** sorcerer/wizard 8

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level)

Area cloud spreads in 20-ft. radius, 20 ft. high
Duration 1 round/level (D)
Saving Throw: Reflex half, see text; **Spell Resistance:** no

DESCRIPTION

An *incendiary cloud* spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a *fog cloud* does. In addition, the white-hot embers within the cloud deal 10d6 points of fire damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage.

As with a *cloudkill* spell, the smoke moves away from you at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell. By concentrating, you can make the cloud (actually its point of origin) move as much as 60 feet each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder's spread thereafter.

As with *fog cloud*, wind disperses the smoke, and the spell can't be cast underwater.

LIGHT

School evocation [light]; **Level** bard 0, cleric 0, druid 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Components V, M/DF (firefly)

EFFECT

Range touch
Target object touched
Duration 10 min/level
Saving Throw none; **Spell Resistance** no

DESCRIPTION

This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

LIMITED WISH

School universal; **Level** sorcerer/wizard 7

CASTING

Casting Time 1 standard action
Components V, S, M (1,500 gp diamond)

EFFECT

Range see text
Target, Effect, Area see text
Duration see text
Saving Throw none, see text; **Spell Resistance** yes

DESCRIPTION

A *limited wish* lets you create nearly any type of effect. For example, a *limited wish* can do any of the following things.

- Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any other spell of 5th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any sorcerer/wizard spell of 5th level or lower, even if it's of a prohibited school.
- Duplicate any other spell of 4th level or lower, even if it's of a prohibited school.
- Undo the harmful effects of many spells, such as *geas/quest* or *insanity.*
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a −7 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal, but the save DC is for a 7th-level spell. When a *limited wish* spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component (in addition to the 1,500 gp diamond component for this spell).

MAGE'S DISJUNCTION

School abjuration; **Level** sorcerer/wizard 9

CASTING

Casting Time 1 standard action
Components V

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Area all magical effects and magic items within a 40-ft.-radius burst, or one magic item (see text)
Duration 1 minute/level
Saving Throw Will negates (object); **Spell Resistance** no

DESCRIPTION

All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a *dispel magic* spell does), and each permanent magic item must make a successful Will save or be turned into a normal item for the duration of this spell. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher. If an item's saving throw results in a natural 1 on the die, the item is destroyed instead of being suppressed.

You also have a 1% chance per caster level of destroying an *antimagic field.* If the *antimagic field* survives the *disjunction,* no items within it are disjoined.

You can also use this spell to target a single item. The item gets a Will save at a −5 penalty to avoid being permanently destroyed. Even artifacts are subject to *disjunction,* though

there is only a 1% chance per caster level of actually affecting such powerful items. If successful, the artifact's power unravels and it is destroyed (with no save). If an artifact is destroyed, you must make a DC 25 Will save or permanently lose all spellcasting abilities. (These abilities cannot be recovered by mortal magic, not even *miracle* or *wish*.)

Note: Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

MAKE WHOLE

School transmutation; **Level** cleric 2, sorcerer/wizard 2

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one object of up to 10 cu. ft./level or one construct creature

DESCRIPTION

This spell functions as *mending*, except that it repairs 1d6 points of damage per level. In addition, *make whole* can be used on broken magic items (at 0 hit points or less) and it restores the magic abilities of the item if your caster level is at least twice that of the item. Items with charges (such as wands) and single use items (such as scrolls) cannot be repaired in this way. This spell repairs damage done to construct creatures, bypassing their immunity to magic as if it did not allow spell resistance. When used in this way, *make whole* can restore no more than 5d6 points of damage.

MENDING

School transmutation; **Level** bard 0, cleric 0, druid 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range 10 ft.

Target one object of up to 1 lb./level

Duration instantaneous

Saving Throw: Will negates (harmless, object); **Spell Resistance:** yes (harmless, object)

DESCRIPTION

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to full hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have an equal or higher caster level than the object for the spell to function. Magic items that are broken (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

METEOR SWARM

School evocation [fire]; **Level** sorcerer/wizard 9

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range long (400 ft. + 40 ft./level)

III

Area four 40-ft.-radius spreads, see text
Duration instantaneous
Saving Throw none or Reflex half, see text; **Spell Resistance** yes

DESCRIPTION

Meteor swarm is a very powerful and spectacular spell that is similar to *fireball* in many aspects. When you cast it, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks.

If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the meteor. Any creature struck by one of these spheres takes 2d6 points of bludgeoning damage (no save) and receives no saving throw against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. You may aim more than one meteor at the same target.

Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. Despite stemming from separate spheres, all of the fire damage is added together after the saves have been made, and fire resistance is applied only once.

MIND BLANK

School abjuration; **Level** sorcerer/wizard 8

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 24 hours
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

The subject is protected from all devices and spells that gather information about the target through divination magic (such as *detect evil, locate creature, scry,* and *see invisibile*). This spell also grants a +8 bonus on saving throws against all mind-affecting spells and effects. *Mind blank* even foils *limited wish, miracle,* and *wish* spells when they are used in such a way as to gain information about the target. In the case of scrying that scans an area the creature is in, such as *arcane eye,* the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

MIRROR IMAGE

School illusion (figment); **Level** bard 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range personal
Target you
Duration 1 min/level

DESCRIPTION

This spell creates a number of illusionary doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When *mirror image* is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack targets you and misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments.

An attacker must be able to see the figments to be fooled. If you are invisible, or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

NEUTRALIZE POISON

School conjuration (healing); **Level** Bard 4, Cleric 4, Druid 4, Paladin 4, Ranger 3

CASTING

Casting Time 1 standard action
Components V, S, M/DF (charcoal)

EFFECT

Range touch
Target creature or object of up to 1 cu. ft./level touched
Duration 10 min/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

DESCRIPTION

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with *delay poison*, such effects aren't postponed until after the duration—the creature need not make any saves against poison effects applied to it during 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.

PLANT SHAPE I

School transmutation (polymorph); **Level** wizard/sorcerer 5

CASTING

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

EFFECT

Range personal

Target you

Duration 1 min/level (D)

DESCRIPTION

When you cast this spell you can assume the form of any Small or Medium creature of the plant type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, constrict, improved grab, poison, and shriek. If the form you assume does not possess the ability to move, your speed is reduced to 5 feet and you lose all other forms of movement.

Small plant: If the form you take is that of a Small plant, you gain a +2 enhancement bonus to your Constitution and a +2 natural armor bonus.

Medium plant: If the form you take is that of a Medium plant, you gain a +2 enhancement bonus to your Strength, a +2 enhancement bonus to your Constitution, and a +2 natural armor bonus.

PLANT SHAPE II

School transmutation (polymorph); **Level** wizard/sorcerer 6

DESCRIPTION

This spell functions as *plant shape I* except that it allows you to assume the form of a Large creature of the plant type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, constrict, improved grab, poison, and shriek. If the form you assume does not possess the ability to move, your speed is reduced to 5 feet and you lose all other forms of movement. If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. You are also immune to critical hits and sneak attacks while in plant shape.

Large plant: If the form you take is that of a Large plant, you gain a +4 enhancement bonus to your Strength, a +2 enhancement bonus to your Constitution, and a +4 natural armor bonus.

PLANT SHAPE III

School transmutation (polymorph); **Level** wizard/sorcerer 7

DESCRIPTION

This spell functions as *plant shape I* except that it allows you to assume the form of a Huge creature of the plant type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, constrict, DR, improved grab, poison, regeneration 5, shriek, and trample. If the form you assume does not possess the ability to move, your speed is reduced to 5 feet and you lose all other forms of movement. If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. You are also immune to critical hits and sneak attacks while in plant shape. If the creature has vulnerability to one element, you gain that vulnerability.

Huge plant: If the form you take is that of a Huge plant, you gain a +8 enhancement bonus to your Strength, a −2 penalty to your Dexterity, a +4 enhancement bonus to your Constitution, and a +6 natural armor bonus.

POLYMORPH

School transmutation (polymorph); **Level** wizard/sorcerer 5

CASTING

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you choose)

EFFECT

Range touch

Target living creature touched

Duration 1 min/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

This spell transforms a willing creature into an animal, humanoid or elemental of your choosing; the spell has no effect on unwilling creatures. If you use this spell to cause the target to take on the form of an animal or magical beast, it functions as *beast shape II*. If the form is that of an elemental, the spell functions as *elemental body I*. If the form is that of a humanoid, the spell functions as *alter self*. The subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject alone.

POLYMORPH, GREATER

School transmutation (polymorph); **Level** wizard/sorcerer 7

DESCRIPTION

This spell functions as *polymorph* except that is allows the creature to take on the form of a dragon or plant

creature. If you use this spell to cause the target to take on the form of an animal or magical beast, it functions as *beast shape IV*. If the form is that of an elemental, the spell functions as *elemental body III*. If the form is that of a humanoid, the spell functions as *alter self*. If the form is that of a plant, the spell functions as *plant shape II*. If the form is that of a dragon, the spell functions as *form of the dragon I*. The subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject alone.

RAISE DEAD

School conjuration (healing); **Level** cleric 5

CASTING

Casting Time 1 minute

Components V, S, M, DF (5,000 gp diamond)

EFFECT

Range touch

Target dead creature touched

Duration instantaneous

Saving Throw none, see text; **Spell Resistance** yes (harmless)

DESCRIPTION

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than one day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised). A character who died with spells prepared has a 50% chance of losing any given spell upon being raised. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell.

A raised creature has a number of hit points equal to its current Hit Dice. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

REINCARNATE

School transmutation; **Level** Druid 4

CASTING

Casting Time 10 minutes

Components V, S, M, DF (1,000 gp oils)

EFFECT

Range touch

Target dead creature touched

Duration instantaneous

Saving Throw none, see text; **Spell Resistance** yes (harmless)

DESCRIPTION

With this spell, you bring back a dead creature in another body, provided that its death occurred no more than one week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is reincarnated.

A reincarnated creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. Strength, Dexterity, and Constitution scores depend partly on the new body. First eliminate the subject's racial adjustments (since it is no longer necessarily of his previous race) and then apply the adjustments found below to its remaining ability scores. The subject of the spell gains one permanent negative level when it is reincarnated. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be reincarnated). A character who died with spells prepared has a 50% chance of losing any given spell upon being reincarnated. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell.

It's possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character

class. If this is the case, the subject is advised to become a multiclass character.

For a humanoid creature, the new incarnation is determined using the following table. For nonhumanoid creatures, a similar table of creatures of the same type should be created.

A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Constructs, elementals, outsiders, and undead creatures can't be reincarnated. The spell cannot bring back a creature that has died of old age.

d%	Incarnation	Str	Dex	Con
01	Bugbear	+4	+2	+2
02–13	Dwarf	+0	+0	+2
14–25	Elf	+0	+2	–2
26	Gnoll	+4	+0	+2
27–38	Gnome	–2	+0	+2
39–42	Goblin	–2	+2	+0
43–52	Half-elf	+0	+0	+0
53–62	Half-orc	+2	+0	+0
63–74	Halfling	–2	+2	+0
75–89	Human	+0	+0	+0
90–93	Kobold	–4	+2	–2
94	Lizardfolk	+2	+0	+2
95–98	Orc	+4	+0	+0
99	Troglodyte	+0	–2	+4
100	Other (GM's choice)	?	?	?

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form.

A *wish* or a *miracle* spell can restore a reincarnated character to his or her original form.

REMOVE CURSE

School abjuration; **Level** bard 3, cleric 3, paladin 3, wizard/ sorcerer 4

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target creature or object touched

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each curse affecting the target. Success means that the curse is removed. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it.

Remove curse counters and dispels *bestow curse*.

REMOVE DISEASE

School conjuration (healing); **Level** cleric 3, druid 3, Ranger 3

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target creature touched

Duration instantaneous

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

Remove disease can cure all diseases that the subject is suffering from. You must make a caster level check (1d20 + caster level) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills parasites, including green slime and others.

Note: Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

RESTORATION

School conjuration (healing); **Level** cleric 4, paladin 4

CASTING

Casting Time 1 minute

Components V, S, M (diamond dust worth 100 gp or 1,000 gp, see text)

EFFECT

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

This spell functions like *lesser restoration,* except that it also dispels temporary negative levels or one permanent negative level. If this spell is used to dispel a permanent negative level, it has a material component of diamond dust worth 1,000 gp. This spell cannot be used to dispel more than one permanent negative level possessed by a target in a one-week period.

Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.

RESTORATION, GREATER

School conjuration (healing); **Level** cleric 7

CASTING

Components V, S, M (diamond dust 5,000 gp)

DESCRIPTION

This spell functions like *lesser restoration,* except that it dispels all permanent and temporary negative levels afflicting the healed creature.

Greater restoration also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects.

RESURRECTION

School conjuration (healing); **Level** cleric 7

CASTING

Components V, S, M, DF (10,000 gp diamond)

DESCRIPTION

This spell functions like *raise dead,* except that you are able to restore life and complete strength to any deceased creature.

The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a *disintegrate* spell count as a small portion of its body.) The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. The subject of the spell gains one permanent negative level when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised).

You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who

has died of old age. Constructs, elementals, outsiders, and undead creatures can't be resurrected.

RIGHTEOUS MIGHT

School transmutation; **Level** cleric 5

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range personal

Target you

Duration 1 round/level (D)

DESCRIPTION

Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one. You gain a +4 size bonus to Strength and Constitution and take a –2 penalty to your Dexterity. You gain a +2 enhancement bonus to your natural armor. You gain damage reduction 5/evil (if you normally channel positive energy) or damage reduction 5/good (if you normally channel negative energy). At 15th level this damage reduction becomes 10/evil or 10/good (the maximum). Your size modifier for AC and attacks changes as appropriate to your new size category. This spell doesn't change your speed. Determine space and reach as appropriate to your new size.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you—the spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by the spell. Melee and projectile weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that increase size do not stack.

SHAPECHANGE

School transmutation (polymorph); **Level** druid 9, wizard/sorcerer 9

CASTING

Casting Time 1 standard action

Components V, S, F (jade circlet worth 1,500 gp)

EFFECT

Range personal

Target you

Duration 10 min/level (D)

DESCRIPTION

This spell allows you to take the form of a wide variety of creatures. This spell can function as *alter self, beast form IV, elemental body IV, form of the dragon III, giant form II,* and *plant shape III* depending on what form you take. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action.

SILENCE

School illusion (glamer); **Level** bard 2, cleric 2

CASTING

Casting Time 1 round

Components V, S

EFFECT

Range long (400 ft. + 40 ft./level)

Area 20-ft.-radius emanation centered on a creature, object, or point in space

Duration 1 min/level (D)

Saving Throw: Will negates; see text or none (object); **Spell Resistance:** yes; see text or no (object)

DESCRIPTION

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks.

SLAY LIVING

School necromancy [death]; **Level** cleric 5

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target living creature touched

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

DESCRIPTION

You can attempt to slay any one living creature. You must succeed on a melee touch attack to touch the target. The target takes 12d6 points of damage +1 point per caster level. If the target's Fortitude saving throw succeeds, it instead

takes 3d6 points of damage +1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

STABILIZE

School conjuration (healing); **Level** cleric 0, druid 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration instantaneous

Saving Throw: Will negates (harmless); **Spell Resistance:** yes (harmless)

DESCRIPTION

You stanch the most grievous wounds of a dying creature. Upon casting this spell, you target a living creature that has −1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

WAIL OF THE BANSHEE

School necromancy [death, sonic]; **Level** sorcerer/wizard 9

CASTING

Casting Time 1 standard action

Components V

EFFECT

Range close (25 ft. + 5 ft./2 levelso

Target one living creature/level within a 40-ft.-radius spread

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

You emit a terrible scream that possibly kills creatures that hear it (except for yourself). The spell affects up to one creature per caster level, inflicting 10 points of damage per caster level. Creatures closest to the point of origin are affected first.

WEB

School conjuration (creation); **Level** sorcerer/wizard 2

CASTING

Casting Time 1 standard action

Components V, S, M (spider web)

EFFECT

Range medium (100 ft. + 10 ft./level)

Effect webs in a 20-ft.-radius spread

Duration 10 min./level (D)

Saving Throw Reflex negates; see text; **Spell Resistance** no

DESCRIPTION

Web 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 or else the web collapses upon itself and disappears. Creatures caught within a *web* become grappled by the sticky fibers. Attacking a creature in a web doesn't cause you to become grappled.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is inside the webs, but is otherwise unaffected. If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Escape Artist check as a standard action against the DC of this spell. The entire area of the *web* is considered difficult terrain.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

The strands of a *web* spell are flammable. A magic *flaming sword* can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away one 5-foot square in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

Web can be made permanent with a *permanency* spell. A permanent *web* that is damaged (but not destroyed) regrows in 10 minutes.

WISH

School universal; **Level** sorcerer/wizard 9

CASTING

Casting Time 1 standard action

Components V, S, M (25,000 gp diamond)

EFFECT

Range see text

Target, Effect, Area see text

Duration see text

Saving Throw none, see text; **Spell Resistance** yes

DESCRIPTION

Wish is the mightiest spell a wizard or sorcerer can cast. By simply speaking aloud, you can alter reality to better suit you. Even *wish*, however, has its limits. A *wish* can produce any one of the following effects.

- Duplicate any wizard or sorcerer spell of 8th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any wizard or sorcerer spell of 7th level or lower even if it's of a prohibited school.
- Duplicate any other spell of 6th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any other spell of 5th level or lower even if it's of a prohibited school.
- Undo the harmful effects of many other spells, such as *geas/quest* or *insanity.*
- Grant a creature a +1 inherent bonus to an ability score by permanently reducing another ability score. Two to

five *wish* spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two wishes for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. *Note:* An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies. An ability score reduced in this way cannot be restored except through casting another *wish* (causing another ability score to drop).

- Remove injuries and afflictions. A single *wish* can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same *wish*.

- Revive the dead. A *wish* can bring a dead creature back to life by duplicating a *resurrection* spell. A *wish* can revive a dead creature whose body has been destroyed, but the task takes two *wishes,* one to recreate the body and another to infuse the body with life again. A *wish* cannot prevent a character who was brought back to life from gaining a permanent negative level.

- Transport travelers. A *wish* can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

- Undo misfortune. A *wish* can undo a single recent event. The *wish* forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *wish* could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

You may try to use a *wish* to produce greater effects than these, but doing so is dangerous. (The *wish* may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.)

Duplicated spells allow saves and spell resistance as normal (but save DCs are for 9th-level spells).

When a *wish* duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component (in addition to the 25,000 gp diamond component for this spell).

WORD OF CHAOS

School evocation [chaos, sonic]; **Level** cleric 7

CASTING

Casting Time 1 standard action

Components V

EFFECT

Range 40 ft.

Area nonchaotic creatures in a 40-ft.-radius spread centered on you

Duration instantaneous

Saving Throw Will partial; **Spell Resistance** yes

DESCRIPTION

Any nonchaotic creature within the area of a *word of chaos* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level −1	Stunned, deafened
Up to caster level −5	Confused, stunned, deafened
Up to caster level −10	Killed, confused, stunned, deafened

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Deafened: The creature is deafened for 1d4 rounds. Save negates.

Stunned: The creature is stunned for 1 round. Save negates.

Confused: The creature is confused for 1d10 minutes. This is a mind-affecting enchantment effect. Save reduces the confused effect to one round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage +1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonchaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *word of chaos* or not. The banishment effect allows a Will save (at a −4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by *word of chaos.*

RUNNING THE PATHFINDER RPG

You can use the *Pathfinder RPG* to tell all of the fantasy adventures you could with the 3.5 OGL system by simply replacing the rules in that document with their corresponding rules here. Most of the implications of these rule changes have been accounted for in this document, giving you all the tools you need to enjoy this Alpha playtest version of the *Pathfinder RPG*. In the coming months, additional rules will be released, adding to this base by replacing other existing rules. In some cases, entirely new rules may be added to enhance play.

ENCOUNTERS

Building encounters works a little bit differently in the *Pathfinder RPG*. When designing an encounter, your first decision is what sort of monsters you want your PCs to face. Next, compare that monster's CR to the average level of your player characters (or Average Party Level, APL for short). If your group contains six or more players,

add one to their average level. If your group contains three or fewer players, subtract one from their average level. For example, let's say you want your group of four 5th-level characters to fight a group of ogres (CR 3 for a single ogre). Comparing the two, you determine that this fight is an APL –2 combat and you refer to Table 12-1. Looking at the row labeled "APL –2," you see numbers corresponding to how difficult the fight will be. Both easy and average fights list two as the number of ogres to throw at the party. For a challenging fight, the number of ogres increases to three. A hard fight would pit the PCs against four or five ogres, whereas an epic fight would have them face off against six or seven. If the encounter indicates a "—," it means that for that APL, there is not an appropriate fight of that difficulty against the desired creature. As a general rule, PCs should not face monsters whose CR is four or more higher than their APL, and such fights are almost always epic struggles.

Table 12-1: Encounter Design

	Easy	Average	Challenging	Hard	Epic
APL +3	—	—	—	—	1
APL +2	—	—	—	1	2
APL +1	—	—	1	2	2[1]
APL	—	1	2	2[1]	3
APL −1	1	2	2[1]	3	4–5
APL −2	2	2[1]	3	4–5	6–7
APL −3	2[1]	3	4–5	6–7	8–10
APL −4	3	4–5	6–7	8–10	11–14
APL −5	4–5	6–7	8–10	11–14	15–20
APL −6	6–7	8–10	11–14	15–20	—
APL −7	8–10	11–14	15–20	—	—
APL −8	11–14	15–20	—	—	—
APL −9	15–20	—	—	—	—

1 Although this number is the same as the number listed for an easier challenge, these creatures should be given some sort of advantage in combat, such as favorable conditions, rounds to prepare for the PCs, or additional magic items.

Table 12-2: Adding Creatures

The creature's CR is...	Slots Used
1 or 2 above the base creature	2 slots
3 or 4 above the base creature	4 slots
5 or more above the base creature	6 slots
1 or 2 below the base creature	1/2 slot
3 or more below the base creature	1/4 slot

This system accounts for the simplest of encounters: a group of PCs against a single group of identical monsters. When dealing with a mixed group, use the following guidelines. Determine the encounter in the same manner as described above, basing it off the monster that you plan to be the most numerous. This will determine the number of slots you have in your fight. The base monster uses up 1 slot for every creature you put in. Next, add in additional monsters. If these monsters are of a CR higher than the base monster, they will use up more than one monster slot in the fight. If these monsters are of a CR lower than the base monster, they will use up one monster slot when combined as a group of lesser creatures. Refer to Table 12–2 for guidelines on how these monsters are added. For example, let's say you want your group of six 8th-level PCs to face off against a group of gargoyles (CR 4) and their stone giant boss (CR 8). Comparing the PCs to the gargoyles results in an APL −5 encounter (remember to add one because there are six PCs). Since this is to be a challenging fight, we get eight to ten gargoyles. Assuming nine gargoyles, we now need to add in the stone giant. The

stone giant is of a CR 4 higher than the gargoyles. This means that he takes up four slots in the fight, leaving you with five gargoyles, making for a fun and challenging time. You can also add both stronger and weaker creatures at the same time. In the example above, remove one additional gargoyle, leaving a total of four, and add in a pair of Medium earth elemental servants (CR 3 each).

Adding NPCs: Creatures without racial Hit Dice are factored into combats a little differently than normal monsters or monsters with class levels. Creatures that possess class levels, but do not have any racial Hit Dice, are factored in as a creature with a CR equal to their class levels −2. Creatures that only possess non-player class levels (such as a warrior or adept) are factored in as a creature with a CR equal to their class levels −3.

Creatures with a CR less than 1: When using creatures with a CR less than 1, use the standard tables, treating the creature as CR 1. Once you have the total number of creatures, multiply by the number of creatures it would take to add up to CR 1. For example, it would take three CR 1/3 creatures to equal one CR 1 creature. If the charts indicate two creatures, a fight against CR 1/3 creatures would actually equal six creatures. In mixed batches, do not use a creature with a CR less than 1 as your base creature if another is available.

AWARDING EXPERIENCE

The *Pathfinder RPG* uses its own unique experience point (XP) charts for determining character advancement. These charts add up to big numbers, but the characters earn correspondingly larger XP rewards for defeating monsters and overcoming roleplaying encounters.

As the game progresses, the GM should keep a list of the CR of each monster, trap, obstacle, or roleplaying encounter overcome. At the end of each session, the GM should award XP to each PC that participated in the events of the session. Each monster, trap, and obstacle awards a set amount of XP, regardless of the level of the party in relation to the challenge. Challenges that have a CR of 10 or less than the APL do not award any experience points. Roleplaying encounters generally have a CR equal to the average level of the party (although particularly easy or hard roleplaying encounters might be one higher or lower). There are two methods for awarding XP. While one is more exact, it requires a calculator for ease of use. The other is slightly more abstract, but only requires simple addition.

Using the list of challenges defeated, look up the value of each CR on Table 12–3. For the more exact method, take the total XP awarded for each CR and add them up. Next, divide this total by the number of characters and award this amount to each party member. For the simpler method, take the individual XP awarded for each CR based on the

Table 12-3: Experience Point Awards

		Individual XP		
CR	Total XP	1–3	4–5	6+
1/8	50	15	15	10
1/6	65	20	15	10
1/4	100	35	25	15
1/3	135	45	35	25
1/2	200	65	50	35
1	400	135	100	65
2	600	200	150	100
3	800	265	200	135
4	1,200	400	300	200
5	1,600	535	400	265
6	2,400	800	600	400
7	3,200	1,070	800	535
8	4,800	1,600	1,200	800
9	6,400	2,130	1,600	1,070
10	9,600	3,200	2,400	1,600
11	12,800	4,270	3,200	2,130
12	19,200	6,400	4,800	3,200
13	25,600	8,530	6,400	4,270
14	38,400	12,800	9,600	6,400
15	51,200	17,100	12,800	8,530
16	76,800	25,600	19,200	12,800
17	102,400	34,100	25,600	17,100
18	153,600	51,200	38,400	25,600
19	204,800	68,300	51,200	34,100
20	307,200	102,000	76,800	51,200
21	409,600	137,000	102,400	68,300
22	614,400	205,000	153,600	102,400
23	819,200	273,000	204,800	137,000
24	1,228,800	410,000	307,200	204,800
25	1,638,400	546,000	409,600	273,000

size of your group and add them up. Award this amount to each character.

Story Awards

In addition to XP awarded for defeating monsters, players should be awarded experience points whenever they conclude a major storyline or complete an important accomplishment. These awards should be worth an amount of experience points equal to two encounters of a CR equal to the APL. Particularly long or difficult story arcs might award even more, at the discretion of the GM.

TREASURE

As PCs gain levels, the amount of treasure they carry and use increases as well. The *Pathfinder RPG* assumes that PCs have roughly an equal amount of treasure and magic items, depending on their level. To accomplish this, the amount of treasure and magic items the PCs receive for

their adventures is determined by the Challenge Rating of the monsters they face.

Table 12–4 lists the amount of treasure each PC is expected to have at a specific level. This table assumes an average fantasy game. Low fantasy games might have only half this value, while high fantasy games might have double the value. It is assumed that some of this treasure is consumed in the course of an adventure (such as potions and scrolls) and that some of the less useful items are sold for half value so more useful gear can be purchased. This table can also be used to purchase gear for characters above 1st level. Higher level characters should spend no more than half their total wealth on any single item. For a balanced approach, PCs that are built after 1st level should spend no more than 25% of their wealth on weapons, 25% on armor and protective devices, 25% on other magic items, 15% on disposable items (like potions, scrolls, and wands), and 10% on ordinary gear and coins. Different character types might spend their wealth differently than these percentages allow (such as arcane casters who generally spend very little on weapons and a great deal more on other magic items and disposable items).

Table 12–5 lists the amount of treasure each encounter should award based on the average level of the PCs and the type of campaign (slow, medium, or fast XP). Easy encounters should award treasure one level lower than the PCs' average level. Challenging, hard, and epic encounters should award treasure one, two, or three levels higher than the PCs' average level, respectively. If you are running a low fantasy game, cut these values in half. If you are running a high fantasy game, double these values.

Encounters against NPCs typically award three times as much treasure as a normal encounter against monsters, due to their gear. To compensate for this, make sure to have the PCs face off against a pair of additional encounters that award little in the way of treasure. Alternatively, if the PCs face a number of creatures with little or no treasure, they should have the opportunity to acquire a number of significantly more valuable objects sometime in the near future to make up for the imbalance. As a general rule, PCs should not own any magic item worth more than half their total character wealth, so make sure to check before awarding expensive magic items.

MONSTERS

There are a wide variety of monsters available in the 3.5 rules set, from terrifying dragons to playful sprites. With only a few minor modifications, many of these monsters can be used as they are currently printed (see the conversion section). New monsters, however, should be built using the rules of the *Pathfinder RPG*.

TABLE 12-4: CHARACTER WEALTH BY LEVEL

PC Level	Wealth
2	1,000 gp
3	3,000 gp
4	6,000 gp
5	10,500 gp
6	16,000 gp
7	23,500 gp
8	33,000 gp
9	46,000 gp
10	62,000 gp
11	82,000 gp
12	108,000 gp
13	140,000 gp
14	185,000 gp
15	240,000 gp
16	315,000 gp
17	410,000 gp
18	530,000 gp
19	685,000 gp
20	880,000 gp

TABLE 12-5: TREASURE VALUES PER ENCOUNTER

PC Level	Treasure per Encounter		
	Slow	Medium	Fast
1	170 gp	260 gp	400 gp
2	350 gp	550 gp	800 gp
3	550 gp	800 gp	1,200 gp
4	750 gp	1,150 gp	1,700 gp
5	1,000 gp	1,550 gp	2,300 gp
6	1,350 gp	2,000 gp	3,000 gp
7	1,750 gp	2,600 gp	3,900 gp
8	2,200 gp	3,350 gp	5,000 gp
9	2,850 gp	4,250 gp	6,400 gp
10	3,650 gp	5,450 gp	8,200 gp
11	4,650 gp	7,000 gp	10,500 gp
12	6,000 gp	9,000 gp	13,500 gp
13	7,750 gp	11,600 gp	17,500 gp
14	10,000 gp	15,000 gp	22,000 gp
15	13,000 gp	19,500 gp	29,000 gp
16	16,500 gp	25,000 gp	38,000 gp
17	22,000 gp	32,000 gp	48,000 gp
18	28,000 gp	41,000 gp	62,000 gp
19	35,000 gp	53,000 gp	79,000 gp
20	44,000 gp	67,000 gp	100,000 gp

Creating Monsters

Creating a monster is part science and part art. The following guidelines are provided to assist with the science half of monster creation. Along the way, you will find a number of tips to help balance the monster for its Challenge Rating (CR).

DESIGNER NOTES: HIGH AND LOW FANTASY

Magic items are an important component of a PC's arsenal. If you want to run a low fantasy campaign where magic is rare, treat all of your PCs as if they were one level lower when designing challenges for them. If you want to run a high fantasy campaign where magic is common, treat all of your PCs as if they were one level higher when creating encounters. You might need to make other adjustments along the way, especially with a low magic campaign (creatures with damage reduction become especially difficult to hurt).

Step 1: Concept

The first step in creating a new monster is to define its concept and role in the game. Generally, this involves picking the monster's CR, its type, its appearance, and how it fights. Once you have these basic pieces of information, you should find a number of similar monsters of the same type and roughly the same CR for comparison purposes.

Step 2: Target Statistics

Once you have a creature's type and CR determined, use Table 12–6 to determine its approximate statistics by CR. These values are a rough guideline only. You will notice that many of the existing monsters in the 3.5 rules set do not follow these guidelines exactly. When referring to Table 12–6, keep the following points in mind.

CR: This is the approximate Challenge Rating of the monster. This number might change slightly as the design progresses.

Table 12-6: Monster Statistics by CR

CR	Hit Points	Armor Class	High Attack	Low Attack	High Avg. Damage	Low Avg. Damage	Primary Ability DC	Secondary Ability DC	Good Save	Poor Save
1/2	5	11	1	0	4	3	11	8	3	0
1	10	12	2	1	6	4	12	9	4	1
2	20	14	4	3	8	6	13	9	4	1
3	30	15	6	4	10	7	14	10	5	2
4	40	17	8	6	13	9	15	10	7	3
5	55	18	10	7	16	12	15	11	8	4
6	70	19	12	9	20	15	16	11	8	5
7	85	21	13	9	24	18	17	12	9	6
8	100	22	15	11	29	21	18	12	11	7
9	115	23	17	12	34	25	18	13	12	8
10	130	25	18	13	40	30	19	13	12	8
11	145	26	19	14	46	34	20	14	13	9
12	165	27	21	15	53	39	21	15	15	11
13	185	29	22	16	60	45	21	15	16	12
14	200	30	23	17	68	51	22	16	16	12
15	220	31	24	18	76	57	23	16	17	13
16	240	33	26	19	85	63	24	17	19	14
17	270	34	27	20	94	70	24	18	20	15
18	300	35	28	21	104	78	25	18	20	16
19	330	37	29	21	114	85	26	19	20	16
20	370	38	30	22	125	93	27	20	22	17

Table 12-7: Creature Hit Dice

Creature Type							Challenge Rating														
	1/2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Aberration	1	2	3	4	5	6	8	9	10	11	12	14	16	17	18	19	21	23	24	26	30
Animal	1	2	3	4	5	6	8	9	10	11	12	14	16	17	18	19	21	23	24	26	30
Construct	1	2	3	4	5	6	8	9	11	12	13	14	16	18	19	21	22	23	26	29	32
Dragon	1	1	2	3	4	5	6	7	9	10	11	12	13	14	15	16	18	20	22	24	26
Elemental	1	2	3	4	5	6	8	9	10	11	12	14	16	17	18	19	21	23	24	26	30
Fey	1	2	3	4	5	6	8	9	10	11	12	14	16	17	18	19	21	23	24	26	30
Giant	1	2	3	4	5	6	8	9	11	12	13	14	16	18	19	21	22	23	26	29	32
Humanoid	1	2	4	5	6	8	10	11	13	15	16	17	19	21	23	25	27	29	32	35	38
Magical Beast	1	1	2	3	4	6	7	8	10	11	12	13	14	16	17	18	19	21	22	24	26
Mon. Humanoid	1	2	3	4	5	6	8	9	10	11	12	14	16	17	18	19	21	23	24	26	30
Ooze	1	2	3	4	5	7	9	10	12	14	15	16	17	19	21	23	25	27	29	31	34
Outsider	1	1	2	3	4	5	6	7	9	10	11	12	13	14	15	16	18	20	22	24	26
Plant	1	2	3	4	5	6	8	9	10	11	12	14	16	17	18	19	21	23	24	26	30
Undead	1	2	3	4	5	6	8	9	11	12	13	14	16	18	19	21	22	23	26	29	32
Vermin	1	2	4	5	6	8	10	11	13	15	16	17	19	21	23	25	27	29	32	35	38

Hit Points: This is the approximate hit point total for the monster. Note that a creature with a particularly high Armor Class, high saving throws, or a number of resistances might have a lower number. Outsiders and constructs typically have lower hit point totals.

Armor Class: This is the average Armor Class for a creature of this CR. When it comes time to design the creature's protections, keep this number in mind.

Creatures with hit points above the average often have lower Armor Class values to compensate.

High Attack: This the average total attack bonus for a creature of this CR. This value is for creatures who are primarily melee or ranged combatants. Creatures with a higher than normal average damage typically have a lower attack value to compensate. Creatures with a lower than normal average damage typically have a higher attack value.

TABLE 12-8: SIZE

Size	Minimum CR	Maximum CR	Base Str	Base Dex	Base Con	Primary Attack	Secondary Attack
Fine	—	2	1	18	8	1	1
Diminutive	—	4	1	16	8	1d2	1
Tiny	—	6	2	14	8	1d3	1d2
Small	—	—	6	12	8	1d4	1d3
Medium	—	—	10	10	10	1d6	1d4
Large	2	—	18	8	14	1d8	1d6
Huge	4	—	26	6	18	2d6	1d8
Gargantuan	6	—	34	6	22	2d8	2d6
Colossal	8	—	42	6	26	4d6	2d8

Low Attack: This is the average total attack bonus for a creature of this CR that does not rely upon melee or ranged attacks to deal damage. This typically includes most creatures that rely upon spells and spell-like abilities in combat.

High Average Damage: This is the average amount of damage dealt by a creature of this CR if all of its attacks are successful. The amount of damage dealt by a creature might decrease if its attack bonuses are higher than normal. To determine a creature's average damage, add the average value for all the damage dice rolled (as determined by Table 12–10) to the damage modifier for each attack.

Low Average Damage: Like the high average damage, this is the amount of damage dealt by a creature of this CR if all of its attacks are successful. A creature that relies on melee or ranged weapons in combat should not have an average amount of damage lower than this number.

Primary Ability DC: This is the average Difficulty Class (DC) for any spells, spell-like abilities, and special abilities (such as breath weapons) possessed by a creature of this CR that relies on such attacks in combat. If an ability is particularly powerful, it might have a lower DC to compensate.

Secondary Ability DC: This is the average DC for spells and special abilities for a creature that does not rely on such attacks in combat. Generally, a DC should not be lower than this number.

Good Save: This is the average saving throw bonus for a creature of this CR if the saving throw is one of the creature's good saving throws.

Poor Save: This is the average saving throw bonus for a creature of this CR if the saving throw is one of the creature's poor saving throws.

Step 3: Hit Dice

The next step in creating a monster is to determine the approximate number of Hit Dice it has. Hit Dice determine a wide variety of other statistics that the creature has,

including its feats, skills, hit points, attack bonus, and special ability DCs.

A creature's total number of Hit Dice depends on a number of factors, but the two most important are its CR and its type. Table 12–7 gives an average number of Hit Dice for each creature type, depending on its CR. While many of the monsters in the 3.5 rules set are close to these values, some are not. This is because they have higher or lower average hit points, due to their Armor Class or resistances. Some creatures, such as dragons and some outsiders, might vary from these numbers by a fair margin.

Step 4: Size

Now that you have the creature's average statistics, it is time to pick its size. Most creatures range in size from Small to Huge, but other sizes are not uncommon. A creature's size sets a baseline for its physical ability scores and its natural weapon damage. You should pick a size that fits the creature's role and Challenge Rating. Generally, creatures above Large have a high CR, whereas small creatures have a low CR. See table 12–8 for more information.

Minimum CR: Creatures of this size should be the listed CR or higher.

Maximum CR: Creatures of this size should be the listed CR or lower.

Base Strength: This is the average Strength score for a creature of this size. Your creature might vary significantly from this number.

Base Dexterity: This is the average Dexterity score for a creature of this size. Your creature might vary significantly from this number.

Base Constitution: This is the average Constitution score for a creature of this size. Your creature might vary significantly from this number.

Primary Attack: This is the typical damage dice rolled for the natural attack of a creature of this size. This value is used for the primary attack of a creature, such as its bite.

Secondary Attack: This is the typical damage dice rolled for the natural attack of a creature of this size. This value is

Table 12–9: Creature Statistics by Type

Type	Hit Die	Attack Bonus	Good Saving Throws	Skill Ranks*
Aberration	d8	HD x3/4 (as cleric)	Will	2 + Int mod per HD
Animal	d8	HD x3/4 (as cleric)	Fort, Ref (and sometimes Will)	2 + Int mod per HD
Construct	d10	HD x3/4 (as cleric)	—	2 + Int mod per HD**
Dragon	d12	HD (as fighter)	Fort, Ref, Will	6 + Int mod per HD
Elemental	d8	HD x3/4 (as cleric)	Ref (Air, Fire), or Fort (Earth, Water)	2 + Int mod per HD
Fey	d6	HD x1/2 (as wizard)	Ref, Will	6 + Int mod per HD
Giant	d8	HD x3/4 (as cleric)	Fort	2 + Int mod per HD
Humanoid	d8	HD x3/4 (as cleric)	Varies (any one)	2 + Int mod per HD
Magical beast	d10	HD (as fighter)	Fort, Ref	2 + Int mod per HD
Monstrous humanoid	d8	HD (as fighter)	Ref, Will	2 + Int mod per HD
Ooze	d10	HD x3/4 (as cleric)	—	2 + Int mod per HD**
Outsider	d8	HD (as fighter)	Fort, Ref, Will	8 + Int mod per HD
Plant	d8	HD x3/4 (as cleric)	Fort	2 + Int mod per HD**
Undead	d12	HD x1/2 (as wizard)	Will	4 + Int mod per HD**
Vermin	d8	HD x3/4 (as cleric)	Fort	2 + Int mod per HD**

* As long as a creature has an Intelligence of at least 1, it gains a minimum of 1 skill point per Hit Die.

** Creatures with an Intelligence score of "—" gain no skill points or feats.

used for the secondary attacks of a creature, such as claws, stings, tails, tentacles, or wings.

Step 4: Abilities

Once you have determined a creature's size, type, and Hit Dice, it is time to move on to its ability scores. The bonuses granted from these ability scores should increase a creature's hit points, attack bonuses, and saving throws to the approximate values presented on Table 12–6.

A creature's physical ability scores (Strength, Dexterity, and Constitution) should be relatively close to the base values presented on Table 12–8, depending on its size. A creature's overall concept should determine the final scores. For example, an agile Huge creature might have a Dexterity of 16, whereas an agile Tiny creature might have a Dexterity of 24. As a general note, creatures that focus on melee combat should have a Strength score above the listed base, whereas those that focus on ranged should have a higher Dexterity. Creatures with a low number of Hit Dice but a high average hit point total should have a higher than normal Constitution.

A creature's mental ability scores (Intelligence, Wisdom, and Charisma) are largely defined by the creature's concept. The base for all of these abilities is 10, so a score that is above or below that value should be a part of the creature's concept. Creatures that rely on spells and spell-like abilities in combat should have one mental ability score that stands out (usually Charisma). The DC for these abilities is based off one of these three scores. Animals and other creatures incapable of speech have an Intelligence score of 2 or lower. Unintelligent undead, constructs, oozes, plants, and vermin do not always have an Intelligence score. Any mental ability score above 20 is considered superhuman.

Step 5: Skills and Feats

Using Table 12–9, determine how many skill points your creature has based on its type and Hit Dice. Assign these points as determined by the creature's concept. Any skill that the creature has ranks in is considered a class skill for the creature. Any skill without assigned skill points is not a class skill for the creature, even if advanced versions of the creature have ranks in those skills. Creatures with a low Intelligence typically only have ranks in Dexterity- and Strength-based skills.

After you have assigned skills, it is time to assign the creature's feats. Each creature with an Intelligence score receives a number of feats equal to 1 + 1 per 3 Hit Dice. A creature must qualify to take a feat as normal.

Step 6: Other Statistics

Using Table 12–9, you can now determine a number of the creature's statistics, including its Armor Class, attack bonuses and damage, combat maneuver modifier, hit points, initiative modifier, saving throws, and speed.

When building a creature's Armor Class, start by adding armor, shield, and natural armor bonuses to its Dexterity modifier. If a creature does not wear armor, give it a tougher hide to get it near its average AC. Remember that a creature with a higher hit point total might have a lower Armor Class,

whereas a creature with fewer hit points might have a higher Armor Class. If a creature's Armor Class deviates from the average by more than five points, it might not be the right CR. Note that undead use their Charisma bonus in place of their Constitution bonus when determining hit points.

When determining a creature's attack bonuses, refer to the guidelines from Table 12–6 based on the creature's CR. If the bonus is too low, consider increasing the creature's Strength or Dexterity, or increase the amount of damage it deals to above the average. If the bonus is too high, consider decreasing the creature's Strength or Dexterity, or decrease the amount of damage it deals. If this value is significantly different and the creature is intended to rely on melee or ranged attacks, consider adjusting the creature's CR.

Use Table 12–10 to determine the number of damage dice, combined with damage bonuses, the creature needs to reach the average damage for its CR. The creature might need additional or more damaging attacks to approach the average. Remember that creatures that primarily deal damage with other abilities, such as spells, do not need to meet the average damage for their attacks. You can also use Table 12–10 to determine a creature's average hit points. Remember that PC class levels provide the maximum number of hit points at 1st level.

Repeat this process for a creature's saving throws. If the saving throws are too high, consider altering the ability scores on which they are based.

When determining a creature's speed, first decide if it has any alternative modes of movement, such as burrowing, climbing, flying, or swimming. Most Medium creatures have a base speed of 30 feet. Quadrupeds and Large creatures increase this by 10 feet each. Small creatures decrease this base speed by 10 feet. If a creature is particularly fast or slow, modify the base speed by 10 feet. Burrowing and climbing speeds are usually one half of a creature's base speed, while flying speeds are roughly double. Remember to give a creature the appropriate skills for any unusual movement methods.

Table 12-10: Average Die Results

Die Type	Average Result
d4	2.5
d6	3.5
d8	4.5
d10	5.5
d12	6.5
d20	10.5

Step 7: Special Abilities and Qualities

Up to this point, the creature only has abilities and qualities that any character might attain. Creatures are different from characters based on classes in that they receive a number of special abilities and qualities. Each of these

is tied closely to the creature's concept, allowing it to fill a specific role in the game. These abilities and qualities can take nearly any form, from a breath weapon to spells, damage reduction to tremorsense. For examples, look at existing monsters from the 3.5 rules set.

When designing your own abilities, keep the following guidelines in mind. Most special abilities that cause damage, such as breath weapons, give a save (Fortitude, Reflex, or Will depending on the ability). The DC for almost all special abilities is equal to 10 + 1/2 the creature's Hit Dice + a relevant ability modifier (usually Constitution or Charisma depending on the ability). Special abilities that add to melee and ranged attacks generally do not allow a save, as they rely on the attacks hitting to be useful.

There are a host of special qualities and defenses to make your creature tougher. As a general rule, the higher the CR, the more prevalent these abilities are. Resistances to certain

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energy types and special senses are common in CR 5 creatures and lower. Damage reduction, energy immunities, and regeneration become more common in creatures above CR 5. Spell resistance and immunities become more common above CR 10. Note that these are just guidelines; some low-CR creatures possess spell resistance and not all high CR creatures have energy resistance. Excessive immunities and resistances should either increase a creature's CR or lower its Hit Dice and hit point total.

Step 8: Treasure

Unless a creature uses its treasure, most creatures do not use equipment. A creature should have an amount of treasure appropriate to its CR. See Table 12–5 for a list of treasure totals based on CR. For most creatures, its treasure consists of the loot from its recent meals that are strewn across its lair. For others, it represents equipment or valuable trophies from its past victims. Make sure to account for any weapons or armor that the creature is using, as determined by step 7.

Step 9: Details

Now that you have all of the creature's statistics sorted out, it is time to fill in all the details, such as name, alignment, space, reach, environment, and ecology. You should determine whether or not the creature acts alone or as part of group. If the creature tends to keep other creatures as pets, you should note that too and plan your encounters appropriately. Finally, you should build a few simple encounters using the creature to figure out if it works the way you intended, comparing it to other similar creatures.

CONVERSION

There are two ways to convert existing 3.5 OGL adventures, monsters, and other game content to work with the *Pathfinder RPG*. The first option is incredibly simple and requires next to no work on the part of the GM. The second option requires a small amount of work, adjusting options and rules that are altered for the *Pathfinder RPG*.

Option 1: Quick Conversion

The simplest option in converting existing material to work with the *Pathfinder RPG* is to use the content as is. The *Pathfinder RPG* is designed with ultimate flexibility in mind, and many of its changes are in smaller subsystems that are easily substituted. Despite this, there are still some things to keep in mind.

Monsters and NPCs will be slightly less powerful than their *Pathfinder RPG* counterparts. They have a few less abilities, feats, and skills. While this shouldn't unbalance encounters too much, you might want to make a few "on the fly" adjustments when needed, such as giving an important high-level villain a few extra feats, powers, and hit points appropriate for his class. Bards, rangers, rogues, sorcerers, and wizards should all receive 1 additional hit point per level. Make sure to also add 1 additional hit point for each level the character has in its favored class.

Some of the rules systems work a bit differently. For example, the listed grapple modifiers for creatures do not exactly match the same creature's combat maneuver bonus unless the creature is Medium. It is important to remember that a number of skills have changed. Keep the bonus for these skills and allow use of the new combined skills normally, treating them as trained if the converted creature or character possesses any ranks in the equivalent skills from the old system.

Existing adventures assume the fast experience point progression. If you want your campaign to follow one of the slower progressions, you will need to adjust the difficulty of longer adventures which assume that the PCs reach a certain level by the conclusion. This can be accomplished by reducing the challenges they face or by adding additional encounters to allow the PCs to gain more XP, or you can always continue to use the existing XP charts.

Converting characters is simple as well. Most classes don't lose abilities and most gain a number of new powers. Simply add these new powers to the existing characters. Each character will also need to rebuild their feat and skill selections. To determine a character's current XP total, determine if the character is beyond halfway to his next level. If he is, set his XP total to the halfway mark between his current level and the next level. If not, set his XP total to the beginning of his current level's XP total. If you prefer a more precise method, use percentages instead.

Option 2: Complete Conversion

Complete conversion requires a bit more work as it requires rebuilding the skills, feats, and powers of all of the monsters and NPCs in the existing product. To help you with this, here are a few simple guidelines.

Apply racial modifiers first, as these have the largest effect on a creature's stat block. Generally, this means that one ability increases by +2, and all skills and checks related to that ability increase by +1.

Rebuild the creature's skills. Determine the number of skill ranks the creature should have and use those to purchase all of the skills the creature had before conversion. Apply excess skill ranks to appropriate skills. In general, assume that any skill that the monster had ranks in before conversion is a class skill for the monster after conversion. Remember that creatures with a natural flight ability always consider Fly a class skill.

Rebuild the creature's feats. As of this release, monsters do not change in this regard. Since none of the prerequisites for any of the feats have changed, simply check to make sure that a given feat was not removed due to redundancy. Add additional feats to creatures with levels in a character class, paying special attention to combat feats.

Check hit points. On average, bards, rangers, rogues, sorcerers, and wizards should all receive 1 additional hit point per level. Monsters are unchanged as of this release. Make sure to also add 1 additional hit point for each level the character has in its favored class.

Calculate the creature's combat maneuver bonus (CMB).

If the creature has levels of cleric or wizard, remove any bonus spells granted due to domains or school specialization. Add the new abilities granted by domains and arcane schools.

Determine the creature's XP total. If it is a monster, refer to Table 12–3 to find its XP value. If it is a PC, determine how close the character was to the next level as a percentage and use that percentage to determine the character's exact XP total using Table 4–1.

Apply the guidelines from the Quick Conversion option as needed.

Power Level

Character's built using the *Pathfinder RPG* rules (and some of the options from the later 3.5 rule supplements) are slightly more powerful than their counterparts. There are two ways you can account for this. First, you can adjust the challenges in the adventures accordingly, either by adding a few extra monsters or by simply giving the monster more hit points. Alternatively, you can treat characters that use these rules as one level higher when building challenges or choosing a published adventure. Note that this advantage becomes less relevant at higher levels (above 10th), meaning that fewer adjustments are necessary.

NPC
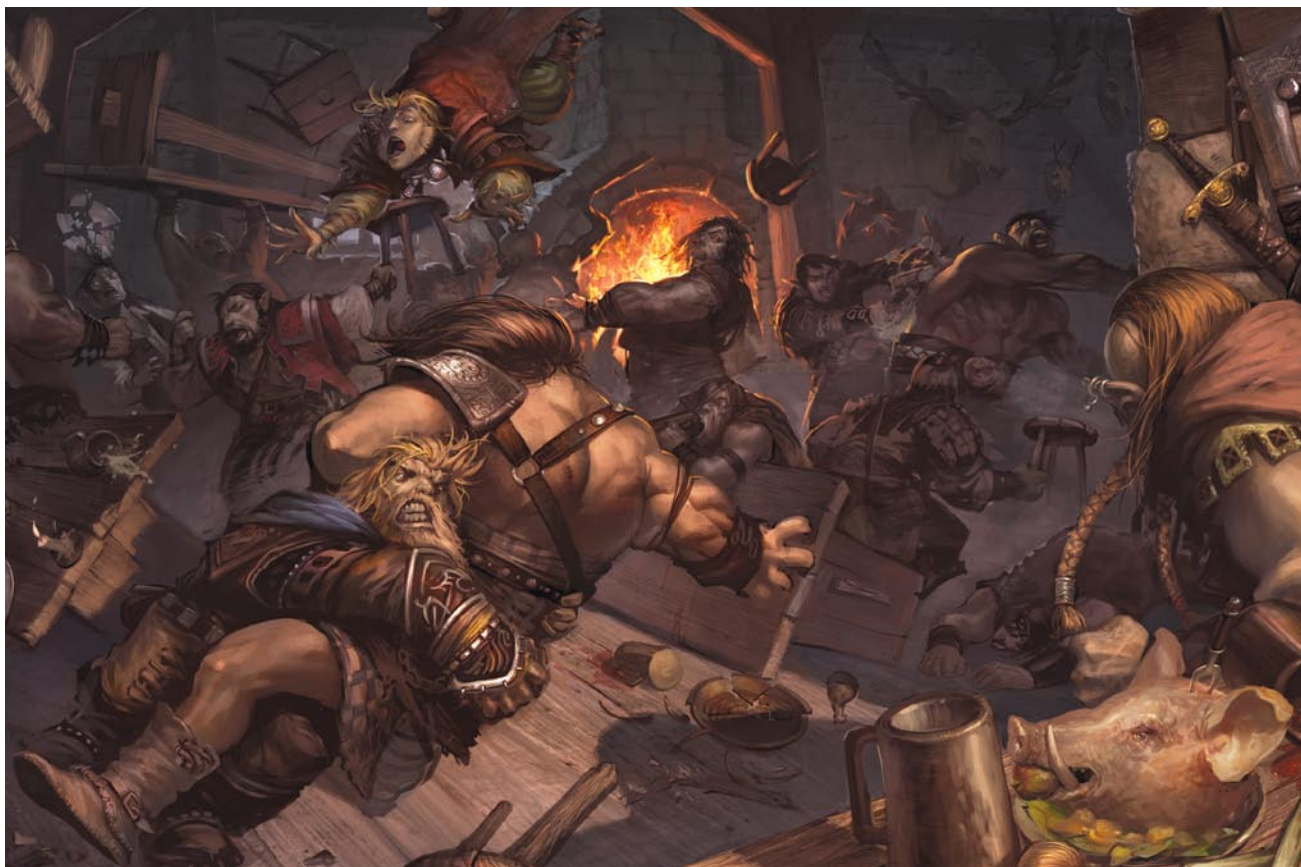
NONPLAYER CHARACTERS

Aside from the players, everyone else in the game world is a nonplayer character (NPC). These characters are designed and controlled by the GM to fill every role from noble king to simple baker. While some of these characters use player classes, most rely upon simple NPC classes, allowing them to be easily generated. The following rules govern all of the NPC classes and include information on generating quick NPCs for an evening's game.

ADEPT

Alignment: Any.
Hit Die: d6.

Class Skills

The adept's class skills (and the key ability for each skill) are Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis).

 Skill Ranks Per Level: 2 + Int modifier.

Class Features

All of the following are class features of the adept NPC class.

 Weapon and Armor Proficiency: Adepts are skilled with all simple weapons. Adepts are not proficient with any type of armor or shield.

 Spells: An adept casts divine spells which are drawn from the adept spell list. Like a cleric, an adept must choose and prepare her spells in advance. Unlike a cleric, an adept cannot spontaneously cast *cure* or *inflict* spells.

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

 Adepts, unlike wizards, do not acquire their spells from books or scrolls, nor do they prepare them through study. Instead, they meditate or pray for their spells, receiving them as divine inspiration or through their own strength of faith. Each adept must choose a time each day during which she must spend an hour in quiet contemplation or supplication to regain her daily allotment of spells.

TABLE 14-1: ADEPT

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						0	1st	2nd	3rd	4th	5th
1st	+0	+0	+0	+2		3	1	—	—	—	—
2nd	+1	+0	+0	+3	Summon familiar	3	1	—	—	—	—
3rd	+1	+1	+1	+3		3	2	—	—	—	—
4th	+2	+1	+1	+4		3	2	0	—	—	—
5th	+2	+1	+1	+4		3	2	1	—	—	—
6th	+3	+2	+2	+5		3	2	1	—	—	—
7th	+3	+2	+2	+5		3	3	2	—	—	—
8th	+4	+2	+2	+6		3	3	2	0	—	—
9th	+4	+3	+3	+6		3	3	2	1	—	—
10th	+5	+3	+3	+7		3	3	2	1	—	—
11th	+5	+3	+3	+7		3	3	3	2	—	—
12th	+6/+1	+4	+4	+8		3	3	3	2	0	—
13th	+6/+1	+4	+4	+8		3	3	3	2	1	—
14th	+7/+2	+4	+4	+9		3	3	3	2	1	—
15th	+7/+2	+5	+5	+9		3	3	3	3	2	—
16th	+8/+3	+5	+5	+10		3	3	3	3	2	0
17th	+8/+3	+5	+5	+10		3	3	3	3	2	1
18th	+9/+4	+6	+6	+11		3	3	3	3	2	1
19th	+9/+4	+6	+6	+11		3	3	3	3	3	2
20th	+10/+5	+6	+6	+12		3	3	3	3	3	2

Time spent resting has no effect on whether an adept can prepare spells.

Like other spellcasters, an adept can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: 14–1. In addition, she receives bonus spells per day if she has a high Wisdom score.

Where Table 14–1 indicates that the adept gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level.

Each adept has a particular holy symbol (as a divine focus) depending on the adept's magical tradition.

Summon Familiar: At 2nd level, an adept can call a familiar, just as a wizard can using the arcane bond ability.

Adept Spell List

Adepts choose their spells from the following list.

0 Level: *create water, detect magic, ghost sound, guidance, light, mending, purify food and drink, read magic, stabilize, touch of fatigue.*

1st Level: *bless, burning hands, cause fear, command, comprehend languages, cure light wounds, detect chaos, detect evil, detect good, detect law, endure elements, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, sleep.*

2nd Level: *aid, animal trance, bear's endurance, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, invisibility, mirror image, resist energy, scorching ray, see invisibility, web.*

3rd Level: *animate dead, bestow curse, contagion, continual flame, cure serious wounds, daylight, deeper darkness, lightning bolt, neutralize poison, remove curse, remove disease, tongues*

4th Level: *cure critical wounds, minor creation, polymorph, restoration, stoneskin, wall of fire.*

5th Level: *baleful polymorph, break enchantment, commune, heal, major creation, raise dead, true seeing, wall of stone.*

ARISTOCRAT

Alignment: Any.
Hit Die: d8.

Class Skills

The aristocrat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Swim (Str), and Survival (Wis).

Skill Ranks Per Level: 4 + Int modifier.

Table 14-2: Aristocrat

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

Table 14-3: Commoner

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+0
2nd	+1	+0	+0	+0
3rd	+1	+1	+1	+1
4th	+2	+1	+1	+1
5th	+2	+1	+1	+1
6th	+3	+2	+2	+2
7th	+3	+2	+2	+2
8th	+4	+2	+2	+2
9th	+4	+3	+3	+3
10th	+5	+3	+3	+3
11th	+5	+3	+3	+3
12th	+6/+1	+4	+4	+4
13th	+6/+1	+4	+4	+4
14th	+7/+2	+4	+4	+4
15th	+7/+2	+5	+5	+5
16th	+8/+3	+5	+5	+5
17th	+8/+3	+5	+5	+5
18th	+9/+4	+6	+6	+6
19th	+9/+4	+6	+6	+6
20th	+10/+5	+6	+6	+6

Class Features

The following is a class feature of the aristocrat NPC class.

Weapon and Armor Proficiency: The aristocrat is proficient in the use of all simple and martial weapons and with all types of armor and shields.

COMMONER

Alignment: Any.
Hit Die: d6.

Class Skills

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

Skill Ranks Per Level: 2 + Int modifier.

Class Features

The following is a class feature of the commoner NPC class.

Weapon and Armor Proficiency: The commoner is proficient with one simple weapon. He is not proficient with any other weapons, nor is he proficient with any type of armor or shield.

EXPERT

Alignment: Any.
Hit Die: d8.

Class Skills

The expert can choose any 10 skills to be class skills.

Skill Ranks Per Level: 6 + Int modifier.

Class Features

The following is a class feature of the expert NPC class.

Weapon and Armor Proficiency: The expert is proficient in the use of all simple weapons and with light armor, but not with any type of shield.

WARRIOR

Alignment: Any.
Hit Die: d10.

Class Skills

The warrior's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Ride (Dex), and Swim (Str).

Skill Ranks Per Level: 2 + Int modifier.

Table 14-4: Expert

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

Table 14-5: Warrior

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+1	+2	+0	+0
2nd	+2	+3	+0	+0
3rd	+3	+3	+1	+1
4th	+4	+4	+1	+1
5th	+5	+4	+1	+1
6th	+6/+1	+5	+2	+2
7th	+7/+2	+5	+2	+2
8th	+8/+3	+6	+2	+2
9th	+9/+4	+6	+3	+3
10th	+10/+5	+7	+3	+3
11th	+11/+6/+1	+7	+3	+3
12th	+12/+7/+2	+8	+4	+4
13th	+13/+8/+3	+8	+4	+4
14th	+14/+9/+4	+9	+4	+4
15th	+15/+10/+5	+9	+5	+5
16th	+16/+11/+6/+1	+10	+5	+5
17th	+17/+12/+7/+2	+10	+5	+5
18th	+18/+13/+8/+3	+11	+6	+6
19th	+19/+14/+9/+4	+11	+6	+6
20th	+20/+15/+10/+5	+12	+6	+6

Class Features

The following is a class feature of the warrior NPC class.

Weapon and Armor Proficiency: The warrior is proficient in the use of all simple and martial weapons and with all types of armor and shields.

CREATING NPCS

The world that the player characters inhabit should be full of rich and vibrant characters for them to interact with. While most need little more than a name and general description of their personality and abilities, some require complete statistics, such as town guards, local clerics, and wizened sages. The PCs might find themselves in combat with these characters, either against them or with them as allies. In either case, the process for creating these NPCs can be performed in seven simple steps.

Step 1: The Basics

The first step in making an NPC is to determine its basic role in your campaign. This includes its race, class, and basic concept. If the NPC possesses levels in a PC class, it uses the heroic columns on the charts below. Otherwise it uses the basic columns.

Step 2: Determine Ability Scores

Once the character's basic concept has been determined, its ability scores must be assigned. Heroic NPCs receive better scores than basic NPCs. These scores can be assigned in any order. Apply the NPC's racial modifiers after the scores have been assigned. For every four levels the NPC has attained, increase one of its scores by 1.

Basic NPCs: The ability scores for a basic NPC are: 13, 12, 11, 10, 9, and 8.

Heroic NPCs: The ability scores for a heroic NPC are: 15, 14, 13, 12, 10, and 8.

Preset Ability Scores: Instead of assigning the scores, you can use Table 14–6 to determine the NPC's ability scores, adjusting them as necessary to fit. Use the Melee NPC ability scores for a character whose primary role involves melee combat, such as barbarians, fighters, monks, paladins, rangers, and warriors. The Ranged NPC ability scores are for characters that fight with ranged weapons or use their Dexterity to hit, such as fighters, rangers, and rogues. Use the Divine NPC ability scores for characters with divine spellcasting capabilities, such as adepts, clerics, and druids. The Arcane NPC ability scores should be used by characters with arcane spellcasting capabilities, such as bards, sorcerers, and wizards. Finally, the Skill NPC ability scores should

be used for characters that focus on skill use, such as aristocrats, bards, commoners, experts, and rogues. Some NPCs might not fit into one of these categories and should have custom ability scores.

Step 3: Skills

Total up the number of skills ranks possessed by the character and assign them normally. For simple skill generation, refer to Table 14–8 to determine the total number of skill selections the NPC possesses. After selecting that number of skills, mostly from the class skills lists of the NPC's class, the NPC receives a number of ranks in each skill equal to his level.

If the NPC has two classes, start by selecting skills for the class with the fewest number of skill selections. The NPC receives a number of ranks in those skills equal to his total character level. Next, find the difference in the number of selections between the first class and the other class possessed by the NPC. Select that number of skills and give the NPC a number of ranks in those skills equal to his level in the second class. For example, a human fighter 3/monk 4 with a +1 Intelligence modifier can select four skills for his fighter class (since it receives

fewer selections). These four skills each have seven ranks (equal to his total level). Next, he selects a number of skills equal to the difference between the fighter and the monk classes, in this case two skills. These two skills each have four ranks (his monk level).

If the NPC has three or more classes, you must use the standard method for determining his skills.

Once all of the NPC's ranks have been determined, assign class skill bonuses and apply the bonus or penalty from the NPC's relevant ability score.

Step 4: Feats

After skills have been determined, the next step is to assign the NPC's feats. Start by assigning all of the feats granted through class abilities. Next, assign the feats garnered from the NPC's total character level. Remember that humans receive an additional feat at 1st level. For simplified feat choices, refer to the lists provided for the following character types.

Arcane Caster: Arcane Strike, Combat Casting, Eschew Materials, Greater Spell Focus, Greater Spell Penetration, Improved Initiative, Iron Will, item creation feats (all), Lightning Reflexes, metamagic feats (all), Spell Focus, Spell Mastery, Spell Penetration, and Toughness.

Table 14-6: NPC Ability Scores

| Ability | Melee NPC | | Ranged NPC | | Divine NPC | | Arcane NPC | | Skill NPC | |
Score	Basic	Heroic	Basic	Heroic	Basic	Heroic	Basic	Heroic	Basic	Heroic
Strength	13	15	11	13	10	12	8	8	10	12
Dexterity	11	13	13	15	8	8	12	14	12	14
Constitution	12	14	12	14	12	14	10	12	11	13
Intelligence	9	10	10	12	9	10	13[1]	15[1]	13	15
Wisdom	10	12	9	10	13	15	9	10	8	8
Charisma	8	8	8	8	11	13	11[1]	13[1]	9	10

1 If the arcane caster's spellcasting relies on Charisma, exchange these scores with one another.

Table 14-7: Racial Ability Adjustments

Ability Score	Dwarf	Elf	Gnome	Half-Elf[1]	Half-Orc	Halfling	Human[1]
Strength	—	—	−2	—	+2	−2	—
Dexterity	—	+2	—	—	—	+2	—
Constitution	+2	−2	+2	—	—	—	—
Intelligence	—	+2	—	—	−2	+2	—
Wisdom	+2	—	—	—	+2	—	—
Charisma	−2	—	+2	—	—	—	—

1 Half-elves and humans receive a +2 bonus to one ability score of your choice.

Table 14-8: NPC Skill Selections

PC Class	Skill Selections[1]	NPC Class	Skill Selections[1]
Barbarian	4 + Int Mod	Adept	2 + Int Mod
Bard	6 + Int Mod	Aristocrat	4 + Int Mod
Cleric	2 + Int Mod	Commoner	2 + Int Mod
Druid	4 + Int Mod	Expert	6 + Int Mod
Fighter	2 + Int Mod	Warrior	2 + Int Mod
Monk	4 + Int Mod		
Paladin	2 + Int Mod		
Ranger	6 + Int Mod		
Rogue	8 + Int Mod		
Sorcerer	2 + Int Mod		
Wizard	2 + Int Mod		

1 Humans receive one additional skill selection.

Divine Caster (With Channeling): Combat Casting, Extra Turning, Improved Initiative, Improved Turning, Iron Will, item creation feats (all), metamagic feats (all), Power Attack, Selective Channeling, Spell Focus, Spell Penetration, Toughness, Turn Elemental, Turn Outsider, and Turning Smite.

Divine Caster (Without Channeling): Cleave, Combat Casting, Eschew Materials, Improved Initiative, Iron Will, item creation feats (all), Lightning Reflexes, metamagic feats (all), Natural Spell, Power Attack, Spell Focus, Spell Penetration, Toughness, and Weapon Focus.

Melee (Finesse Fighter): Combat Expertise, Combat Reflexes, Dazzling Display, Deadly Stroke, Dodge, Improved Disarm, Improved Feint, Improved Trip, Improved Vital Strike, Mobility, Spring Attack, Stunned Defense, Vital Strike, Weapon Finesse, and Whirlwind Attack.

Melee (Unarmed Fighter): Combat Reflexes, Deflect Arrows, Dodge, Gorgon's Fist, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Medusa's Wrath, Mobility, Scorpion Style, Snatch Arrows, Spring Attack, Stunning Fist, and Weapon Focus.

Melee (Mounted): Improved Critical, Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Toughness, Trample, and Weapon Focus.

Melee (Sword and Shield Fighter): Cleave, Deft Shield, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical, Improved Initiative, Improved Vital Strike, Power Attack, Shield Master, Shield Slam, Two-Weapon Fighting, Vital Strike, and Weapon Focus.

Melee (Two-Handed Fighter): Backswing, Cleave, Devastating Blow, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical, Improved Initiative, Improved Sunder, Improved Vital Strike, Overhand Chop, Power Attack, Vital Strike, and Weapon Focus.

Melee (Two-Weapon Fighter): Combat Reflexes, Dodge, Double Slice, Greater Two-Weapon Fighting, Improved Critical, Improved Initiative, Improved Two-Weapon Fighting, Improved Vital Strike, Two-Weapon Defense,

Table 14-9: NPC Gear

Basic Level	Heroic Level	Total GP Value	Weapons	Protection	Magic	Limited Use	Gear
1	—	300 gp	50 gp	150 gp	—	50 gp	50 gp
2	1	600 gp	100 gp	250 gp	—	100 gp	150 gp
3	2	900 gp	350 gp	300 gp	—	100 gp	150 gp
4	3	1,200 gp	350 gp	600 gp	—	100 gp	150 gp
5	4	2,400 gp	900 gp	1,000 gp	—	300 gp	200 gp
6	5	3,600 gp	1,500 gp	1,400 gp	—	500 gp	200 gp
7	6	5,100 gp	2,400 gp	1,900 gp	—	600 gp	200 gp
8	7	6,900 gp	2,800 gp	2,100 gp	1,000 gp	800 gp	200 gp
9	8	9,000 gp	3,000 gp	2,500 gp	2,000 gp	1,000 gp	500 gp
10	9	12,000 gp	4,000 gp	3,000 gp	3,000 gp	1,500 gp	500 gp
11	10	15,000 gp	5,000 gp	4,000 gp	4,000 gp	1,500 gp	500 gp
12	11	19,000 gp	8,500 gp	4,500 gp	4,000 gp	1,500 gp	500 gp
13	12	25,000 gp	9,000 gp	8,000 gp	6,000 gp	1,500 gp	500 gp
14	13	32,000 gp	10,000 gp	10,000 gp	9,000 gp	2,500 gp	500 gp
15	14	41,000 gp	14,000 gp	13,000 gp	11,000 gp	2,500 gp	500 gp
16	15	52,000 gp	19,000 gp	17,000 gp	13,000 gp	2,500 gp	500 gp
17	16	68,000 gp	22,000 gp	20,000 gp	20,000 gp	4,500 gp	1,500 gp
18	17	87,000 gp	28,000 gp	27,000 gp	24,000 gp	6,500 gp	1,500 gp
19	18	115,000 gp	33,000 gp	30,000 gp	38,000 gp	12,000 gp	2,000 gp
20	19	150,000 gp	52,000 gp	40,000 gp	42,000 gp	14,000 gp	2,000 gp
—	20	185,000 gp	75,000 gp	45,000 gp	45,000 gp	18,000 gp	2,000 gp

Two-Weapon Fighting, Two-Weapon Rend, Vital Strike, and Weapon Focus.

Ranged: Careful Targeting, Deadly Aim, Exact Targeting, Far Shot, Improved Initiative, Improved Vital Strike, Manyshot, Pinpoint Targeting, Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Shot on the Run, Vital Strike, and Weapon Focus.

Skill (most NPC classes): Armor Proficiency (all), Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Run, Shield Proficiency, Skill Focus, and Toughness.

Step 5: Class Features

After determining feats, the next step is to fill in all the class features possessed by the NPC. This is the time to make decisions about the NPC's spell selection, rage powers, rogue talents, and other class-based abilities. When it comes to spells, determine how many spell selections you need to make for each level. Choose a variety of spells for the highest two levels of spells possessed by the NPC. For all other levels, stick to a few basic spells, prepared multiple times (if possible). If this NPC is slated to appear in only one encounter (such as a combat), leaving off lower level spells entirely is an acceptable way to speed up generation, especially if the NPC is unlikely to cast these spells. You can always choose a few during play if they are needed.

Step 6: Gear

After recording all of the NPC's class features, the next step is to outfit the character with gear appropriate to his level. Note that NPCs receive less gear than PCs of an equal level. If an NPC is a recurring character, his gear should be carefully selected. Use the overall gp values found on Table 14–9 to determine how much gear he should carry. NPCs that are only scheduled to appear once can have a simpler gear selection. Table 14–9 includes a number of categories to make it easier to select an NPC's gear. When outfitting the character, spend the listed amount on each category by purchasing as few items as possible. Any leftover gp can be spent on the remaining categories. GP left over represents coins and jewelry carried by the character.

Note that these values are approximate and are based off the values for a campaign using the fast experience progression and a normal treasure allotment. If your campaign is using the medium experience progression, treat the NPCs as one level lower when determining their gear. If your campaign is using the slow experience progression, treat the NPCs as two levels lower when determining their gear. If your campaign is high fantasy, double these values, and reduce them by half if your campaign is low fantasy. If the final price of an NPC's gear is a little over or under these amounts, that's okay.

Weapons: This includes normal, masterwork, and magic weapons, as well as magic staves and wands used by spellcasters to harm their enemies. For example, a *wand of scorching ray* would count as a weapon, but a *staff of life* would count as a piece of magic gear.

Protection: This category includes armor and shields, as well as any magic item that augments a character's Armor Class or saving throws.

Magic: This category includes all other permanent magic items. Most rings, rods, and wondrous items fit into this category.

Limited Use: Items that fall into this category include alchemical items, potions, scrolls, and wands with few charges. Charged wondrous items fall into this grouping as well.

Gear: Use the gp in this category to purchase standard nonmagical gear for the character. In most cases, this equipment can be omitted during creation and filled in as needed during play. You can assume that the character has whatever gear is needed for him to properly use his skills and class abilities.

Step 7: Details

Once you have assigned all of the NPC's gear, all that remains is to fill out the details. Determine the character's attack and damage bonuses, initiative modifier, and Armor Class. If the character's magic items affected his skills or ability scores, make sure to take those changes into account. Determine the character's total hit points by assuming the average result. Finally, fill out any other important details, such as name, alignment, religion, and a few personality traits to round him out.

Example: Kiramor, the Forest Shadow

Looking over your notes for the evening's game, you discover that you need a mysterious forest character for the PCs to interact with on their way to town. If things go poorly, they might have to fight him. Since your party consists of 4th-level characters, you decide to make this forest guardian a human ranger 4/rogue 2. You want him to be skilled at fighting with ranged weapons, but you also want him to be competent with a rapier. Taking this into account, you use the heroic ability scores for a ranged NPC found on Table 14–6. Since he is a human and 6th level, you put all of his bonuses into his Dexterity, raising it up to 18. Moving on to skills, you see that your forest guardian has a total of six skills for being a ranger, and eight for being a rogue. Starting with the ranger, you add one for being human and one for his Intelligence modifier for a total of eight skills at six ranks each. After selecting these eight skills, you move on to the rogue skills. The difference between the ranger and the rogue is two, meaning that you can select two more skills, with two ranks in each. After selecting his skills, you move on to his feats. Starting with his

KIRAMOR, THE FOREST SHADOW

Male human ranger 4/rogue 2

N Medium humanoid

Init +8 (+9 in forests); **Senses** Perception +9 (+11 in forests)

DEFENSE

AC 18, touch 14, flat-footed 14

(+4 armor, +4 Dex)

hp 45 (4d10+2d8+12)

Fort +7, **Ref** +12, **Will** +2

Defensive Abilities evasion

OFFENSE

Spd 30 ft.

Melee mwk rapier +10 (1d6+1/18–20)

Ranged +1 *longbow* +10 (1d8+1/x3)

Ranged +1 *longbow* +8/+8 (1d8+1/x3)

Special Attacks favored enemy (humanoid [orc]), favored terrain (forest), rogue talents (bleeding attack), sneak attack (1d6)

STATISTICS

Str 13, **Dex** 18, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +5; **Cmb** +6

Feats Deadly Aim, Endurance, Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Finesse

Skills Acrobatics +13, Climb +10, Escape Artist +9, Heal +9, Knowledge (geography) +10, Knowledge (nature) +10, Perception +9, Stealth +13, Survival +9 (+11 following tracks), Swim +6

Languages Common, Orc

SQ nature bond (wolf), track, trapfinding

Combat Gear *potion of cure moderate wounds, potion of invisibility*; **Other Gear** +1 *longbow* with 40 arrows, mwk rapier, +1 *studded leather armor*, gear and coins worth 200 gp

class feats, you select Rapid Shot as his combat style feat. In addition, the forest guardian receives three additional feats for his class levels, and one feat for being human. Since you want him to be skilled at archery, most of these feats come from the ranged list, including Deadly Aim, Improved Initiative, and Point Blank Shot. To ensure that he is good with a rapier, you spend his final feat selection on Weapon Finesse. Next you note all of his class features, making whatever selections are necessary, such as favored enemy, favored terrain, hunters bond, and rogue talents. Moving on to gear, you assign gear using the line for a 6th level heroic NPC, giving him a +1 *longbow,* a masterwork rapier, +1 *studded leather armor,* a *potion of invisibility,* a *potion of cure moderate wounds*, and a pack full of nonmagic gear. Although he has a bit more gp in weapons than the chart allows, he has spent a bit less in armor, roughly balancing him out. With your task nearly completed, you add all of his statistics and details. Naming him Kiramor, your forest shadow is ready to face off against the PCs.

MAGIC ITEMS

ost of the magic items in the 3.5 rules set are unchanged at this time. All of the staves and a number of wondrous items, however, have changed in price or function. In addition, the rules for creating magic items have received an overhaul, removing the experience point cost from the creation process.

Staves

Staves use the wielder's ability score and relevant feats to set the DC for saves against their spells. Unlike with other sorts of magic items, the wielder can use his caster level when activating the power of a staff if it's higher than the caster level of the staff.

This means that staves are far more potent in the hands of a powerful spellcaster. Because they use the wielder's ability score to set the save DC for the spell, spells from a staff are often harder to resist than those from other magic items, which use the minimum ability score required to cast the spell. Not only are aspects of the spell dependant on caster level (range, duration, and so on) potentially higher, but spells from a staff are harder to dispel and have a better chance of overcoming a target's spell resistance.

Staves hold a maximum of 10 charges. Each spell cast from a staff consumes one or more charges. Each morning, when a spellcaster prepares spells, he can also imbue one staff with a portion of his power so long as one or more of the spells cast by the staff are on his spell list and he is capable of casting at least one of the spells. Imbuing a staff with this power restores one charge to the staff, but the caster must forgo on prepared spell or spell slot of a level equal to the highest-level spell cast by the staff. For example, a 9th level wizard with a *staff of fire* could imbue the staff with one charge per day by using up one of his 4th-level spells. A staff cannot gain more than one charge per day and a caster cannot imbue more than one staff per day.

Furthermore, a staff can hold a spell of any level, unlike a wand, which is limited to spells of 4th level or lower. The minimum caster level of a staff is 8th. A number of staves, those that have been changed from the 3.5 rules set, are described below.

STAFF OF FIRE
Aura Moderate evocation; **CL** 8th
Slot —; **Price** 18,950 gp
DESCRIPTION
Crafted from bronzewood with brass bindings, this staff allows use of the following spells:

- *Burning hands* (1 charge)
- *Fireball* (2 charges)
- *Wall of fire* (3 charges)

CONSTRUCTION
Requirements Craft Staff, *burning hands, fireball, wall of fire*; **Cost** 9,475 gp

STAFF OF FROST
Aura Moderate evocation; **CL** 10th
Slot —; **Price** 41,400 gp
DESCRIPTION
Tipped on either end with a glistening diamond, this rune-covered staff allows use of the following spells:

- *Ice storm* (1 charge)
- *Wall of ice* (2 charges)
- *Cone of cold* (3 charges)

CONSTRUCTION
Requirements Craft Staff, *cone of cold, ice storm, wall of ice*; **Cost** 20,700 gp

STAFF OF POWER
Aura Strong varied; **CL** 15th
Slot —; **Price** 235,000 gp
DESCRIPTION
The *staff of power* is a very potent magic item, with offensive and defensive abilities. It is usually topped with a glistening gem, its shaft straight and smooth. It has the following powers:

- *Magic missile* (1 charge)
- *Ray of enfeeblement* (heightened to 5th level) (1 charge)
- *Continual flame* (1 charge)
- *Levitate* (1 charge)
- *Lightning bolt* (heightened to 5th level) (1 charge)
- *Fireball* (heightened to 5th level) (1 charge)
- *Cone of cold* (2 charges)
- *Hold monster* (2 charges)
- *Wall of force* (in a 10-ft.-diameter hemisphere around the caster only) (2 charges)
- *Globe of invulnerability* (2 charges)

The wielder of a *staff of power* gains a +2 luck bonus to AC and on saving throws. The staff is also a +2 *quarterstaff*, and its wielder may use it to smite opponents. If 1 charge is expended (as a free action), the staff causes double damage (x3 on a critical hit) for 1 round.

A *staff of power* can be used for a retributive strike, requiring it to be broken by its wielder. (If this breaking of the staff is purposeful and declared by the wielder, it can be performed as a standard action that does not require the wielder to make a Strength check.) All charges currently in
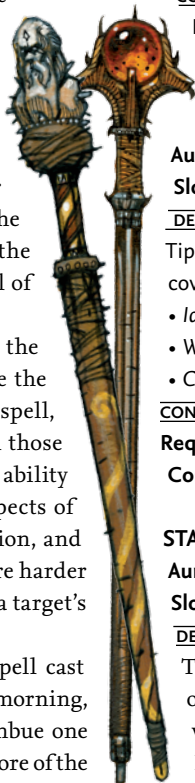
Table 17–1: Staves

Medium	Major	Staff	Market Price
01–15	01–03	*Charming*	17,600 gp
16–30	04–09	*Fire*	18,950 gp
31–40	10–11	*Swarming insects*	22,800 gp
41–55	12–13	*Size alteration*	26,150 gp
56–75	14–19	*Healing*	29,600 gp
76–90	20–24	*Frost*	41,400 gp
91–95	25–31	*Illumination*	51,500 gp
96–100	32–38	*Defense*	62,000 gp
—	39–43	*Abjuration*	82,000 gp
—	44–48	*Conjuration*	82,000 gp
—	49–53	*Divination*	82,000 gp
—	54–58	*Enchantment*	82,000 gp
—	59–63	*Evocation*	82,000 gp
—	64–68	*Illusion*	82,000 gp
—	69–73	*Necromancy*	82,000 gp
—	74–78	*Transmutation*	82,000 gp
—	79–83	*Earth and stone*	85,800 gp
—	84–88	*Woodlands*	100,400 gp
—	89–95	*Life*	109,400 gp
—	96–98	*Passage*	181,900 gp
—	99–100	*Power*	235,000 gp

the staff are instantly released in a 30-foot radius. All within 2 squares of the broken staff take points of damage equal to 20 x the number of charges in the staff, those 3 or 4 squares away take 15 x the number of charges in damage, and those 5 or 6 squares distant take 10 x the number of charges in damage. All those affected can make DC 17 Reflex saves to reduce the damage by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of spell energy destroys him. Only certain items, including the *staff of the magi* and the *staff of power,* are capable of being used for a retributive strike.

CONSTRUCTION

Requirements Craft Staff, Craft Magic Arms and Armor, *magic missile,* heightened *ray of enfeeblement, continual flame, levitate,* heightened *fireball,* heightened *lightning bolt, cone of cold, hold monster, wall of force, globe of invulnerability;* **Cost** 117,800 gp

STAFF OF SIZE ALTERATION

Aura Moderate transmutation; **CL** 8th

Slot —; **Price** 26,150 gp

DESCRIPTION

Stout and sturdy, this staff of dark wood allows use of the following spells:

- Enlarge person (1 charge)
- Reduce person (1 charge)
- Shrink item (2 charges)
- Enlarge person, mass (3 charges)
- Reduce person, mass (3 charges)

CONSTRUCTION

Requirements Craft Staff, *enlarge person, mass enlarge person, reduce person, mass reduce person, shrink item;* **Cost** 13,075 gp

Wondrous Items

Magic items that do not fall into other categories are wondrous items. These items reside in a number of different slots on the body and have a wide variety of uses. The following wondrous items are either new to the *Pathfinder RPG* or have significant revisions from the 3.5 rules set.

BAG OF TRICKS

Aura Faint or moderate conjuration; **CL** 3rd (gray), 5th (rust), 9th (tan)

Slot —; **Price** 3,400 gp (gray); 8,500 gp (rust); 16,000 gp (tan)

DESCRIPTION

This small sack appears empty. However, anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. It can follow any of the commands described in the Handle Animal skill. Each of the three kinds of a *bag of tricks* produces a different set of animals. Use the following tables to determine what animals can be drawn out of each.

The heavy warhorse appears with harness and tack and accepts the character who drew it from the bag as a rider.

Animals produced are always random, and only one may exist at a time. Up to ten animals can be drawn from the bag each week, but no more than two per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *summon nature's ally II* (gray), *summon nature's ally III* (rust), or *summon nature's ally V* (tan); **Cost** 1,700 gp (gray); 4,250 gp (rust); 8,000 gp (tan)

Gray Bag		Rust Bag		Tan Bag	
d%	Animal	d%	Animal	d%	Animal
01–30	Bat	01–30	Wolverine	01–30	Brown bear
31–60	Rat	31–60	Wolf	31–60	Lion
61–75	Cat	61–85	Boar	61–80	Heavy warhorse
76–90	Weasel	86–100	Black bear	81–90	Tiger
91–100	Badger			91–100	Rhinoceros

BELT OF GIANT STRENGTH

Aura Moderate transmutation; **CL** 8th

Slot belt; **Weight** 1 lb.; **Price** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6)

DESCRIPTION

This belt has a large iron buckle, usually depicting the image of a bull. The belt grants the wearer an enhancement bonus to Strength of +2, +4, or +6. This bonus is a temporary ability bonus until the belt has been worn for 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *bull's strength*; **Cost** 2,000 gp (+2), 8,000 gp (+4), 18,000 gp (+6)

BELT OF INCREDIBLE DEXTERITY

Aura Moderate transmutation; **CL** 8th

Slot belt; **Weight** 1 lb.; **Price** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6)

DESCRIPTION

This belt has a large silver buckle, usually depicting the image of a tiger. The belt grants the wearer an enhancement bonus to Dexterity of +2, +4, or +6. This bonus is a temporary ability bonus until the belt has been worn for 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *cat's grace*; **Cost** 2,000 gp (+2), 8,000 gp (+4), 18,000 gp (+6)

BELT OF MIGHTY CONSTITUTION

Aura Moderate transmutation; **CL** 8th

Slot belt; **Weight** 1 lb.; **Price** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6)

DESCRIPTION

This belt has a large golden buckle, usually depicting the image of a bear. The belt grants the wearer an enhancement bonus to Constitution of +2, +4, or +6. This bonus is a temporary ability bonus until the belt has been worn for 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *bear's endurance*; **Cost** 2,000 gp (+2), 8,000 gp (+4), 18,000 gp (+6)

BELT OF PHYSICAL MIGHT

Aura Moderate transmutation; **CL** 12th

Slot belt; **Weight** 1 lb.; **Price** 10,000 gp (+2), 40,000 gp (+4), 90,000 gp (+6)

DESCRIPTION

This belt has a large steel buckle, usually depicting the image of a giant. The belt grants the wearer an enhancement bonus to two physical ability scores (Strength, Dexterity, or Constitution) of +2, +4, or +6. This bonus is a temporary ability bonus until the belt has been worn for 24 hours. These bonuses are chosen when the belt is created and cannot be changed.

CONSTRUCTION

Requirements Craft Wondrous Item, *bear's endurance, bull's strength, cat's grace*; **Cost** 5,000 gp (+2), 20,000 gp (+4), 45,000 gp (+6)

BELT OF PHYSICAL PERFECTION

Aura Moderate transmutation; **CL** 16th

Slot belt; **Weight** 1 lb.; **Price** 16,000 gp (+2), 64,000 gp (+4), 144,000 gp (+6)

DESCRIPTION

This belt has a large platinum buckle, usually depicting the image of a titan. The belt grants the wearer an enhancement bonus to all physical ability scores (Strength, Dexterity, and Constitution) of +2, +4, or +6. This bonus is a temporary ability bonus until the belt has been worn for 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *bear's endurance, bull's strength, cat's grace*; **Cost** 8,000 gp (+2), 32,000 gp (+4), 77,000 gp (+6)

CROWN OF BLASTING, MINOR

Aura Faint evocation; **CL** 6th

Slot crown; **Weight** 1 lb.; **Price** 6,480 gp

DESCRIPTION

On command, this simple golden crown projects a blast of *searing light* (3d8 points of damage) once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *searing light*; **Cost** 3,240 gp

CROWN OF BLASTING, MAJOR

Aura Strong evocation; **CL** 17th

Slot crown; **Weight** 1 lb.; **Price** 23,760 gp

DESCRIPTION

On command, this eleborate golden crown projects a blast of *searing light* (5d8 maximized for 40 points of damage) once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, Maximize Spell, *searing light*; **Cost** 11,880 gp

HEADBAND OF ALLURING CHARISMA

Aura Moderate transmutation; **CL** 8th

Slot headband; **Weight** 1 lb.; **Price** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6)

DESCRIPTION

This attractive silver headband has a small red gem set so that it rests upon the forehead of the wearer. The headband grants the wearer an enhancement bonus to Charisma of +2, +4, or +6. This bonus is a temporary ability bonus until the headband has been worn for 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *eagle's splendor*; **Cost** 2,000 gp (+2), 8,000 gp (+4), 18,000 gp (+6)

HEADBAND OF INSPIRED WISDOM

Aura Moderate transmutation; **CL** 8th
Slot headband; **Weight** 1 lb.; **Price** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6)

DESCRIPTION

This simple bronze headband has a small green gem set so that it rests upon the forehead of the wearer. The headband grants the wearer an enhancement bonus to Wisdom of +2, +4, or +6. This bonus is a temporary ability bonus until the headband has been worn for 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *owl's wisdom*; **Cost** 2,000 gp (+2), 8,000 gp (+4), 18,000 gp (+6)

HEADBAND OF MENTAL PROWESS

Aura Moderate transmutation; **CL** 12th
Slot headband; **Weight** 1 lb.; **Price** 10,000 gp (+2), 40,000 gp (+4), 90,000 gp (+6)

DESCRIPTION

This simple copper headband has a small yellow gem set so that it rests upon the forehead of the wearer. The headband grants the wearer an enhancement bonus to two mental ability scores (Intelligence, Wisdom, or Charisma) of +2, +4, or +6. This bonus is a temporary ability bonus until the belt has been worn for 24 hours. These bonuses are chosen when the headband is created and cannot be changed. If the headband grants a bonus to Intelligence, it also grants skill ranks as a *headband of vast intelligence*.

CONSTRUCTION

Requirements Craft Wondrous Item, *eagle's splendor, fox's cunning, owl's wisdom*; **Cost** 5,000 gp (+2), 20,000 gp (+4), 45,000 gp (+6)

HEADBAND OF MENTAL SUPERIORITY

Aura Moderate transmutation; **CL** 16th
Slot headband; **Weight** 1 lb.; **Price** 16,000 gp (+2), 64,000 gp (+4), 144,000 gp (+6)

DESCRIPTION

This ornate platinum headband has a small white gem set so that it rests upon the forehead of the wearer. The belt grants the wearer an enhancement bonus to all mental ability scores (Intelligence, Wisdom, and Charisma) of +2, +4, or +6. This bonus is a temporary ability bonus until the belt has been worn for 24 hours. The headband also grants skill ranks as a *headband of vast intelligence*.

CONSTRUCTION

Requirements Craft Wondrous Item, *eagle's splendor, fox's*

cunning, owl's wisdom; Cost 8,000 gp (+2), 32,000 gp (+4), 77,000 gp (+6)

HEADBAND OF VAST INTELLIGENCE

Aura Moderate transmutation; **CL** 8th
Slot headband; **Weight** 1 lb.; **Price** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6)

DESCRIPTION

This intricate gold headband has a small blue gem set so that it rests upon the forehead of the wearer. The headband grants the wearer an enhancement bonus to Intelligence of +2, +4, or +6. This bonus is a temporary ability bonus until the headband has been worn for 24 hours. A *headband of vast intelligence* has one skill associated with it per +2 bonus it grants. After being worn for 24 hours, the headband grants a number of skill ranks in those skills equal to the wearer's total Hit Dice. These ranks do not stack with the ranks a creature already possesses. These skills are chosen when the headband is created. If no skill is listed, the headband is assumed to grant skill ranks in randomly determined Knowledge skills.

CONSTRUCTION

Requirements Craft Wondrous Item, *fox's cunning*; **Cost** 2,000 gp (+2), 8,000 gp (+4), 18,000 gp (+6)

HELM OF UNDERWATER ACTION

Aura Faint transmutation; **CL** 5th
Slot helmet; **Weight** 3 lb.; **Price** 35,000 gp

DESCRIPTION

The wearer of this helmet can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing her to see five times farther than water and light conditions would allow for normal human vision. (Weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the *helm of underwater action* gives the wearer a 30 foot swim speed and creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling her to breathe freely.

CONSTRUCTION

Requirements Craft Wondrous Item, *water breathing*; **Cost** 17,500 gp

NECKLACE OF ADAPTATION

Aura Moderate transmutation; **CL** 7th
Slot necklace; **Price** 40,000 gp

DESCRIPTION

This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases (such as

cloudkill and *stinking cloud* effects, as well as inhaled poisons) and allowing him to breathe, even underwater or in a vacuum.

CONSTRUCTION

Requirements Craft Wondrous Item, *spell*; **Cost** 20,000 gp

PHYLACTERY OF NEGATIVE CHANNELING

Aura Moderate necromancy [evil]; **CL** 10th
Slot phylactery; **Weight** 1/2 lb.; **Price** 11,000 gp

DESCRIPTION

This item is a boon to any character able to channel negative energy, increasing the amount of damage dealt to living creatures by 2d6. This also increases the amount of damage healed by undead creatures.

CONSTRUCTION

Requirements Craft Wondrous Item, 10th-level cleric; **Cost** 5,500 gp

PHYLACTERY OF POSITIVE CHANNELING

Aura Moderate necromancy [good]; **CL** 10th
Slot phylactery; **Weight** 1/2 lb.; **Price** 11,000 gp

DESCRIPTION

This item is a boon to any character able to channel positive energy, increasing the amount of damage dealt to undead creatures by 2d6. This also increases the amount of damage healed by living creatures.

CONSTRUCTION

Requirements Craft Wondrous Item, 10th-level cleric; **Cost** 5,500 gp

ROBE, MONK'S

Aura Moderate transmutation; **CL** 10th
Slot robe; **Weight** 1 lb.; **Price** 13,000 gp

DESCRIPTION

This simple brown robe, when worn, confers great ability in unarmed combat. If the wearer has levels in monk, her AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the robe lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk (although she does not add her Wisdom bonus to her AC). This AC bonus functions just like the monk's AC bonus.

CONSTRUCTION

Requirements Craft Wondrous Item, *righteous might* or *transformation*; **Cost** 6,500 gp

TALISMAN OF TRANSFORMATION, BEAST SHAPE

Aura Strength school; **CL** 10th
Slot necklace; **Price** 1,500 gp (*beast shape I*), 2,800 gp (*beast shape II*), 4,500 gp (*beast shape III*), 6,600 gp (*beast shape IV*),

DESCRIPTION

This simple stone talisman is carved in the shape of a snarling beast. When activated, you can take on the form of any one

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MISSING MAGIC ITEMS

Nearly all of the magic items present in the 3.5 rules set are a part of the *Pathfinder Roleplaying Game*. Some, however, have been removed because they have been replaced by other items. These missing magic items include the following: *amulet of health*, *circlet of blasting*, *cloak of charisma*, *gloves of dexterity*, *headband of intellect*, *monk's belt*, *periapt of wisdom*, and *phylactery of turn undead*.

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animal or magical beast, depending on the power of the talisman, as per the *beast shape* spell. This transformation lasts for 10 minutes. The talisman crumbles to dust after one use.

CONSTRUCTION

Requirements Craft Wondrous Item, *greater polymorph*; **Cost** 750 gp (*beast shape I*), 1,400 gp (*beast shape II*), 2,250 gp (*beast shape III*), 3,300 gp (*beast shape IV*)

TALISMAN OF TRANSFORMATION, ELEMENTAL BODY

Aura Strength school; **CL** 10th
Slot necklace; **Price** 2,800 gp (*elemental body I*), 4,500 gp (*elemental body II*), 6,600 gp (*elemental body III*), 9,100 gp (*elemental body IV*)

DESCRIPTION

This smooth talisman is made from solid elemental material. When activated, you can take on the form of an elemental whose size and type depends on the power of the talisman, as per the *elemental body* spell. This transformation lasts for 10 minutes. The talisman crumbles to dust after one use.

CONSTRUCTION

Requirements Craft Wondrous Item, *greater polymorph*; **Cost** 1,400 gp (*elemental body I*), 2,250 gp (*elemental body II*), 3,300 gp (*elemental body III*), 4,550 gp (*elemental body IV*)

MAGIC ITEM CREATION

To create magic items, spellcasters use special feats. They invest time and money in an item's creation.

Note that all items have prerequisites in their descriptions. These prerequisites must be met for the item to be created. Most of the time, they take the form of spells that must be known by the item's creator (although access through another magic item or spellcaster is allowed).

While item creation costs are handled in detail below, note that normally the two primary factors are the caster level of the creator and the level of the spell or spells put into the item. A creator can create an item at a lower caster level than her own, but never lower than the minimum level needed to cast the needed spell. Using metamagic feats, a caster can place spells in items at a higher level than normal.

Magic supplies for items are always half of the base price in gp. For many items, the market price equals

Table 17-2: Estimating Magic Item Gold Piece Values

Effect	Base Price	Example
Ability bonus (enhancement)	Bonus squared x 1,000 gp	*Belt of Dexterity +2*
Armor bonus (enhancement)	Bonus squared x 1,000 gp	*+1 chainmail*
Bonus spell	Spell level squared x 1,000 gp	*Pearl of power*
AC bonus (deflection)	Bonus squared x 2,000 gp	*Ring of protection +3*
AC bonus (other)[1]	Bonus squared x 2,500 gp	*Ioun stone, dusty rose prism*
Natural armor bonus (enhancement)	Bonus squared x 2,000 gp	*Amulet of natural armor +1*
Save bonus (resistance)	Bonus squared x 1,000 gp	*Cloak of resistance +5*
Save bonus (other)[1]	Bonus squared x 2,000 gp	*Stone of good luck*
Skill bonus (competence)	Bonus squared x 100 gp	*Cloak of elvenkind*
Spell resistance	10,000 gp per point over SR 12; SR 13 minimum	*Mantle of spell resistance*
Weapon bonus (enhancement)	Bonus squared x 2,000 gp	*+1 longsword*
Spell Effect	**Base Price**	**Example**
Single use, spell completion	Spell level x caster level x 25 gp	*Scroll of haste*
Single use, use-activated	Spell level x caster level x 50 gp	*Potion of cure light wounds*
50 charges, spell trigger	Spell level x caster level x 750 gp	*Wand of fireball*
Command word	Spell level x caster level x 1,800 gp	*Cape of the mountebank*
Use-activated or continuous	Spell level x caster level x 2,000 gp[2]	*Lantern of revealing*
Special	**Base Price Adjustment**	**Example**
Charges per day	Divide by (5 divided by charges per day)	*Boots of teleportation*
Uncustomary space limitation[3]	Multiply entire cost by 1.5	*Helm of teleportation*
No space limitation[4]	Multiply entire cost by 2	*Ioun stone*
Multiple different abilities	Multiply higher item cost by 2	*Helm of brilliance*
Charged (50 charges)	1/2 unlimited use base price	*Ring of the ram*
Component	**Extra Cost**	**Example**
Armor, shield, or weapon	Add cost of masterwork item	*+1 composite longbow*
Spell has material component cost	Add directly into price of item per charge[5]	*Wand of stoneskin*

Spell Level: A 0-level spell is half the value of a 1st-level spell for determining price.

1 Such as a luck, insight, sacred, or profane bonus.

2 If a continuous item has an effect based on a spell with a duration measured in rounds, multiply the cost by 4. If the duration of the spell is 1 minute/level, multiply the cost by 2, and if the duration is 10 minutes/level, multiply the cost by 1.5. If the spell has a 24-hour duration or greater, divide the cost in half.

3 See Body Slot Affinities.

4 An item that does not take up one of the spaces on a body costs double.

5 If item is continuous or unlimited, not charged, determine cost as if it had 100 charges. If it has some daily limit, determine as if it had 50 charges.

the base price. Armor, shields, weapons, and items with a value independent of their magically enhanced properties add their item cost to the market price. The item cost does not influence the base price (which determines the cost of magic supplies), but it does increase the final market price.

In addition, some items cast or replicate spells with costly material components. For these items, the market price equals the base price plus an extra price for the spell component costs. The cost to create these items is the magic supplies cost plus the costs for the components. Descriptions of these items include an entry that gives the total cost of creating the item.

The creator also needs a fairly quiet, comfortable, and well-lit place in which to work. Any place suitable for preparing spells is suitable for making items. Creating an item requires eight hours of work per 1,000 gp in the item's base price (or fraction thereof), with a minimum of at least eight hours. Potions and scrolls are an exception to this rule; they can take as little as two hours to create (if their base price is 250 gp or less). Scrolls and potions whose base price is more than 250 gp, but less than 1,000 gp, take eight hours to create, just like any other magic item. The character must spend the gold at the beginning of the construction process. Regardless of the time needed for construction, a caster can create no more than one magic item per day.

The caster can work for up to eight hours each day. He cannot rush the process by working longer each day, but the days need not be consecutive, and the caster can use the rest of his time as he sees fit. If the caster is out adventuring, he can devote four hours each day to item creation, although he only nets 2 hours worth of work. This time is not spent in one continuous period, but rather during lunch, morning preparation, and during watches at night. If time is dedicated to creation, it must be spent in four-hour blocks of uninterrupted time. This work is generally done in a controlled environment, where distractions are at a minimum, such as a laboratory or shrine. Work that is performed in a distracting or dangerous environment nets only half the amount of progress (just as with the adventuring caster).

A character can work on only one item at a time. If a character starts work on a new item, all materials used on the under-construction item are wasted.

The secrets of creating artifacts are long lost.

Magic Item Gold Piece Values

Many factors must be considered when determining the price of new magic items. The easiest way to come up with a price is to match the new item to an item that is already priced, using that price as a guide. Otherwise, use the guidelines summarized on Table 17–2.

Multiple Similar Abilities: For items with multiple similar abilities that don't take up space on a character's body, use the following formula: Calculate the price of the single most costly ability, then add 75% of the value of the next most costly ability, plus one-half the value of any other abilities.

Multiple Different Abilities: Abilities such as an attack roll bonus or saving throw bonus and a spell-like function are not similar, and their values are simply added together to determine the cost. For items that do take up a space on a character's body each additional power not only has no discount but instead has a 50% increase in price.

0-Level Spells: When multiplying spell levels to determine value, 0-level spells should be treated as 1/2 level.

Other Considerations: Once you have a cost figure, reduce that number if either of the following conditions applies:

Item Requires Skill to Use: Some items require a specific skill to get them to function. This factor should reduce the cost about 10%.

Item Requires Specific Class or Alignment to Use: Even more restrictive than requiring a skill, this limitation cuts the cost by 30%.

Prices presented in the magic item descriptions (the gold piece value following the item's caster level) are the market value, which is generally twice what it costs the creator to make the item.

Since different classes get access to certain spells at different levels, the prices for two characters to make the same item might actually be different. An item is only worth two times what the caster of lowest possible level can make it for. Calculate the market price based on the lowest possible level caster, no matter who makes the item.

Not all items adhere to these formulas directly. The reasons for this are several. First and foremost, these few formulas aren't enough to truly gauge the exact differences between items. The price of a magic item may be modified based on its actual worth. The formulas only provide a starting point. The pricing of scrolls assumes that, whenever possible, a wizard or cleric created it. Potions and wands follow the formulas exactly. Staffs follow the formulas closely, and other items require at least some judgment calls.

Creating Magic Armor

To create magic armor, a character needs a heat source and some iron, wood, or leatherworking tools. He also needs a supply of materials, the most obvious being the armor or the pieces of the armor to be assembled. Armor to be made into magic armor must be masterwork armor, and the masterwork cost is added to the base price to determine final market value. Additional magic supplies costs for the materials are subsumed in the cost for creating the magic armor—half the base price of the item.

Creating magic armor has a special prerequisite: The creator's caster level must be at least three times the enhancement bonus of the armor. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met. Magic armor or a magic shield must have at least a +1 enhancement bonus to have any armor or shield special abilities.

If spells are involved in the prerequisites for making the armor, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) and must provide any material components or focuses the spells require. The act of working on the armor triggers the prepared spells, making them unavailable for casting during each day of the armor's creation. (That is, those spell slots are expended from the caster's currently prepared spells, just as if they had been cast.)

Creating some armor may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting magic armor requires one day for each 1,000 gp value of the base price.

Item Creation Feat Required: Craft Magic Arms and Armor.

Creating Magic Weapons

To create a magic weapon, a character needs a heat source and some iron, wood, or leatherworking tools. She also needs a supply of materials, the most obvious being the weapon or the pieces of the weapon to be assembled. Only a masterwork weapon can become a magic weapon, and the masterwork cost is added to the total cost to determine final market value. Additional magic supplies costs for the materials are subsumed in the cost for creating the magic weapon—half the base price of the item based upon the item's total effective bonus.

Creating a magic weapon has a special prerequisite: The creator's caster level must be at least three times the enhancement bonus of the weapon. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met. A magic weapon must have at least a +1 enhancement bonus to have any melee or ranged special weapon abilities.

If spells are involved in the prerequisites for making the weapon, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) but need not provide any material components or focuses the spells require. The act of working on the weapon triggers the prepared spells, making them unavailable for casting during each day of the weapon's creation. (That is, those spell slots are expended from the caster's currently prepared spells, just as if they had been cast.)

At the time of creation, the creator must decide if the weapon glows or not as a side-effect of the magic imbued within it. This decision does not affect the price or the creation time, but once the item is finished, the decision is binding.

Creating magic double-headed weapons is treated as creating two weapons when determining cost, time, and special abilities.

Creating some weapons may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting a magic weapon requires one day for each 1,000 gp value of the base price.

Item Creation Feat Required: Craft Magic Arms and Armor.

Creating Potions

The creator of a potion needs a level working surface and at least a few containers in which to mix liquids, as well as a source of heat to boil the brew. In addition, he needs ingredients. The costs for materials and ingredients are subsumed in the cost for brewing the potion—25 gp x the level of the spell x the level of the caster.

All ingredients and materials used to brew a potion must be fresh and unused. The character must pay the full cost for brewing each potion. (Economies of scale do not apply.)

The imbiber of the potion is both the caster and the target. Spells with a range of personal cannot be made into potions.

The creator must have prepared the spell to be placed in the potion (or must know the spell, in the case of a sorcerer or bard) and must provide any material component or focus the spell requires.

Material components are consumed when he begins working, but a focus is not. (A focus used in brewing a potion can be reused.) The act of brewing triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells. (That is, that spell slot is expended from the caster's currently prepared spells, just as if it had been cast.) Brewing a potion requires one day.

Item Creation Feat Required: Brew Potion.

Potion Base Prices (By Brewer's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	25 gp	25 gp	25 gp	—
1st	50 gp	50 gp	100 gp	100 gp
2nd	300 gp	400 gp	400 gp	400 gp
3rd	750 gp	900 gp	1,050 gp	750 gp

* Caster level is half class level.

Prices assume that the potion was made at the minimum caster level. The cost to create a potion is half the base price.

Creating Rings

To create a magic ring, a character needs a heat source. He also needs a supply of materials, the most obvious being a ring or the pieces of the ring to be assembled. The cost for the materials is subsumed in the cost for creating the ring. Ring costs are difficult to determine. Refer to Table 17–2 and use the ring prices in the ring descriptions as a guideline. Creating a ring generally costs half the ring's market price.

Rings that duplicate spells with costly material components add in the value of 50 x the spell's component cost. Having a spell with a costly component as a prerequisite does not automatically incur this cost. The act of working on the ring triggers the prepared spells, making them unavailable for casting during each day of the ring's creation. (That is, those spell slots are expended from the caster's currently prepared spells, just as if they had been cast.)

Creating some rings may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Forging a ring requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Forge Ring.

Creating Rods

To create a magic rod, a character needs a supply of materials, the most obvious being a rod or the pieces of

the rod to be assembled. The cost for the materials is subsumed in the cost for creating the rod. Rod costs are difficult to determine. Refer to Table 17–2 and use the rod prices in the rod descriptions as a guideline. Creating a rod costs half the market value listed.

If spells are involved in the prerequisites for making the rod, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) but need not provide any material components or focuses the spells require. The act of working on the rod triggers the prepared spells, making them unavailable for casting during each day of the rod's creation. (That is, those spell slots are expended from the caster's currently prepared spells, just as if they had been cast.)

Creating some rods may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting a rod requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Rod.

Creating Scrolls

To create a scroll, a character needs a supply of choice writing materials, the cost of which is subsumed in the cost for scribing the scroll—12.5 gp x the level of the spell x the level of the caster.

All writing implements and materials used to scribe a scroll must be fresh and unused. A character must pay the full cost for scribing each spell scroll no matter how many times she previously has scribed the same spell.

The creator must have prepared the spell to be scribed (or must know the spell, in the case of a sorcerer or bard) and must provide any material component or focus the spell requires. A material component is consumed when she begins writing, but a focus is not. (A focus used in scribing a scroll can be reused.) The act of writing triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells. (That is, that spell slot is expended from the caster's currently prepared spells, just as if it had been cast.)

Scribing a scroll requires one day per each 1,000 gp of the base price.

Item Creation Feat Required: Scribe Scroll.

Scroll Base Prices (By Scriber's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	12 gp 5 sp	12 gp 5 sp	12 gp 5 sp	—
1st	25 gp	25 gp	50 gp	50 gp
2nd	150 gp	200 gp	200 gp	200 gp
3rd	375 gp	450 gp	525 gp	375 gp
4th	700 gp	800 gp	1,000 gp	700 gp
5th	1,125 gp	1,250 gp	1,625 gp	—
6th	1,650 gp	1,800 gp	2,400 gp	—
7th	2,275 gp	2,450 gp	—	—
8th	3,000 gp	3,200 gp	—	—
9th	3,825 gp	4,050 gp	—	—

* Caster level is half class level.

Prices assume that the scroll was made at the minimum caster level. The cost to create a scroll is half the base price.

Creating Staves

To create a magic staff, a character needs a supply of materials, the most obvious being a staff or the pieces of the staff to be assembled.

The cost for the materials is subsumed in the cost for creating the staff—400 gp x the level of the highest-level spell x the level of the caster, plus 75% of the value of the next most costly ability (300 gp x the level of the spell x the level of the caster), plus one-half of the value of any other abilities (200 gp x the level of the spell x the level of the caster). Staves are always fully charged (10 charges) when created.

If desired, a spell can be placed into the staff at less than the normal cost, but then activating that particular spell drains additional charges from the staff. Divide the cost of the spell by the number of charges it consumes to determine its final price. Note that this does not change the order in which the spells are priced (the highest level spell is still priced first, even if it requires more than one charge to activate). The caster level of all spells in a staff must be the same, and no staff can have a caster level of less than 8th, even if all the spells in the staff are low-level spells.

The creator must have prepared the spells to be stored (or must know the spell, in the case of a sorcerer or bard) and must provide any focus the spells require as well as material component costs sufficient to activate the spell 50 times (divided by the number of charges one use of the spell expends). Material components are consumed when he begins working, but focuses are not. (A focus used in creating a staff can be reused.) The act of working on the staff triggers the prepared spells, making them unavailable for casting during each day of the staff's creation. (That is, those spell slots are expended from the caster's currently prepared spells, just as if they had been cast.)

Creating a few staves may entail other prerequisites beyond spellcasting. See the individual descriptions for details.

Crafting a staff requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Staff.

Creating Wands

To create a magic wand, a character needs a small supply of materials, the most obvious being a baton or the pieces of the wand to be assembled. The cost for the materials is subsumed in the cost for creating the wand—375 gp x the

level of the spell x the level of the caster. Wands are always fully charged (50 charges) when created.

The creator must have prepared the spell to be stored (or must know the spell, in the case of a sorcerer or bard) and must provide any focuses the spell requires. Fifty of each needed material component are required (one for each charge). Material components are consumed when she begins working, but focuses are not. A focus used in creating a wand can be reused. The act of working on the wand triggers the prepared spell, making it unavailable for casting during each day devoted to the wand's creation. (That is, that spell slot is expended from the caster's currently prepared spells, just as if it had been cast.)

Crafting a wand requires one day per each 1,000 gp of the base price.

Item Creation Feat Required: Craft Wand.

Wand Base Prices (By Crafter's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	375 gp	375 gp	375 gp	—
1st	750 gp	750 gp	1,500 gp	1,500 gp
2nd	4,500 gp	6,000 gp	6,000 gp	6,000 gp
3rd	11,250 gp	13,500 gp	15,750 gp	11,250 gp
4th	21,000 gp	24,000 gp	30,000 gp	21,000 gp

* Caster level is half class level.

Prices assume that the wand was made at the minimum caster level. The cost to create a wand is half the base price.

Creating Wondrous Items

To create a wondrous item, a character usually needs some sort of equipment or tools to work on the item. She also needs a supply of materials, the most obvious being the item itself or the pieces of the item to be assembled. The cost for the materials is subsumed in the cost for creating the item. Wondrous item costs are difficult to determine. Refer to Table 17–2 and use the item prices in the item descriptions as a guideline. Creating an item costs half the market value listed.

If spells are involved in the prerequisites for making the item, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) but need not provide any material components or focuses the spells require. The act of working on the item triggers the prepared spells, making them unavailable for casting during each day of the item's creation. (That is, those spell slots are expended from the caster's currently prepared spells, just as if they had been cast.)

Creating some items may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting a wondrous item requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Wondrous Item.

Adding New Abilities

A creator can add new magical abilities to a magic item with no restrictions. The cost to do this is the same as if the item was not magical. Thus, a *+1 longsword* can be made into a *+2 vorpal longsword,* with the cost to create it being equal to that of a *+2 vorpal sword* minus the cost of a *+1 longsword.*

If the item is one that occupies a specific place on a character's body the cost of adding any additional ability to that item increases by 50%. For example, if a character adds the power to confer invisibility to her *ring of protection +2,* the cost of adding this ability is the same as for creating a *ring of invisibility* multiplied by 1.5.

Body Slot Affinities

Each location on the body, or body slot, has one or more affinities: a word or phrase that describes the general function or nature of magic items designed for that body slot. Body slot affinities are deliberately broad, abstract categorizations, because a hard-and-fast rule can't cover the great variety among wondrous items.

You can use the affinities in the list below to guide your decisions on which magic items should be allowed in which body slots. And when you design your own magic items, the affinities give you some guidance for what form a particular item should take.

Some body slots have different affinities for different specific items.

Wondrous items that don't match the affinity for a particular body slot should cost 50% more than wondrous items that match the affinity.

Body Slot	Affinity
Headband	Mental improvement
Crown, hat, helmet	Interaction, ranged attacks
Phylactery	Morale, alignment
Eye lenses, goggles	Vision
Cloak, cape, mantle	Transformation, protection
Amulet, brooch, medallion, necklace, periapt, scarab	Protection, discernment
Robe	Multiple effects
Shirt	Physical improvement
Vest, vestment	Class ability improvement
Bracers	Combat
Bracelets	Allies
Gloves	Quickness
Gauntlets	Destructive power
Belt	Physical improvement
Boots	Movement

GLOSSARY

This chapter contains rules concerning special abilities and general conditions. While some of these rules are in addition to those found in the 3.5 rules set, others replace existing rules.

SPECIAL ABILITIES

The following special abilities include rules commonly used by a number of creatures, spells, and traps.

Ability Bonuses

Some spells and abilities increase your ability scores. Ability score increases whose duration is one day or less give only temporary bonuses. For every two points of increase to a single ability, apply a +1 bonus to the skills and statistics listed with the relevant ability.

Strength: Increases to your Strength score give you a bonus on Strength-based skill checks, melee attack rolls, and weapon damage rolls (if they rely on Strength). The bonus also applies to your combat maneuver bonus.

Dexterity: Increases to your Dexterity score give you a bonus on Dexterity-based skill checks, ranged attack rolls, initiative checks, and Reflex saving throws. The bonus also applies to your armor class.

Constitution: Increases to your Constitution score give you a bonus on your Fortitude saving throws. In addition, multiply your total Hit Dice by this bonus and add that amount to your current and total hit points. When the bonus ends, remove this total from your current and total hit points.

Intelligence: Increases to your Intelligence score give you a bonus on Intelligence-based skill checks. This bonus also applies to any spell DCs based on Intelligence.

Wisdom: Increases to your Wisdom score give you a bonus on Wisdom-based skill checks and Will saving throws. This bonus also applies to any spell DCs based off Wisdom.

Charisma: Increases to your Charisma score give you a bonus on Charisma-based skill checks. This bonus also applies to any spell DCs based on Charisma.

Ability bonuses with a duration greater than one day actually increase the relevant ability score after 24 hours. Modify all skills and statistics related to that ability. This might cause you to gain skill points, hit points, and other bonuses. These bonuses should be noted separately in case they are removed.

Ability Damage and Ability Drain

Diseases, poisons, spells, and other abilities can all deal damage directly to your ability scores. This damage does not actually reduce your ability, but it does apply a penalty to many of the skills and statistics that are based on that ability.

For every two points of damage you take to a single ability, apply a −1 penalty to skills and statistics listed with the relevant ability. If the amount of ability damage you have taken equals or exceeds your ability score, you immediately fall unconscious until the damage is less than your ability score. The only exception to this is your Constitution score. If the damage to your Constitution is equal to or greater than your Constitution score, you die. Unless otherwise noted, damage to your ability scores is healed at the rate of 1 per day to each ability score that has been damaged.

Some spells and abilities cause you to take an ability penalty for a limited amount of time. While in effect, these penalties function just like ability damage, but they cannot cause you to fall unconscious or die. In effect, penalties cannot decrease your ability score to less than one.

Strength: Damage to your Strength score causes you to take penalties on Strength-based skill checks, melee attack rolls, and weapon damage rolls (if they rely on Strength). The penalty also applies to your combat maneuver bonus.

Dexterity: Damage to your Dexterity score causes you to take penalties on Dexterity-based skill checks, ranged attack rolls, initiative checks, and Reflex saving throws. The penalty also applies to your armor class.

Constitution: Damage to your Constitution score causes you to take penalties on your Fortitude saving throws. In addition, multiply your total Hit Dice by this penalty and subtract that amount from your current and total hit points.

Intelligence: Damage to your Intelligence score causes you to take penalties on Intelligence-based skill checks. This penalty also applies to any spell DCs based off Intelligence.

Wisdom: Damage to your Wisdom score causes you to take penalties on Wisdom-based skill checks and Will saving throws. This penalty also applies to any spell DCs based off Wisdom.

Charisma: Damage to your Charisma score causes you to take penalties on Charisma-based skill checks. This penalty also applies to any spell DCs based off Charisma.

Ability drain actually reduces the relevant ability score. Modify all skills and statistics related to that ability. This might cause you to lose skill points, hit points, and other bonuses. Ability drain can be healed through the use of spells such as *restoration.*

Afflictions

From curses to poisons to diseases, there are a number of afflictions that can affect a creature. While each of these afflictions has a different effect, they all function using the same basic system. All afflictions grant a saving throw when they are contracted. If successful, the creature does

not suffer from the affliction and does not need to make any further rolls. If the saving throw is a failure, the creature falls victim to the affliction and must deal with its effects.

Afflictions require a creature to make a saving throw after a period of time to avoid taking certain penalties. With most afflictions, if a number of saving throws are made consecutively, the affliction is removed and no further saves are necessary. Some afflictions, usually supernatural ones, cannot be cured through saving throws alone and require the aid of powerful magic to remove. Each affliction is presented as a short block of information to help you better adjudicate its results.

Name: This is the name of the affliction.

Level: Afflictions have a level that denotes what level of adventurers might face such a challenge. Overcoming afflictions does not result in experience points, although defeating the trap or creature that caused them awards experience points as normal. The affliction's level is followed by its type, such as curse, disease, or poison, and the means by which it is contracted.

Save: This gives the type of save necessary to avoid contracting the affliction as well as the DC of that save. Unless otherwise noted, this is also the save to avoid the affliction's effects once it is contracted. This is also the DC of any caster level checks needed to end the affliction through magic, such as *remove curse* or *neutralize poison*.

Frequency: This is how often the save must be made after the affliction has been contracted. If the affliction is not ongoing, the frequency also notes how many times the affliction causes the creature to make a saving throw. After these saves have been rolled, the affliction is cured, regardless of how many saves were successful. This is called a limited frequency and the number is noted as "(x)", directly after the frequency.

Some afflictions have a variable amount of time before they set in, such as diseases. While the creature must make an initial save to avoid contracting the affliction, additional saves and the effects of failing a save do not take place until after a variable incubation time. When an affliction has such an incubation time, it is noted by a variable period of time, followed by a "/" and the normal frequency.

Effect: This is the effect that the character suffers if he fails his saving throw against the affliction. Most afflictions cause ability damage or hit point damage. These effects are cumulative, but they can be cured normally. Other afflictions cause the creature to take penalties or other effects. These effects are sometimes cumulative, with the rest only affecting the creature if it failed its most recent save. Some afflictions have different effects after the first save is failed. These afflictions have an initial effect, which occurs when the first save is failed, and a secondary effect, when additional saves are failed (separated by a "/").

Cure: This tells you how the affliction is cured. Commonly, this is a number of saving throws that must be made consecutively. If the affliction has a limited frequency, it still might be cured prematurely if enough saving throws are made. Some afflictions cannot be cured through saving throws and can only be cured through powerful spells, such as *neutralize poison* and *remove curse*. These are denoted by a "—".

CURSES

Careless rogues plundering a tomb, drunken heroes insulting a powerful wizard, and foolhardy adventurers who pick up ancient swords all might suffer from curses. These magic afflictions can have a wide variety of effects, from a simple penalty to most checks to transforming the victim into a toad. Some even cause the afflicted to slowly rot away, leaving nothing behind but dust. Unlike other afflictions, most curses cannot be cured through a number of successful saving throws. Curses can be cured through magic, however, usually via spells such as *remove curse* and *break enchantment*. While some cause a progressive deterioration, others inflict a static penalty from the moment they are contracted, neither fading over time nor growing worse.

The following samples present just some of the possibilities when creating curses.

ARMOR OF RAGE CURSE
Level 7 curse, cursed item; **Save** Will DC 16

EFFECTS
Frequency whenever the target is injured; **Effect** target flies into a rage, taking a –2 penalty to AC (but gaining no benefits) and attacking the nearest creature (friend or foe) for 1d4 rounds; **Cure** —

BALEFUL POLYMORPH SPELL
Level 9 curse, spell; **Save** Fortitude DC 17 negates, Will DC 17 partial

EFFECTS
Frequency —; **Effect** transformed target into a lizard; **Cure** —

BESTOW CURSE TRAP
Level 5 curse, trap; **Save** Will DC 14

EFFECTS
Frequency —; **Effect** –6 penalty to Strength; **Cure** —

CURSE OF THE AGES TRAP
Level 9 curse, trap; **Save** Will DC 17

EFFECTS
Frequency 1 day; **Effect** age 1 year; **Cure** —

MUMMY ROT
Level 5 curse, disease, injury; **Save** Fortitude DC 16

EFFECTS
Frequency 1 min/1 day; **Effect** 1d6 Con damage and 1d6 Cha damage; **Cure** mummy rot can only be cured by successfully casting both *remove curse* and *remove disease* within 1 minute of each other.

WEREWOLF LYCANTHROPY
Level 3 curse, injury; **Save** Fortitude DC 15 negates, Will DC 15 to avoid effects

EFFECTS
Frequency on the night of every full moon or whenever the target is injured; **Effect** target transforms into a wolf under the GM's control until the next morning; **Cure** —

DISEASES

From a widespread plague to the bite of a dire rat, disease is a serious threat to common folk and adventurers alike. Diseases almost never have a limited frequency, and some have a variable amount of time before they begin to take effect, known as the incubation period. Diseases only have the listed effect when a saving throw after the first is failed. Most diseases can be cured by a number of consecutive saving throws or by magic such as *remove disease*. Some diseases, such as mummy rot, also function as a curse.

The following samples represent just some of the possibilities when creating diseases.

BLINDING SICKNESS
Level 8 disease, ingested; **Save** Fortitude DC 16

EFFECTS
Frequency 1d3 days/1 day; **Effect** 1d4 Str damage, if more than 2 Str damage, target must make an additional Fort save or be permanently blinded; **Cure** 2 consecutive saves

CACKLE FEVER
Level 7 disease, inhaled; **Save** Fortitude DC 16

EFFECTS
Frequency 1 day; **Effect** 1d6 Wis damage; **Cure** 2 consecutive saves

DEMON FEVER
Level 9 disease, injury; **Save** Fortitude DC 18

EFFECTS
Frequency 1 day; **Effect** 1d6 Con damage, target must make a second Fort save or 1 point of the damage is drain instead; **Cure** 2 consecutive saves

DEVIL CHILLS
Level 5 disease, injury; **Save** Fortitude DC 14

EFFECTS
Frequency 1d4 days/1 day; **Effect** 1d4 Str damage; **Cure** 3 consecutive saves

FILTH FEVER

Level 2 disease, injury; **Save** Fortitude DC 12

EFFECTS

Frequency 1d3 days/1 day; **Effect** 1d3 Dex damage and 1d3 Con damage; **Cure** 2 consecutive saves

MINDFIRE

Level 1 disease, inhaled; **Save** Fortitude DC 12

EFFECTS

Frequency 1 day; **Effect** 1d4 Int damage; **Cure** 2 consecutive saves

RED ACHE

Level 6 disease, injury; **Save** Fortitude DC 15

EFFECTS

Frequency 1d3 days/1 day; **Effect** 1d6 Str damage; **Cure** 2 consecutive saves

SHAKES

Level 4 disease, contact; **Save** Fortitude DC 13

EFFECTS

Frequency 1 day; **Effect** 1d8 Dex damage; **Cure** 2 consecutive saves

SLIMY DOOM

Level 7 disease, contact; **Save** Fortitude DC 14

EFFECTS

Frequency 1 day; **Effect** 1d4 Con damage, target must make a second Fort save or 1 point of the damage is drain instead; **Cure** 2 consecutive saves

POISON

No other affliction is so prevalent as poison. From the fangs of a viper to the assassin's blade, poison is a constant threat. Unless otherwise noted, poisons have a limited frequency of 1 minute with only one additional save required. In addition, many poisons have different initial and secondary effects. Poisons can be cured by successful saving throws and spells such as *neutralize poison*.

The following samples represent just some of the possibilities when creating poisons.

ARSENIC

Level 4 poison, ingested; **Save** Fortitude DC 13

EFFECTS

Frequency 1 round (5); **Effect** 1 Con damage; **Cure** 1 save

BLACK ADDER VENOM

Level 3 poison, injury; **Save** Fortitude DC 11

EFFECTS

Frequency 1 round (6); **Effect** 1 Con damage; **Cure** 1 save

BLACK LOTUS EXTRACT

Level 14 poison, contact; **Save** Fortitude DC 20

EFFECTS

Frequency 1 round (7); **Effect** 3 Con damage; **Cure** 1 save

BLOODROOT

Level 8 poison, injury; **Save** Fortitude DC 12

EFFECTS

Frequency 1 round (3); **Effect** 1 Con damage and 1 Wis damage; **Cure** 1 save

BLUE WHINNIS

Level 5 poison, injury; **Save** Fortitude DC 14

EFFECTS

Frequency 1 round (2); **Effect** 1 Con damage/unconsciousness for 1d3 hours; **Cure** 1 save

BURNT OTHUR FUMES

Level 8 poison, inhaled; **Save** Fortitude DC 18

EFFECTS

Frequency 1 round (4); **Effect** 1 Con drain/3 Con damage; **Cure** 1 save

DARK REAVER POWDER

Level 7 poison, ingested; **Save** Fortitude DC 18

EFFECTS

Frequency 1 round (5); **Effect** 2 Con damage/1 Con damage and 1 Str damage; **Cure** 1 save

DEATHBLADE

Level 8 poison, injury; **Save** Fortitude DC 20

EFFECTS

Frequency 1 round (5); **Effect** 2 Con damage; **Cure** 1 save

DRAGON BILE

Level 9 poison, contact; **Save** Fortitude DC 26

EFFECTS

Frequency 1 round (3); **Effect** 3 Str damage; **Cure** 1 save

DROW POISON

Level 3 poison, injury; **Save** Fortitude DC 13

EFFECTS

Frequency 1 minute (1); **Effect** unconsciousness for 1 minute/ unconsciousness for 2d4 hours; **Cure** 1 save

GIANT WASP POISON

Level 4 poison, injury; **Save** Fortitude DC 18

EFFECTS

Frequency 1 round (4); **Effect** 1 Dex damage; **Cure** 1 save

GREENBLOOD OIL
Level 2 poison, injury; **Save** Fortitude DC 13

EFFECTS
Frequency 1 round (2); **Effect** 1 Con damage; **Cure** 1 save

ID MOSS
Level 5 poison, ingested; **Save** Fortitude DC 14

EFFECTS
Frequency 1 round (5); **Effect** 2 Int damage; **Cure** 1 save

INSANITY MIST
Level 5 poison, inhaled; **Save** Fortitude DC 15

EFFECTS
Frequency 1 round (5); **Effect** 2 Wis damage; **Cure** 1 save

KING'S SLEEP
Level 12 poison, ingested; **Save** Fortitude DC 19

EFFECTS
Frequency 1 day; **Effect** 1 Con drain; **Cure** 2 consecutive saves

LARGE SCORPION VENOM
Level 4 poison, injury; **Save** Fortitude DC 18

EFFECTS
Frequency 1 round (4); **Effect** 1 Str damage; **Cure** 1 save

LICH DUST
Level 6 poison, ingested; **Save** Fortitude DC 17

EFFECTS
Frequency 1 round (5); **Effect** 2 Str damage; **Cure** 1 save

MALYASS ROOT PASTE
Level 4 poison, contact; **Save** Fortitude DC 16

EFFECTS
Frequency 1 round (6); **Effect** 1 Dex damage; **Cure** 1 save

MEDIUM SPIDER VENOM
Level 2 poison, injury; **Save** Fortitude DC 14

EFFECTS
Frequency 1 round (3); **Effect** 1 Str damage; **Cure** 1 save

NIGHTMARE VAPOR
Level 11 poison, inhaled; **Save** Fortitude DC 20

EFFECTS
Frequency 1 round (5); **Effect** 1 Wis damage and 1 Wis drain; **Cure** 2 consecutive saves

NITHARIT
Level 6 poison, contact; **Save** Fortitude DC 13

EFFECTS
Frequency 1 round (6); **Effect** 0/2 Con damage; **Cure** 1 save

OIL OF TAGGIT
Level 6 poison, ingested; **Save** Fortitude DC 15

EFFECTS
Frequency 1 minute (1); **Effect** 0/unconsciousness for 1d3 hours; **Cure** 1 save

PURPLE WORM POISON
Level 8 poison, injury; **Save** Fortitude DC 24

EFFECTS
Frequency 1 round (5); **Effect** 2 Str damage; **Cure** 1 save

SASSONE LEAF RESIDUE
Level 4 poison, contact; **Save** Fortitude DC 16

EFFECTS
Frequency 1 round (4); **Effect** 1d6 hit points; **Cure** 1 save

SHADOW ESSENCE
Level 6 poison, inhaled; **Save** Fortitude DC 17

EFFECTS
Frequency 1 round (7); **Effect** 1 Str drain/1 Str damage; **Cure** 1 save

SMALL CENTIPEDE POISON
Level 1 poison, injury; **Save** Fortitude DC 11

EFFECTS
Frequency 1 round (2); **Effect** 1 Dex damage; **Cure** 1 save

STRIPED TOADSTOOL
Level 5 poison, ingested; **Save** Fortitude DC 11

EFFECTS
Frequency 1 round (5); **Effect** 1 Wis damage/2 Wis damage plus 1 Int damage; **Cure** 1 save

TEARS OF DEATH
Level 17 poison, contact; **Save** Fortitude DC 22

EFFECTS
Frequency 1 minute (5); **Effect** 1d6 Con damage; **Cure** —

TERINAV ROOT
Level 6 poison, contact; **Save** Fortitude DC 16

EFFECTS
Frequency 1 round (5); **Effect** 2 Dex damage; **Cure** 1 save

UNGOL DUST
Level 6 poison, inhaled; **Save** Fortitude DC 15

EFFECTS
Frequency 1 round (3); **Effect** 1 Cha damage/1 Con damage and 1 Cha drain; **Cure** 1 save

WYVERN POISON
Level 9 poison, injury; **Save** Fortitude DC 17

EFFECTS

Frequency 1 round (7); **Effect** 2 Con damage; **Cure** 1 save

DAMAGE REDUCTION

Some magic creatures have the supernatural ability to instantly heal damage from weapons or to ignore blows altogether as though they were invulnerable.

The numerical part of a creature's damage reduction (or DR) is the amount of hit points the creature ignores from normal attacks. Usually, a certain type of weapon can overcome this reduction (see Overcoming DR). This information is separated from the damage reduction number by a slash.

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison, a monk's stunning, and injury type disease. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.

Attacks that deal no damage because of the target's damage reduction do not disrupt spells.

Spells, spell-like abilities, and energy attacks (even nonmagical fire) ignore damage reduction.

Sometimes damage reduction is instant healing. Sometimes damage reduction represents the creature's tough hide or body. In either case, characters can see that conventional attacks don't work.

If a creature has damage reduction from more than one source, the two forms of damage reduction do not stack. Instead, the creature gets the benefit of the best damage reduction in a given situation.

Overcoming DR: Damage reduction may be overcome by special materials, by magic weapons (any weapon with a +1 or higher enhancement bonus, not counting the enhancement from masterwork quality), certain types of weapons (such as slashing or bludgeoning), and weapons imbued with an alignment. If a dash follows the slash then the damage reduction is effective against any attack that does not ignore damage reduction.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Weapons with an enhancement bonus of +2 or greater can ignore some types of damage reduction, regardless of their actual material, damage type, or alignment. The following table shows what type of enhancement bonus is needed to overcome some common types of damage reduction.

DR Type	Weapon Enhancement Bonus Equivalent
bludgeoning/piercing/slashing	+2
cold iron/silver	+2
adamantine*	+3
alignment-based	+4

*note that this does not give the ability to ignore hardness, like an actual adamantine weapon does

Some weapons might meet both requisites for overcoming a creature's damage reduction. For example, a werewolf has DR 10/silver. While both a silver longsword and a +2 longsword can overcome its DR, a +2 silver longsword meets both requisites. Such weapons deal +2 points of damage on a successful hit against a creature's whose DR they overcome. This bonus does not apply against creature's with DR/magic.

Fear

Spells, magic items, and certain monsters can affect characters with fear. In most cases, the character makes a Will saving throw to resist this effect, and a failed roll means that the character is shaken, frightened, or panicked.

Shaken: Characters who are shaken take a −2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Frightened: Characters who are frightened are shaken, and in addition they flee from the source of their fear as quickly as they can. They can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as

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DESIGNER NOTES: LOSE A LEVEL

Few things are more disruptive to a game session than losing a level, be it from a monster or being raised from the dead. In the 3.5 rules set, this means "un-building" your character, trying to undo all of the choices you made the last time you gained a level. There is no simple way to do this and you often end up permanently behind the curve with the rest of the party. To address this problem we have taken the mechanics for a negative level, streamlined them a bit, and made them permanent in some cases. So, when you suffer an effect that would have caused you to lose a level, you instead take a permanent negative level. No more "un-building" your character and losing a bunch of abilities that allow you to keep up with the rest of the group. Now you just take some penalties until you get a *restoration* or similar spell cast on you. While this does take some of the bite out of losing a level, it speeds up play and lets you continue playing your character without a bunch of messy calculations.

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they want. However, if the duration of their fear continues, characters can be forced to flee again if the source of their fear presents itself again. Characters unable to flee can fight (though they are still shaken).

Panicked: Characters who are panicked are shaken, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Once they are out of sight (or hearing) of any source of danger, they can act as they want. Panicked characters cower if they are prevented from fleeing.

Becoming Even More Fearful: Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.

Negative Levels and Level Drain

Some spells and a number of undead creatures have the ability to bestow negative levels. These levels cause a character to take a number of penalties, but they never result in actual level loss.

For each negative level a creature has, it takes a cumulative –1 penalty on all ability checks, attack rolls, combat maneuver checks, saving throws, and skill checks. In addition, the creature reduces its current and total hit points by 5 for each negative level it possesses. The creature is also treated as one level lower for the purpose of level-dependent variables (such as spellcasting) for each negative level possessed. Spellcasters do not lose any prepared spells or slots as a result of negative levels. If a creature's negative levels equals or exceeds it total Hit Dice, it dies.

A creature with negative levels receives a new saving throw to remove the negative level each day. The DC of this save is the same as the effect that caused the negative levels.

Some abilities and spells (such as *raise dead*) bestow permanent level drain on a creature. These are treated just like negative levels but they do not allow a new save each day to remove them. Level drain can be removed through spells like *restoration*. These permanent negative levels remain after a dead creature is restored to life. A creature whose permanent negative levels equals its Hit Dice cannot be brought back to life through spells like *raise dead* and *resurrection* without also receiving a *restoration* spell, cast the round after it is restored to life.

CONDITIONS

Conditions represent a wide variety of effects and states that can be applied to creatures and objects. If more than one condition applies to a creature or object, apply them

all. If certain effects can't combine, apply the most severe effect.

Bleed

A creature that is taking bleed damage takes the listed amount of damage at the beginning of its turn. Bleeding can be stopped by a DC 15 heal check or through the application of any spell that cures hit point damage (even if the bleed is ability damage). Some bleed effects cause ability damage or even ability drain. Bleed effects do not stack with each other unless they deal different kinds of damage. When two or more bleed effects deal the same kind of damage, take the worse effect. In this case, ability drain is worse than ability damage.

Blind

The creature cannot see. It takes a –2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), and takes a –4 penalty on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and sight-based Perception checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Blind creatures must make a DC 10 Acrobatics skill check to move faster than half speed. Creatures that fail this check fall prone. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Broken

Items that have taken damage gain the broken condition, meaning they are less effective at their designated task. The broken condition has the following effects, depending upon the item.

–If the item is a weapon, any attacks made with the item suffer a –2 penalty on attack and damage rolls. Such weapons only score a critical hit on a natural 20 and only deal x2 damage.

–If the item is a suit of armor or a shield, the bonus it grants to AC is halved, rounding down. Broken armor doubles its armor check penalty on skills.

–If the item is a tool needed for a skill, any skill check made with the item takes a –2 penalty.

–If the item is a wand or staff, it uses up twice as many charges when used.

–If the item does not fit into any of these categories, the broken condition has no effect on its use. Items with the broken condition, regardless of type, are worth 75% of their normal value. If the item is magical, it can only be repaired with a *mending* or *make whole* spell cast by a character with a caster level equal to or higher than the items and then only if the spell eliminates all of the damage the object has taken. Non-magical items can be repaired in a similar

fashion, or through the Craft skill used to create it. Generally speaking, this requires a DC 20 Craft check and 1 hour of work per point of damage to be repaired. Most craftsmen charge 1/10 the item's total cost to repair such damage (more if the item is badly damaged).

Confused

A confused creature is mentally befuddled and cannot act normally. A confused creature cannot tell the difference between ally and foe, treating all other creatures as enemies. Allies wishing to cast a beneficial spell that requires a touch on a confused creature must succeed on a melee touch attack. If a confused creature is attacked, it attacks the creature that attacked it until that creature is dead or out of sight.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

d%	Behavior
01–25	Act normally.
26–50	Do nothing but babble incoherently.
51–75	Deal 1d8 points of damage + Str modifier to self with item in hand.
76–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Dying

A dying creature is unconscious and near death. Creatures that have negative hit points are dying. A dying creature can take no actions. At the end of each round (starting with the round in which the creature dropped below 0 hit points), the creature rolls d% to see whether it becomes stable. The creature has a 10% chance to become stable. If it does not, it loses 1 hit point. If a dying creature has an amount of negative hit points equal to its Constitution score (or –10, whichever is lower), it dies.

Grappled

A grappled creature is being restrained by another creature, trap, or effect. Grappled creatures cannot move and take a –4 penalty to their Dexterity. A grappled creature takes a –2 penalty on all attack rolls and combat maneuver checks, except those made to grapple or escape a grapple. In addition, grappled creatures can take no action that requires two hands to perform. A grappled character that attempts to cast a spell must make a Spellcraft check (DC 15 + the spell's level) or lose the spell. Grappled creatures cannot make attacks of opportunity.

Pinned

A pinned creature is tightly bound and can take few actions. A pinned creature cannot move and is flat-footed. A pinned character also takes an additional –4 penalty to his armor class. A pinned creature is limited in the actions that it can take. A pinned creature can always attempt to free itself, usually through a combat maneuver check or Escape Artist check. A pinned creature can take verbal and mental actions, but cannot cast any spells that require a somatic or material component. A pinned creature that attempts to cast a spell must make a Spellcraft check (DC 15 + the spell's level) or lose the spell. Pinned is a more severe version of grappled.

Staggered

A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take swift and immediate actions. A creature with nonlethal damage exactly equal to its current hit points gains the staggered condition.

Playtesting

We want your feedback. These rules are not yet finalized, and we're turning to you to help us polish them into the game you want to play. To help us accomplish this, we will be unveiling the *Pathfinder RPG* rules in a number of releases. This is the final Alpha release before the Beta, scheduled to be unveiled this August. Your playtesting and suggestions will help shape the Beta release and the eventual finished product.

SUBMITTING FEEDBACK

Once you've read through the rules and played a few games with them, go to paizo.com/pathfinderRPG. On the messageboards are forums for *Pathfinder RPG* playtesters. Use these forums to post your own feedback, read the feedback of others, and to talk to the *Pathfinder RPG* design team. When starting a thread, please list the rules in question and a page reference in the subject line of the thread. Take a good look through all of the threads first to see if there is already one in progress about the rule in question. As future playtest releases become available, new forums will be added to cover those releases.

General Discussion: This forum is for general comments about the *Pathfinder RPG* and discussing the system with other gamers. This is also where Paizo will post announcements about upcoming releases and opportunities to play the game. This is also the forum for posting playtest logs that include comments about numerous sections of this release.

Races and Classes: This forum is for posting specific observations, queries, and concerns about the races, classes, and ability scores presented in the current release of the *Pathfinder RPG*. This forum is for posting specific comments and questions about the rules that currently exist. If you have ideas for new rules, or a new way of doing things, that should go in New Rules forum.

Skills and Feats: This forum is for discussing the current skills and feats system. If you have ideas for new feats, they can be posted in this forum. New skill and feat systems should be posted in the New Rules forum.

Combat and Magic: This forum is where you can post comments about the combat options and magic rules presented in this release of the *Pathfinder RPG*. While new spells can go in this forum, entirely new spell systems and other ideas should go in the New Rules forum.

GM Toolbox: This forum is for the discussion of rules used by the GM. This includes the XP system, NPC rules, rules for afflictions and conditions, treasure guidelines, and rules for building encounters. As always, brand new rules and systems should be posted in the New Rules forum.

New Rules: You can post your ideas and suggestions for new rules to this forum. If you are thinking about a completely new way of handling an existing rule (or one of the rules newly presented in this release), you should post that idea in this forum. While much of the game is already in design, we will be monitoring this forum for good ideas and suggestions as we move forward.

Finally, the *Pathfinder RPG* design and development staff would like to thank you for participating. This is a big endeavor, and it would not be possible without your support. Thanks!

UPCOMING RELEASES

In August, we will post the Beta release of the *Pathfinder RPG*. Here is just a taste of what you can expect to see.

Complete Descriptions

All of the skills and feats you need to make your character.

Expanded Spells and Magic Items

Expect to find all of your favorites spells and magic items.

Complete Combat Rules

A complete look at the combat system, from initiative to critical hits.

Game Master Rules

Traps, environments, and a host of tools to make the GM's job even easier.

PATHFINDER™
Roleplaying Game

CHARACTER NAME		ALIGNMENT	PLAYER

CHARACTER LEVEL		CAMPAIGN	HOMELAND

RACE	DEITY	SIZE	GENDER	AGE	HEIGHT	WEIGHT	HAIR	EYES

Abilities

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	BONUS OR PENALTY	MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS — TOTAL — DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE MODIFIER = ___ TOTAL + ___ DEX MODIFIER + ___ MISC MODIFIER

AC ARMOR CLASS = 10 + ___ ARMOR BONUS + ___ SHIELD BONUS + ___ DEX MODIFIER + ___ SIZE MODIFIER + ___ NATURAL ARMOR + ___ DEFLECTION MODIFIER + ___ MISC MODIFIER — TOTAL

TOUCH ARMOR CLASS — **FLAT-FOOTED** ARMOR CLASS — MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE (CONSTITUTION)	=	+	+	+	+		
REFLEX (DEXTERITY)	=	+	+	+	+		
WILL (WISDOM)	=	+	+	+	+		

BASE ATTACK BONUS ___   **SPELL RESISTANCE** ___

CMB = ___ TOTAL + ___ BASE ATTACK BONUS + ___ STRENGTH MODIFIER + ___ SIZE MODIFIER — MODIFIERS

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

SPEED LAND — ___ FT. ___ SQ. BASE SPEED — ___ FT. ___ SQ. WITH ARMOR — TEMP MODIFIERS

___ FT. FLY — MANEUVERABILITY — ___ FT. SWIM — ___ FT. CLIMB — ___ FT. BURROW

SKILLS

SKILL NAMES	TOTAL BONUS		ABILITY MOD.		RANKS		MISC. MOD.
☐ Acrobatics	____	=Dex	____	+	____	+	____
☐ Appraise	____	=Int	____	+	____	+	____
☐ Bluff	____	=Cha	____	+	____	+	____
☐ Climb	____	=Str	____	+	____	+	____
☐ Craft _____	____	=Int	____	+	____	+	____
☐ Craft _____	____	=Int	____	+	____	+	____
☐ Craft _____	____	=Int	____	+	____	+	____
☐ Diplomacy	____	=Cha	____	+	____	+	____
☐ Disable Device	____	=Int	____	+	____	+	____
☐ Disguise	____	=Cha	____	+	____	+	____
☐ Escape Artist	____	=Dex	____	+	____	+	____
☐ Fly	____	=Dex	____	+	____	+	____
☐ Handle Animal	____	=Cha	____	+	____	+	____
☐ Heal	____	=Wis	____	+	____	+	____
☐ Intimidate	____	=Cha	____	+	____	+	____
☐ Knowledge (arcana)	____	=Int	____	+	____	+	____
☐ Knowledge (dungeoneering)	____	=Int	____	+	____	+	____
☐ Knowledge (engineering)	____	=Int	____	+	____	+	____
☐ Knowledge (geography)	____	=Int	____	+	____	+	____
☐ Knowledge (history)	____	=Int	____	+	____	+	____
☐ Knowledge (local)	____	=Int	____	+	____	+	____
☐ Knowledge (nature)	____	=Int	____	+	____	+	____
☐ Knowledge (nobility)	____	=Int	____	+	____	+	____
☐ Knowledge (planes)	____	=Int	____	+	____	+	____
☐ Knowledge (religion)	____	=Int	____	+	____	+	____
☐ Linguistics	____	=Int	____	+	____	+	____
☐ Perception	____	=Wis	____	+	____	+	____
☐ Perform _____	____	=Cha	____	+	____	+	____
☐ Profession _____	____	=Wis	____	+	____	+	____
☐ Profession _____	____	=Wis	____	+	____	+	____
☐ Profession _____	____	=Wis	____	+	____	+	____
☐ Ride	____	=Dex	____	+	____	+	____
☐ Sense Motive	____	=Wis	____	+	____	+	____
☐ Sleight of Hand	____	=Dex	____	+	____	+	____
☐ Spellcraft	____	=Dex	____	+	____	+	____
☐ Stealth	____	=Dex	____	+	____	+	____
☐ Survival	____	=Wis	____	+	____	+	____
☐ Swim	____	=Dex	____	+	____	+	____
☐ Use Magic Device	____	=Cha	____	+	____	+	____

CONDITIONAL MODIFIERS:

LANGUAGES

ARMOR CLASS GEAR

	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		0
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL

0 □□□□□□□□
1st □□□□□□□□
2nd □□□□□□□□
3rd □□□□□□□□
4th □□□□□□□□
5th □□□□□□□□
6th □□□□□□□□
7th □□□□□□□□
8th □□□□□□□□
9th □□□□□□□□

GEAR

ITEM	WT.

TOTAL WEIGHT

Light Load		Lift Over Head	
Medium Load		Lift off Ground	
Heavy Load		Drag or Push	

MONEY

CP
SP
GP
PP

FEATS

SPECIAL ABILITIES

EXPERIENCE POINTS | NEXT LEVEL