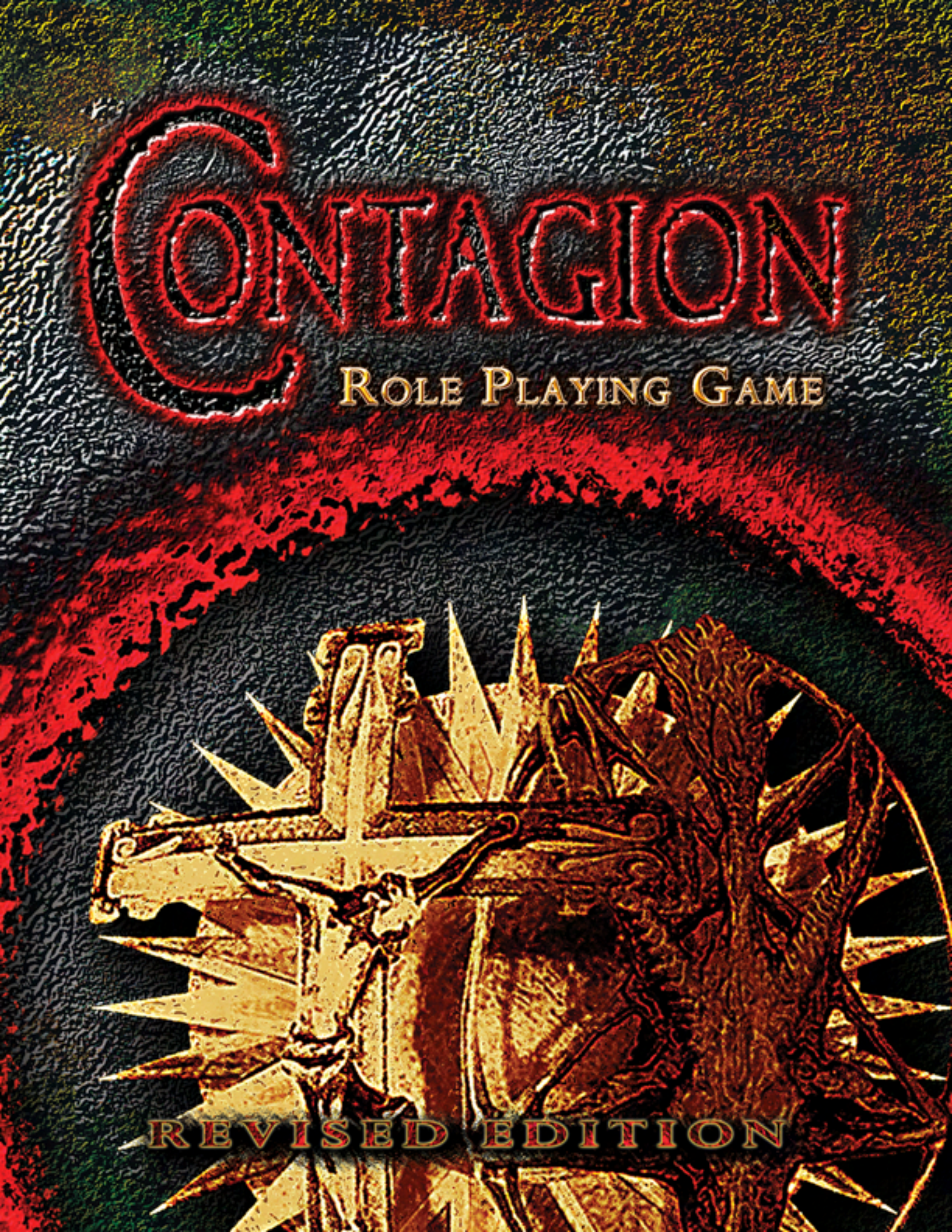
Contagion

Role Playing Game



REVISED EDITION

CONTAGION

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If you are too incompetent to figure that out, you should seek professional help immediately.
Our apologies to the vast majority of people to whom this message does not apply.

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THE GLOBAL NEWS
INQUISITOR

SECTION II VOLUME II

ARE END TIMES NIGH?

Armageddon has been whispered about for many generations. But is it finally here?

Last week in the Brazilian rain forest an angel visited a group of local natives. The villagers all say that the clouds parted to reveal an angel in a ray of sunshine. A visiting Catholic missionary says the villagers fell to their knees and praised God. The priest, Father Enrique Garcia, also witnessed the event.

Father Garcia has apparently witnessed many such events.

"A month ago in Paraguay, an image of the Virgin Mary appeared on a tortilla," claims Father Garcia. "Three weeks ago, two images of angels appeared in Mexico City, in a pool of sewage. After the holy sight faded, the pool was clean, clear, holy water. Two weeks ago, in Romania, Jesus appeared to three small children begging in the streets. Their parents had died the month before from a blood disease. Jesus appeared before the children and prayed with them for three days straight. On the third day, the halo of light surrounding Jesus grew to encompass the children. It grew so bright that none could look upon it. There was a flash, then it was gone and so was he. The children lay dead in the street, their souls on their way to the great kingdom of God."

When asked if these events heralded Armageddon, Father Garcia said, "If the end is nigh, my soul is ready. Is yours?"

Upon investigation one more celestial event was discovered. The Devil appeared to a congregation in Atlanta, Georgia three weeks ago. The Devil rose from the floor of the pulpit, and witnesses say they all bowed to it in supplication thinking it was

CONTINUED ON B5

The world of **Contagion** is frightening, yet familiar. To many people, the world is no different than our own. The laws are the same, the societies are the same, and the same tragedies and triumphs affect the average person. Of course, the average person is clueless about the true nature of the world around them.

A war as old as time rages in the shadows of the **Contagion** setting. The forces of Heaven and Hell vie for supremacy over the souls of man. Good and evil lash out at one another beneath a thin cover of secrecy and misdirection: a cover that becomes thinner and thinner as mankind advances technologically and the world becomes smaller. One day the War will spill into the public eye. Until that time comes, most people will remain ignorant to the dangers that surround them.

Heaven's forces in the War are great and holy. Angels defend the weak, empower the helpless, and stand against their wayward brethren. Slayers are chosen from the ignorant masses, their illusions shattered as they are called to service against the Adversary and his army. Faithful Clergy cast aside their own needs and desires to heal the broken world. Ministers, healers, and confessors to those in Heaven's service, these Clergy are bastions of stability in the often chaotic struggle.

Hell's army is large, versatile, and potent. Demons, still bitter about their fall from Paradise, seek to inflict their misery on every human soul on Earth. Vicious Hellspawn serve the demons, spreading sin, death, and pain to all they touch. These monsters are unique and individual, each more terrifying than the last. Infernalists willingly give their souls to the service of damnation in exchange for power. These traitors against humanity are vessels for the Adversary's will.

Still, not everyone chooses a side in the conflict. There are Hellspawn who refuse to serve their "masters." Instead, they attempt to eke out a life of their own, away from the War. Often they fail. Some Hellspawn even turn their backs on the mandates of Hell and cast their lot with the divine.

Magi, wizards, and students of the occult dabble with the powers of the universe itself, often to serve their own ends. While an Infernalist may barter his soul for power, these students of the occult seize the power for themselves and often bend knee to no force save their own will.

Strangely enough, the true wild cards in the War are average people who stumble upon it. Most people initially choose no side upon discovering the truth. It is very difficult for the average man or woman to accept that a very real War is transpiring between the divine and the damned. Once this acceptance is found, a person is left with the choice to pick a side or walk away. More and more people are choosing to become involved on both sides. These men and women could be the deciding factor in the War.

A BRIEF HISTORY OF THE WORLD

In the beginning…

There was nothing. Then God said "Let there be light…" Divinity wrestled form from nothingness. The specifics of what happened, who was involved, and how long the whole process took are lost to history. Most people in the world of **Contagion** believe that the world was created by either divine mandate or an accident of science, much as it is in the real world…

B.C.

In the era before the birth of Christ (called B.C. or B.C.E., depending on whom you consult) things were very different. Magic, faith, and superstition ruled the lives of the people. Innumerable gods were worshipped by untold numbers of clans, societies and tribes. Science was little more than witchery to most people, and any who questioned the wisdom of the status quo were dealt with quite harshly. Rulers came and went, empires rose and fell, but by modern standards most of these civilizations were barbaric to say the least.

Hellspawn, monstrous minions of evil, flourished in those days. The kingdom of Earth was rife with sin and heresy. Legends arose surrounding these twisted monsters, many of which persist even to this day. These creatures often ruled openly, terrorizing the people and demanding their worship. Many deities of yore were nothing more than Hellspawn masquerading as gods.

These times were not without hope. Heroes and faithful men and women rose to combat the darkness. Few in number, and frequently alone in their quests, these would-be saviors did what they could to keep the darkness at bay. Often, their efforts were in vain. As the years passed, the Hellspawn grew in power and number. The world began to drown in its own sin.

The Christ is born

There is much debate about what happened next. Some believe that a poor carpenter's son from Nazareth was a simple wise prophet who said that people should be nice to each other. Others believe that Jesus was the Messiah, son of the one true God and Savior of all mankind. What is known for certain is that this unique and wonderful man walked the earth for 33 years and spread word of kindness, peace and charity. His presence and message (as well as his

inevitable martyrdom) did immeasurable damage to the Hellspawn. Many people found new faith, and turned from their former masters. A new generation of heroes and Clergy rose in the years of Jesus' ministry. In many ways the world was born anew.

The New Era (1-700 AD)

As word of Jesus' message and death spread throughout the world, people rallied to the banner of hope. Many converted to the fledgling Catholic Church. Countless others were inspired to improve themselves upon hearing the simple philosophies of the Christ.

Of course, the Hellspawn were dismayed at these developments. Their power base relied on people who were afraid, weak, and evil. This cleansing brought about at the birth of the new millennium caused the Hellspawn to wither and lose much ground. The days of open rule were all but over, and the Hellspawn knew it.

In desperate grabs for power the Hellspawn aided in the destruction so prominent at the time. While humanity initiated many of the atrocities of this time (the burning of Rome, for example) the Hellspawn did everything they could to assist the process. The new heroes were challenged. For a time they rose to met this challenge. For a time…

The Dark Era (700-1400 AD)

The Hellspawn were not about to give up their hold on humanity so easily. A backlash occurred as Rome fell. Much of mankind's knowledge and advancements were lost to wars. The Church rose to take control of temporal power. At first the Hellspawn fought the Church openly, but quickly learned the value of subtlety.

Seeing the vast power and influence wielded by the Church, the Hellspawn realized that an open struggle would be futile. Feeling that discretion was the better part of valor, the Hellspawn went into hiding. In silence they waited for an opportunity to arise. Their patience was rewarded.

As the Church became more interested in temporal power and earthly affairs, the faith of many church officials began to waver. These conditions made it very easy for the Hellspawn to infiltrate the Church and spread corruption. Due in part to the meddling of Hellspawn, the Church began a legacy of atrocities, and became a mockery of itself. Though many faithful people remained within the Church, the institution as a whole became corrupt.

The Rebirth (1400-1890 AD)

Rather suddenly and without warning, the world once again changed. The excesses of the Church had offended the masses, and several Protestant churches emerged. Revolutions dethroned monarchies (and often their Hellspawn masters) throughout Europe. Explorers discovered a New World, and Europeans began to extend colonies to the Americas and Africa.

New discoveries fostered new hopes, and once again the Hellspawn found their power jeopardized. Art, technology, and faith flourished in this new age, as many people were given control of their lives for the first time in centuries. The Hellspawn took advantage of these changes as well. Their influence became less potent, but far more widespread. For the first time in human history, good and evil were approaching balance.

Industrialization (1890-1999 AD)

The momentum of the Rebirth was increased a hundred fold with the technological leaps made in the 20th century. Assembly lines gave way to automated factories, and communication evolved from Pony Express to broadband Internet access, all in less than a century. The much larger world of the Rebirth shrank quickly as airplanes and teleconferencing connected people on opposite sides of the planet.

Naturally, the Hellspawn saw an opportunity and seized it. Faster communications allowed for any message (even the message of corruption) to reach millions almost instantly. People had countless temptations laid before them, and many fell. The precious balance of the Rebirth was shattered, and Hell gained much ground in the War as the millennium approached.

The New Millennium (2000 AD-present)

As the second millennium AD began, a new phase of battle ensued. It is as if both sides of the War are rallying their forces, preparing for Armageddon. Faithful men and women are rising to fight the darkness. Holy warriors are being chosen from the masses. Hellspawn are being created in unprecedented number, and average people are discovering the truth.

The curtain of ignorance is wearing thin. Slowly people are learning the truth. Formerly neutral parties are being dragged into a war they cannot begin to fathom. All the while the vast majority of mankind goes about their daily lives unaware of the battle that threatens to destroy them all….

…At least for now.

THE GLOBAL NEWS
INQUISITOR

SECTION VII VOLUME II

WEREWOLVES IN THE HEARTLAND!

Local farmers claim that for the past six months werewolves have plagued the Midwest United States. Most of the activity has been seen in Iowa, in a few isolated farming communities. The Johansen Dairy Farm has seen evidence of werewolves since January, however, neighboring farms have only found mutilated cow carcasses for the past several weeks.

"We started finding dead cows right after the spring calfing. We lost all the calves."

Mrs. Margaret Johansen stated. "There were entrails on the fence! We thought it was wolves."

A group of the local farmers searched the surrounding farmland, and forested park areas, but no evidence of a wolf pack was found. For the next three full moons the Johansen's woke to find cows mutilated with a savagery unknown to normal predators. A watch was posted, but to no avail.

Artist's rendition of Werewolf

"Then, last month, we saw them. There were three large hairy creatures running on their hind legs with long teeth and claws. My husband ran after them. He came home with a huge scratch on his arm. Said one of the creatures did it. He was sick for a week, but now he looks better then ever."
Mrs. Johansen then stated that she believed her own husband could be one of the monstrous perpetrators.

"He only eats very rare meat. He's up at night and gets real angry, real easy. Last full moon he ran after the werewolves and didn't come back 'till morning."

Continued on page C2

This chapter will instruct you on how to create a starting character. Be sure to consult your GM before beginning the character creation process, as he may have house rules or specific ideas for his campaign.

Feel free as you are creating your character to jump forward to the specific chapters on skills, feats, etc. for more information on those facets of your character. You can make more informed decisions about your character with the information in those chapters.

STEP 1: DETERMINE RAW POTENTIAL

The first step in the character creation process is to determine your character's ability scores. The five methods listed below are just a few of the ways to determine these basic traits. There are almost as many methods of generating ability scores as there are Gamemasters, so be sure to check with your GM to see how they would like you to proceed. For more information on the abilities and how they function, see **Chapter 3: Abilities**.

Method 1: The Basic Method

This method of character creation is designed to assure that every character created has strong potential, yet is still within the bounds of human capability. There is less room for diversity in ability scores with this method than in some others but it does ensure a certain level of potential for each character created.

To utilize the Basic Method you assign a value of 8 to each ability score. Then you roll 1d10 for each ability, adding the result to the assigned value of eight. This method will guarantee that all characters will have ability scores ranging from 9 to 18.

Method 2: Random d10 Method

This method of character creation allows for a larger range of possibility in generating ability scores. These scores can slightly exceed the normal range of human ability, creating characters that have potential beyond the human norm.

To utilize the Random d10 Method simply roll 2d10 and add them together. This will generate a score between 2 and 20. If a 2 is rolled, simply consider the ability score to be a 3 (which is the bottom of human potential). Repeat this process for each ability score.

Method 3: Best of d10 Method

This method of character creation, like the Random d10 Method, allows for a wider range of ability scores, though in this method, the scales of probability are tipped in favor of the character.

To utilize the Best of d10 Method simply roll 3d10, discard the lowest die and add the remaining dice together. If two or more dice share the lowest value, discard one of the low dice and keep the other. This will generate a score between 2 and 20. If a 2 is rolled (which at this point means that fate probably has it in for your character), simply consider the ability score to be a 3 (again, the bottom of human potential). Repeat this process for each ability score.

Method 4: Basic d8 Method

This method of character creation allows for a fairly accurate representation of human potential. Not as slanted toward the heroic as the Basic Method, this method allows for characters to be flawed and varied.

To utilize the Basic d8 Method you begin by assigning a score of 2 to each ability. Then roll 2d8 and add them together. Add the result to the existing ability score to determine the final score. Repeat this process for each ability score. This will give your character ability scores ranging from 4 to 18.

Method 5: High Fantasy d8 Method

This method of character creation allows for characters that exist far beyond the scope of human potential. This method is best for high fantasy games: games where the PC's are supernatural or games where extreme heroics are very common.

To utilize the High Fantasy d8 Method simply roll 3d8 and add them together. This will generate a score between 3 and 24! While the potential exists for characters to be weak and flawed with this method, there is also the possibility of exceeding the human norm by several degrees, making truly exceptional characters.

STEP 2: WHAT ARE YOU?

The next step involves choosing a race for your character. More detailed descriptions of the alternate races can be found in **Chapter 4: The Others**. Make any adjustments to your ability scores as needed and record your racial features and challenges on your character sheet. If your character is human, you receive no racial features or challenges.

STEP 3: WHAT DO YOU DO?

Now you must select a class for your character. This step is very important, as it will determine your starting Hit Points, skills, feats and other abilities of your character. **Chapter 5: Classes** details the character classes for player characters in **Contagion**.

At this point you should record all class abilities listed for your character's class. These abilities can be found in the

class description in **Chapter 5: Classes**.

STEP 4: WHAT DO YOU KNOW?

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

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

Class skills are noted with each class's description (see **Chapter 5: Classes**)

A complete list of skills, along with their description and how they function, can be found in **Chapter 6: Skills**.

STEP 5: NEAT TRICKS

At this point you may assign feats to your character. Each character receives 2 feats at character creation and an additional feat every 3 levels thereafter (at 3rd, 6th, 9th, 12th, 15th, 18th level, and so on.)

Note that many classes also grant bonus feats, which you may access according to the class description. See **Chapter 7: Feats** for a complete description of the feats available in **Contagion**.

STEP 6: THE DEVIL IN THE DETAILS

Now you should take a moment to determine the details of your character: the things that will separate one vampire Casanova with Charisma 16 from another. How old is your character? What does your Bruiser do for a living? Does your werewolf serve the forces of good, or has he given in to his destructive nature? Fleshing out your character's secondary traits will enhance the role- playing experience for yourself and the rest of your gaming group. **Chapter 8: Character Details** will help you develop your alter-ego if you get stuck along the way.

STEP 7: WHAT DO YOU HAVE?

Chapter 9: Gear lists most of the items players will want their characters to have, along with purchase prices for those items. Many Gamemasters will wish to limit the amount or types of items that characters have in their possession, so be sure to clear any purchases with him before recording them on your character sheet. The Gamemaster is encouraged to set prices for any items not listed, or alter listed prices as he sees fit.

STEP 8: FINISHING TOUCHES

Finally, record your character's base save bonuses, attack bonuses and starting Hit Points. Once your Gamemaster has reviewed your completed character sheet, you're ready to enter the world of **Contagion**.

Table: Ability Summary

Ability	Summary
Strength (STR)	Physical power.
Dexterity (DEX)	Hand-eye coordination, agility, reflexes, and balance.
Constitution (CON)	Health and stamina.
Intelligence (INT)	Learning and reasoning.
Wisdom (WIS)	Willpower, common sense, perception, and intuition.
Charisma (CHA)	Force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness.

Table: Racial Summary

Race	Summary
Human	Normal, everyday people.
Dhampir	Half breeds, the child of a human and vampire.
Elf	Cursed by Hellspawn, these immortals cannot sleep.
Half-elf	Cursed hybrids with a self- destructive nature.
Vampire	Walking dead that prey upon the living.
Werewolf	Furious engines of destruction.

Table: Class Summary

Class	Summary
Arcane Student	Spellcasters and scholars of forbidden lore
Bruiser	Brawlers and thugs
Bystander	Average Joes caught up in the War
Casanova	Tempters and manipulators
Clergy	Faithful spellcasters: servants of the Divine
Pagans	Natural mystic spellcasters
Rake	Smooth criminals
Slayer	Humans chosen by Heaven to fight Hellspawn
Vagrant	Survivors of the mean streets

Table: Skill Summary

Skill	Key Ability	Summary
Appraise	INT	Determine the value of things.
Balance	DEX	Walk on precarious surfaces.
Bluff	CHA	Mislead others to get what you want.
Climb	STR	Traverse precarious slopes and walls.
Computer Use	INT	Advanced computer subjects, such as hacking.
Concentration	CON	Maintain your focus under adverse conditions.
Craft	INT	You are skilled at one of seven crafts: Chemical, Electronics, Mechanical, Pharmaceutical, Structural, Visual Art or Writing.
Decipher Script	INT	Understand ancient texts and items written in code.
Demolitions	INT	Prepare explosives for maximum effect.
Diplomacy	CHA	Positively affect another's attitudes.
Disable Device	INT	Pick locks and defeat security systems.
Disguise	CHA	Hide your true identity.
Drive	DEX	Stunt driving.
Escape Artist	DEX	Escape from handcuffs or another character's grasp.
Forgery	INT	Manufacture falsified documents.
Gather Information	CHA	Getting the "word on the street."
Handle Animal	CHA	Training animals to perform tricks.
Hide	DEX	Evade another's visual perceptions.
Intimidate	CHA	Overpowering another with the threat of violence.
Investigate	INT	Analyzing clues and preparing them for a lab.
Jump	STR	Leaping long and far.
Knowledge	INT	Learning of one of fourteen schools of thought: Arcana, Art, Behavioral Sciences, Business, Civics, Current Events, Earth and Life Sciences, History, Physical Sciences, Popular Culture, Streetwise, Tactics, Technology or Theology and Philosophy.
Listen	WIS	Noticing important sounds.
Move Silently	DEX	Like a ninja, you move without a sound.
Navigate	INT	Finding your way without directions.
Perform	CHA	You are a gifted performer on one of eight fields: Act, Dance, Keyboards, Percussion Instruments, Sing, Stand Up, Stringed Instruments or Wind Instruments.
Pilot	DEX	Aerospace vehicles and their controls.
Profession	WIS	You are skilled at your chosen job.
Read/ Write Language	None	Literacy in a foreign tongue.
Repair	INT	Fixing things, from guns to garden sprinklers.
Research	INT	Garnering information from documented sources.
Ride	DEX	Stunt riding.
Search	INT	Finding objects or clues in a given area.
Sense Motive	WIS	Avoid being bluffed.
Sleight of Hand	DEX	Your hand is faster than another's eye.
Speak Language	None	You are fluent in a foreign tongue.
Spellcraft	INT	Knowledge of magic items, spells, and abilities.
Spot	WIS	Noticing concealed items.
Survival	WIS	Keeping yourself and others alive in the wild.
Swim	STR	The dog- paddle is beneath you.
Treat Injury	WIS	First aid and modern medicine.
Tumble	DEX	You are skilled at acrobatics.

Table: Feat Summary

Feat	Summary
Acrobatic	You are well trained in acrobatics.
Alertness	You are sharp and perceptive.
Animal Affinity	You have a natural rapport with animals, be they wild or domestic.
Anything Goes Combat	In your hands almost anything becomes a deadly weapon.
Arcane Skills	You have access to arcane skills.
Archaic Weapons Proficiency	You are proficient with archaic melee weapons.
Armor Proficiency (Light)	You are considered proficient with light armor
Athletic	You have a knack for athletic pursuits.
Attentive	You pick up on clues and subtleties that others would miss.
Attribute Training	You increase your personal potential.
Brawl	You hit like a truck.
Cautious	You have a steady hand.
Combat Expertise	An experienced combatant, you can think well in a fight.
Combat Martial Arts	You have learned how to strike opponents and make it count.
Combat Reflexes	It's all in the reflexes.
Confident	Your strength of personality works to your benefit.
Creative	You are a creative and talented person.
Deceptive	Lies and deception come easily to you.
Defensive Martial Arts	You have learned "soft" styles of martial arts.
Divine Blood	You have divine spellcasting abilities in your background.
Dodge	You are adept at getting the hell out of the way.
Drive-by Attack	You have learned how to shoot from moving vehicles.
Educated	You are well read and studied in a particular field.
Endurance	You don't tire very easily.
Exotic Melee Weapon Proficiency	You are adept with one exotic weapon.
Far Shot	You could be a sniper.
Focused	You are not easily distracted.
Frightful Presence	You scare the bejesus out of people.
Gearhead	You are mechanically inclined.
Great Fortitude	You are one tough SOB.
Guide	You are at home in nature.
Heroic Surge	When the chips are down, you can call upon a short burst of extra energy.
Hellspawn Heritage	You have a Hellspawn in your distant ancestry.
Improved Damage Threshold	You tend to survive damage that would kill a weaker person.
Improved Initiative	You react faster than most in combat situations.
Improved Turning	Your turning attempts are more powerful than normal.
Iron Will	You are strong willed.
Light Sleeper	You wake up easily.
Lightning Reflexes	You have a quick reaction time.
Magical Affinity	You have a knack for magical endeavors.
Magical Heritage	You have magical ability in your background.
Medical Expert	You are well trained in the medical sciences.
Meticulous	Your attention to detail tends to yield positive results.
Nimble	You are lithe and nimble.
Personal Firearms Proficiency	You have been trained in the use of personal firearms.
Point Blank Shot	You are particularly good at short- range shots.
Power Attack	You can hit things hard: sloppy, but hard.
Quick Draw	You can draw a holstered weapon quickly.
Quick Reload	You are very fast at reloading a weapon.
Run	You can beat feet when the need arises.
Silver Spoon	You were born into privilege and monetary advantage
Simple Weapons Proficiency	You are proficient with simple weapons like clubs.
Skilled	You are more skilled than normal.
Stealthy	You are sneaky.
Studious	You spend way too much time in the library.
Toughness	You are thick and hard to kill.
Track	You are an excellent tracker.
Trustworthy	Regardless of whether or not you deserve it, people trust you.
Two-Weapon Fighting	You are starting to figure out how to aim two weapons at once.
Vehicle Expert	You are good with vehicles.
Vehicle Specialization	You are proficient with one type of vehicle.
Weapon Finesse	Your attacks favor speed and accuracy over brute force.
Weapon Focus	Your study has made you a master of your chosen weapon.
Windfall	You are extremely adept at your chosen profession.

THE GLOBAL NEWS
INQUISITOR
SECTION II VOLUME III

STUDENT FIGHTS OFF WALKING DEAD!

Local Track Athlete, 17 yr. old Greg Schroder

Late Wednesday evening, the peaceful community of Downey Falls, Nebraska, was violently disrupted when a group of what witnesses claim were zombies- people who are believed to be deceased risen from their graves- left a path of destruction and frightened citizens across the northwest portion of the small suburban town.

The group, said to consist of between seven and twelve mostly unidentified individuals, originated at a small cemetary at the edge of the community, and proceeded across a sparsely populated area.

Local Brentworth High School track star, Greg Schroder, witnessed the zombies approaching his home at 11:30 PM. The young athlete then began to run rapidly back and forth between his family's home and tool shed while yelling to rouse his mother and two sisters from sleep.

"I started bringing in all the spare lumber we had handy, along with hammers and nails. And I grabbed the shovel, a couple axes, and the chainsaw, just to be safe."

While returning to his home with a shovel and an armload of lumber, Mr. Schoder was reportedly assaulted by two of the zombies. He claims he managed to fend them off with the shovel until able to get inside and block the door.

Mrs. Brenda Schroder, Greg's mother, called the authorities. However, due to alarms sounding at a nearby

Continued on page 4A

Artist's Rendition of zombie.

At the core of every character in **Contagion** are the abilities, six numbers that affect almost every die roll made. The score of these abilities ranges from zero to infinity. The normal human range is 3 to 18, though some extraordinary characters can go even higher. Abilities affect a character's Hit Points, Defense, Skill Checks, and Attack Bonus: nearly every facet of a character traces back to the six ability scores in some way.

ABILITY SCORES

Every character in **Contagion** has six basic Ability Scores:
Strength (STR)
Dexterity (DEX)
Constitution (CON)
Intelligence (INT)
Wisdom (WIS)
Charisma (CHA)

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

A character with a CON of zero is dead. A zero in any other score means the character is helpless and cannot move.

Keeping track of negative ability score points is never necessary. A character's ability score cannot drop below zero.

ABILITY MODIFIERS

Each ability has a modifier ranging from –5 to +infinity. *Table: Ability Modifiers and Bonus Spells* shows the modifier for each score. It also shows bonus spells, which you will need to know about if your character is a spellcaster (Arcane Student, Clergy or Pagan.)

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

Abilities and Spellcasters

The ability that governs bonus spells depends on what type of spellcaster your character is: Intelligence for an Arcane Student, Wisdom for Clergy or Charisma for Pagans. In addition to having a high ability score, a spellcaster must be of high enough class level to be able to cast spells of a given spell level. (See the class descriptions in **Chapter 5: Classes** for details.)

THE ABILITIES

Each ability describes an aspect of your character and affects some of her actions. When an ability score changes, all attributes associated with that score change accordingly. A character does not retroactively get additional skill points for previous levels if he increases his Intelligence.

Strength (STR)

Strength measures your character's physical power. This ability is especially important for aggressive and physical characters because it helps them prevail in combat. Strength also limits the amount of equipment your character can carry.

You apply your character's Strength modifier to:

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

Carrying Capacity

A character's carrying capacity depends directly on the character's Strength score, as shown on *Table: Carrying Capacity*.

If the weight of everything a character is wearing or carrying amounts to no more than his light load figure, the character can move and perform any actions normally (though the character's Speed might already be slowed by the armor he is wearing).

If the weight of a character's gear falls within his medium load range, the character is considered encumbered. An encumbered character's Speed is reduced to the value given on *Table: Encumbrance Speed Reduction*, if the character is not already slowed to that speed for some other reason. An encumbered character performs as if his Dexterity modifier were no higher than +3. In addition, the character takes a –3 encumbrance penalty on attack rolls and checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble. This encumbrance penalty stacks with any armor penalty that may also apply.

If the weight of a character's gear falls in his heavy load range, the character is considered heavily encumbered. A heavily encumbered character's Speed is reduced to the value given on *Table: Encumbrance Speed Reduction*, if the character is not already slowed to that speed for some other reason.

A heavily encumbered character performs as if his Dexterity modifier were no higher than +1. In addition, the character takes a –6 encumbrance penalty on attack rolls and checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble. This encumbrance penalty stacks with any armor penalty that may also apply. Finally, a heavily encumbered character's maximum running speed is his Speed x3 instead of Speed x4.

The figure at the upper end of a character's heavy load range is his maximum load. No character can move or perform any other actions while carrying more than his maximum load.

Lifting and Dragging

A character can lift up to his maximum load over his head. A character can lift up to double his maximum load off the ground, but he can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to Defense and can only move 5' per round (as a full-round action).

A character can generally push or drag along the ground up to five times his maximum load. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

Bigger and Smaller Creatures

The figures on *Table: Carrying Capacity* are for Medium bipedal creatures. Larger bipedal creatures can carry more weight depending on size category: Large x2, Huge x4, Gargantuan x8, and Colossal x16. Smaller creatures can carry less weight depending on size category: Small x3/4, Tiny x1/2, Diminutive x1/4, and Fine x1/8.

Quadrupeds, such as horses, can carry heavier loads than characters can. Use these multipliers instead of the ones given above: Fine x1/4, Diminutive x1/2, Tiny x3/4, Small x1, Medium x1.5, Large x3, Huge x6, Gargantuan x12, and Colossal x24.

Tremendous Strength

For Strength scores not listed, find the Strength score between 20 and 29 that has the same ones digit as the creature's Strength score. Multiply the figures by 4 if the creature's Strength is in the 30s, 16 if it's in the 40s, 64 if it's in the 50s, and so on.

Dexterity (DEX)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important one for characters who are lithe and quick, as well as those who rely heavily on ranged weapons.

You apply your character's Dexterity modifier to:

• Ranged attack rolls, including those for attacks made with guns, crossbows, throwing knives, and other ranged weapons.

• Defense (DEF) if the character can react to the attack.

• Reflex saving throws, for avoiding grenades, fireballs, and other attacks that you can escape by moving quickly.

• Balance, Drive, Escape Artist, Hide, Move Silently, Pilot, Ride, Sleight of Hand, and Tumble checks. These skills 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 characters.

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 and similar threats.

• Concentration checks. Concentration is a skill used to work through distractions. It is important for characters using field medicine, trying to disarm traps and the like, and is extremely useful for spellcasters. Constitution is the key ability for Concentration checks.

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

Intelligence (INT)

Intelligence determines how well your character learns and reasons. This ability is important for scholarly characters, which rely on knowledge over physical prowess. It's also important for any character that wants to have a wide assortment of skills.

You apply your character's Intelligence modifier to:

• The number of skill points gained each level. (However, your character always gets at least 1 skill point per level.)

• Appraise, Computer Use, Craft, Decipher Script, Demolitions, Disable Device, Forgery, Investigate, Knowledge, Navigate, Repair, Research, Search, and Spellcraft checks. These skills have Intelligence as their key ability.

An Arcane Student gains bonus spells based on her Intelligence score. The minimum Intelligence score needed to cast an Arcane 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, perception, and intuition. While Intelligence represents

one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. Wisdom is the most important ability for characters that rely on perception, such as investigators and detectives. It is also very important for Clergy, who use Wisdom to cast spells. 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
- Gamble, Listen, Profession, Sense Motive, Spot, Survival and Treat Injury checks. These skills have Wisdom as their key ability.

Clergy get bonus spells based on their Wisdom scores. The minimum Wisdom score needed to cast a Divine spell is 10 + the spell's level.

Table: Ability Modifiers and Bonus Spells

		Bonus Spells (by Spell Level)					
Score	**Modifier**	**0**	**1st**	**2nd**	**3rd**	**4th**	**5th**
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	Does not receive bonus spells. Minimum spellcasting potential.					
12–13	+1	1	—	—	—	—	—
14–15	+2	1	1	—	—	—	—
16–17	+3	1	1	1	—	—	—
18–19	+4	2	1	1	1	—	—
20–21	+5	2	2	1	1	1	—
22–23	+6	2	2	2	1	1	1
24–25	+7	3	2	2	2	1	1
26–27	+8	3	2	2	2	2	1
28–29	+9	3	3	2	2	2	2
30–31	+10	4	3	3	2	2	2
Etc…							

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 others perceive one in a social setting. Charisma is most important for social characters, and anyone in a leadership role. It is also important for Clergy, since it affects their ability to turn undead and Pagans as it affects their spells. Every creature has a Charisma score.

You apply your character's Charisma modifier to:

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

Pagans get bonus spells based on their Charisma scores. The minimum Charisma score needed to cast a Pagan spell is 10 + the spell's level.

Table: Encumbrance Speed Reduction

Previous Speed	Current Speed
Medium Load	
20'	15'
30'	20'
40'	30'
50'	40'
60'	50'
Heavy Load	
20'	10'
30'	15'
40'	20'
50'	25'
60'	30'

Table: Carrying Capacity

STR	Light Load	Medium Load	Heavy Load
1	Up to 3 lb.	4–6 lb.	7–10 lb.
2	Up to 6 lb.	7–13 lb.	14–20 lb.
3	Up to 10 lb.	11–20 lb.	21–30 lb.
4	Up to 13 lb.	14–26 lb.	27–40 lb.
5	Up to 16 lb.	17–33 lb.	34–50 lb.
6	Up to 20 lb.	21–40 lb.	41–60 lb.
7	Up to 23 lb.	24–46 lb.	47–70 lb.
8	Up to 26 lb.	27–53 lb.	54–80 lb.
9	Up to 30 lb.	31–60 lb.	61–90 lb.
10	Up to 33 lb.	34–66 lb.	67–100 lb.
11	Up to 38 lb.	39–76 lb.	77–115 lb.
12	Up to 43 lb.	44–86 lb.	87–130 lb.
13	Up to 50 lb.	51–100 lb.	101–150 lb.
14	Up to 58 lb.	59–116 lb.	117–175 lb.
15	Up to 66 lb.	67–133 lb.	134–200 lb.
16	Up to 76 lb.	77–153 lb.	154–230 lb.
17	Up to 86 lb.	87–173 lb.	174–260 lb.
18	Up to 100 lb.	101–200 lb.	201–300 lb.
19	Up to 116 lb.	117–233 lb.	234–350 lb.
20	Up to 133 lb.	134–266 lb.	267–400 lb.
21	Up to 153 lb.	154–306 lb.	307–460 lb.
22	Up to 173 lb.	174–346 lb.	347–520 lb.
23	Up to 200 lb.	201–400 lb.	401–600 lb.
24	Up to 233 lb.	234–466 lb.	467–700 lb.
25	Up to 266 lb.	267–533 lb.	534–800 lb.
26	Up to 306 lb.	307–613 lb.	614–920 lb.
27	Up to 346 lb.	347–693 lb.	694–1,040 lb.
28	Up to 400 lb.	401–800 lb.	801–1,200 lb.
29	Up to 466 lb.	467–933 lb.	934–1,400 lb.
+10	X4	X4	X4

THE GLOBAL NEWS
INQUISITOR

SECTION V VOLUME III

MAN CLAIMS TO BE CHILD OF VAMPIRE

Boston man Darren Vincent has come forward to attempt to prove the existence of vampires, and part of his proof is his claim that he is, himself, part vampire.

Vincent says that he has some sensitivity to sunlight, but is able to venture outdoors during the day, and that he is not as dependent on blood as his fully vampire kin. Still, he claims his vampiric bloodline does grant him certain abilities, but remains vague as to exactly what these abilities may be.

"The real reason that I'm coming out about this is to warn people of the danger that other vampires represent. We have existed as ignorant cattle to our hidden undead masters for far too long. The time has come for humanity and the others like me that I know are out there to rise up against them before it is too late."

"Alot of people think I'm just doing this for the attention, but- make no mistake- I'm taking a great risk in telling you any of this."

"I know that it is difficult to believe," says the 20 year old Vincent. "Most people don't know that vampires can even have children."

Mr. Vincent has stated that he is willing to undergo physical examination to prove his undead heritage, however, cursury examination shows no difference between his physi-

Continued on page C7

INSIDE!

ARE SPACE ALIENS GENETICALLY MANIPULATING OUR CATTLE?

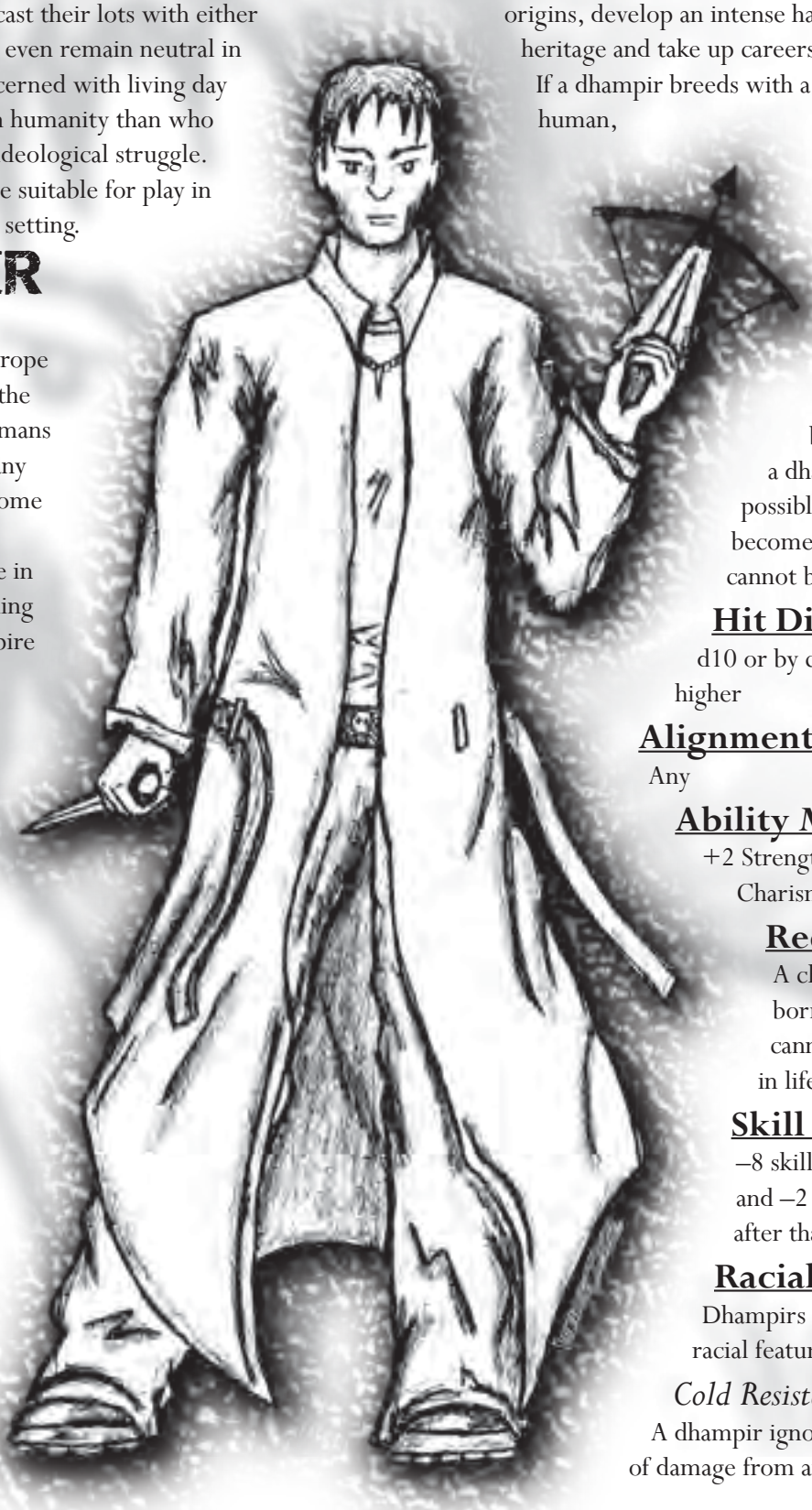
Darren Vincent, pictured standing in front of a poster in his basement gameroom.

The world of **Contagion** is filled with monsters, magic and supernatural occurrences. Over time, a few new races have risen, walking alongside humanity, hidden from view by superstition and lies. Some form of demonic intervention brought about most of these races, though each race listed here has largely tossed aside any shackles to Hell. Of course, like any human, members of these races choose to cast their lots with either Heaven or Hell. Many even remain neutral in the War, far more concerned with living day to day and hiding from humanity than who wins in some age-old ideological struggle. The following races are suitable for play in the **Contagion** game setting.

DHAMPIR

Background

Legends in Eastern Europe speak of the dhampir, the cursed offspring of humans and vampires. Like many legends, this one has some basis in fact. On rare occasions (perhaps one in a thousand), the breeding of a human and a vampire can be successful. No one is sure how this works, as vampires are clinically dead, and though they may mimic the functions of sexuality, they are not typically fertile. Most dhampirs are abandoned by their vampiric parent, growing up unaware of their true heritage. As adolescence approaches, the young dhampir often must contend with newfound strength and an inexplicable bloodlust. Several dhampirs have been driven insane trying to cope with the bizarre changes that puberty brings them. For the fortunate few who retain a vampire parent in their lives, or whose human parent is smart enough to realize what is going on, the transition into adulthood is difficult, but tolerable.



Dhampirs tend to appear like normal humans, albeit with pale skin. Many dhampirs, upon discovering their true origins, develop an intense hatred for their arcane heritage and take up careers as vampire hunters.

If a dhampir breeds with a human, the child is human, though usually physically strong, yet sickly. If a dhampir breeds with a vampire, the child is a dhampir. Two dhampirs breeding produces a dhampir as well. It is possible for a dhampir to become a vampire. Dhampirs cannot become werewolves.

Hit Dice

d10 or by class, whichever is higher

Alignment

Any

Ability Modifiers

+2 Strength, Dexterity, and Charisma, -3 Constitution.

Requirements

A character must be born a dhampir, and cannot become one later in life.

Skill Penalties

–8 skill points at 1st level and –2 skill points per level after that

Racial Features

Dhampirs receive the following racial features:

Cold Resistance 10 (Ex)
A dhampir ignores the first 10 points of damage from any cold-based attack.

Defense
Dhampirs receive a +3 racial bonus to Defense.

Darkvision
Dhampirs have Darkvision with a range of 60'.

Damage Reduction (Su)
A dhampir's body is tough, giving the creature Damage Reduction 5/wood.

Electricity Resistance 10 (Ex)
A dhampir ignores the first 10 points of electricity damage from any electricity-based attack.

Fast Healing 1 (Ex)
A dhampir heals 1 point of damage each round.

Long Lived (Ex)
Dhampirs live longer than humans, reaching maturity at about age 25, and then aging approximately 1 year for every ten years that pass thereafter.

Save Bonuses
A dhampir receives a +2 racial bonus on all Will saves.

Skills
Dhampirs receive a +4 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Challenges

The following challenges apply to dhampirs:

Bloodthirsty (Ex)
Dhampirs may not need to consume blood to live, but they still feel their undead parent's hunger. If a dhampir sees human blood, he must make a Will save (DC 15) to refrain from drinking it. A failed save indicates that the dhampir will spend the next 1d6 turns licking the blood, trying to drink, and will be considered flat footed if attacked. Note that drinking human blood offers no benefit whatsoever to the dhampir.

Light Sensitive (Ex)
Dhampirs are creatures of the night, and find bright lights painful. Daylight (or its equivalent) brings pain to dhampirs. A dhampir exposed to bright lights suffers a -2 penalty to all actions. A good pair of sunglasses can reduce this penalty to a -1.

ELF

Background

Before the time of Christ, a dream demon named Lillian terrorized a small village in what is now Scotland. A band of townsfolk gathered to fight the evil creature, luring it out of one of the local's dreams and into physical reality. Proceeding to beat the demon with sticks and rocks, the townsfolk miraculously began killing the outsider. As Lillian's physical form passed on, it levied a terrible curse onto the people of the village. They would never be allowed the rest of sleep again. Worse still, they would never die of old age. The townsfolk were cursed to eternity without sleep.

As the years have passed, the elves have stayed low in number, though they do occasionally breed. These horrid creatures are doomed to eternal boredom and malaise without even the succor of a single dream. Needless to say, they tend to be irritable and unpleasant to be around. Most elves desperately want to end their suffering, but are terrified to die, a terrible paradox that they are damned to suffer eternally.

Elves are typically between 6' and 7' tall, between 200 and 300 lbs, with extremely pointed ears. Other than those two details, elves appear human. Elves cannot become vampires. Elves also cannot become werewolves.

Hit Die

By class

Alignment

Any (though most elves are Lawful)

Ability Modifiers

+2 Dexterity, –2 Constitution

Skill Penalties

–4 skill points at 1st level and –1 skill point per level after that

Requirements

Elves are creatures of arcane birth. To be born an elf, the character must descend from the original elves in unbroken lineage. A character cannot become an elf later in life.

Racial Features

Elves receive the following racial features:

Immunities
Elves are immune to magical sleep effects and receive a +2 racial saving throw bonus against enchantment spells or effects.

Low-Light Vision
An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

Skill Bonuses
Elves receive a +2 racial bonus on Listen, Search, and Spot checks. An elf that merely passes within 5' of a secret or concealed door is entitled to a Search check to notice it as

if she were actively looking for it.

Weapon Proficiency

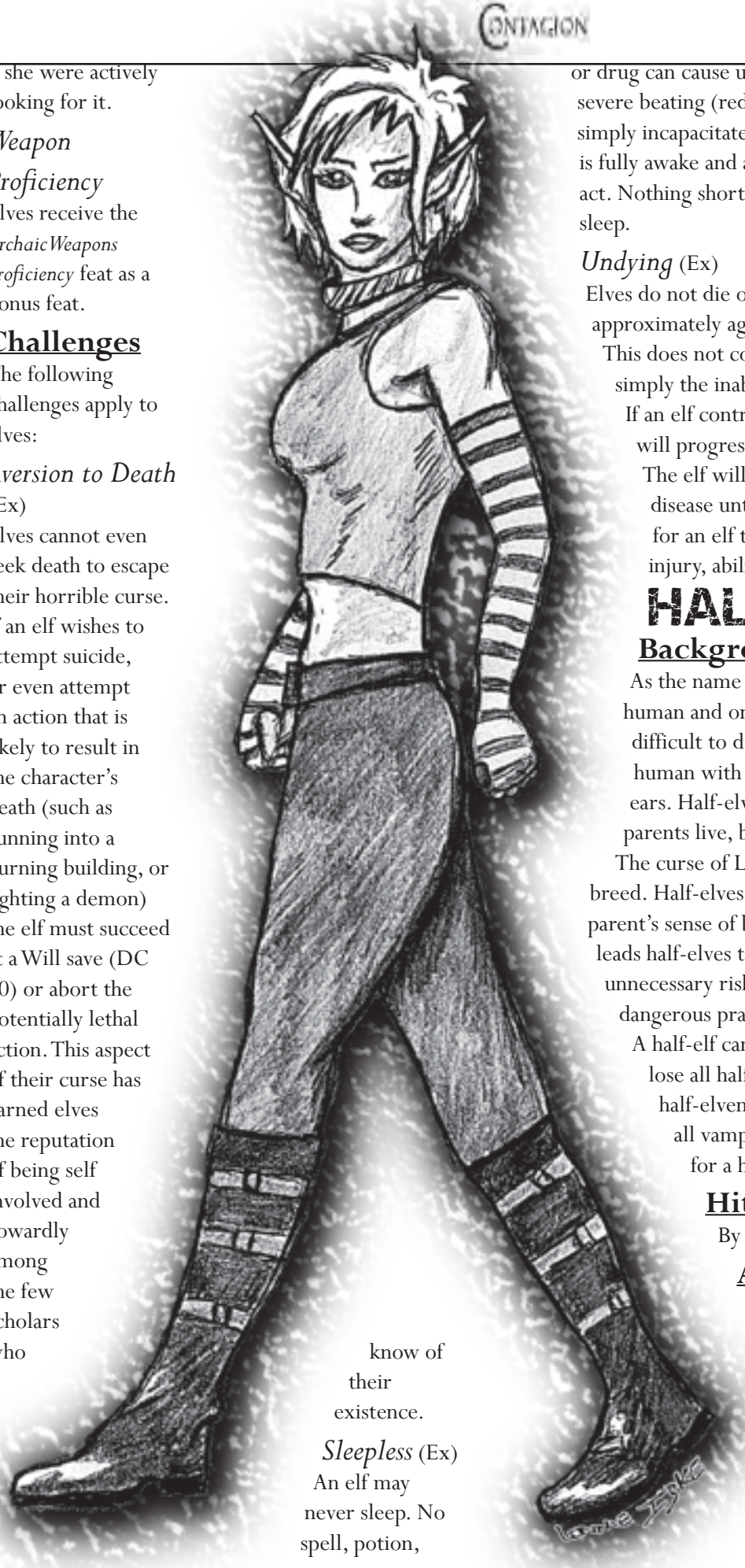
Elves receive the *Archaic Weapons Proficiency* feat as a bonus feat.

Challenges

The following challenges apply to elves:

Aversion to Death (Ex)

Elves cannot even seek death to escape their horrible curse. If an elf wishes to attempt suicide, or even attempt an action that is likely to result in the character's death (such as running into a burning building, or fighting a demon) the elf must succeed at a Will save (DC 20) or abort the potentially lethal action. This aspect of their curse has earned elves the reputation of being self involved and cowardly among the few scholars who know of their existence.



Sleepless (Ex)

An elf may never sleep. No spell, potion, or drug can cause unconsciousness in an elf. Even a severe beating (reducing the elf to 0 HP or lower) will simply incapacitate the creature. An elf at –1 to –9 HP is fully awake and aware, simply unable to move or act. Nothing short of an act of God can cause an elf to sleep.

Undying (Ex)

Elves do not die of natural causes. They mature at approximately age 25 and remain in that state forever. This does not confer immunity to disease or illness, simply the inability to die from such conditions. If an elf contracts a terminal illness, the disease will progress as normal until the point of death. The elf will continue suffering the effects of the disease until a cure can be found. The only way for an elf to die is through damage dealt via injury, ability drain, etc.

HALF-ELF

Background

As the name implies, half-elves are born of one human and one elven parent. Half-elves are very difficult to detect as such, appearing entirely human with the exception of slightly pointed ears. Half-elves live far longer than their human parents live, but do grow old and eventually die. The curse of Lillian thins when an elf and a human breed. Half-elves can sleep, but share their elven parent's sense of boredom and self-loathing. This leads half-elves to be thrill seekers, and often take unnecessary risks with their own lives, an extremely dangerous practice in the world of **Contagion**. A half-elf can become a vampire. The half-elf will lose all half-elven racial features (though the half-elven Charisma bonus is not lost) and gain all vampire racial features. It is impossible for a half-elf to become a werewolf.

Hit Die

By class

Alignment

Any

Ability Modifiers

+2 Charisma, -2 Constitution

Requirements

Half-elves are creatures of arcane birth. To be born a half-elf, the character must descend from an elf and a human,

an elf and a half-elf, or two half-elven parents. A character cannot become a half-elf later in life.

Skill Penalties

None

Racial Features

Half-elves receive the following racial features:

Immunities

Half-elves are immune to sleep spells and similar magical effects, and gain a +2 racial bonus on saving throws against enchantment spells or effects.

Long Lived (Ex)

Half-elves live longer than humans, reaching maturity at about age 25, and then aging approximately 1 year for every ten years that pass thereafter.

Low-Light Vision

A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

Skill Bonuses

Half-elves receive a+1 racial bonus on Listen, Search, and Spot checks. Half-elves also receive a +2 racial bonus on Diplomacy and Gather Information checks.

Challenges

The following challenges apply to half-elves:

Death Wish (Su)

Half-elves have an inexplicable death wish. Whenever placed in a dangerous situation, a half-elf must make a Will save (DC 15), or take a foolish and self-destructive course of action. Scholars believe this desire stems from their elven self- loathing and madness, but no one can say.

Hunted by the Damned

Demons don't like to see their curses backfire, and in the eyes of most of Hell's army, half-elves are walking examples of that very situation. Most Hellspawn will go out of their way to destroy half-elves, even to the point of jeopardizing their well-laid plans.

VAMPIRE

Background

Vampires have existed for millennia. Stalking their prey through eternal nights, these creatures seem to have always been there, at the edge of the darkness. Still, very little is known about these immortal predators.

It is true that a vampire can live forever, and does not age. They are not invincible, and succumb to various weaknesses, depending on how well fed they are. Because of this, most vampires make feeding a very high priority. Their senses are honed to make them excellent hunters and they are often quite persuasive. Many vampires have hordes of mortals from whom they can feed with impunity. These gatherings of food are often guarded jealously by the undead that bother to maintain them.

The modern society of vampires is enigmatic to the outside observer. The rule of thumb is that the powerful vampires in a given area make the rules. If a vampire who lived in the Middle Ages rules the city, then chances are he will run his city like a medieval kingdom. If he lived during the French Revolution, he may despise such organization and encourage democracy among the vampires of the city. This tendency frustrates those scholars who seek to quantify

vampires.

Vampires tend to have rebellious streaks as well. Immortal creatures that have little to fear from such fleeting concepts as laws, a majority of vampires are concerned with only their own agendas, which usually consist of feeding and whatever else comes to mind to fight off boredom.

Vampires tend to actively dislike both sides in the War, choosing neither Heaven nor Hell. Whether the demons realize it or not, they are simply bowing to Lucifer, just as they bowed to God. Most vampires can barely stand any sort of rules or authority. They are truly a rebellious lot. Most modern vampires are utterly unaware of their true origins, though many scholars agree that demons had something to do with it. Rumors persist from Europe of an extremely ancient band of vampires who seek to rule the earth, and are still in service of Hell, but these rumors are largely mocked and disbelieved.

Vampires appear as they did in life, only with pale skin.

Hit Die

d10 or class, whichever is higher

Alignment

Any (though Good vampires are extremely rare)

Ability Modifiers

Constitution becomes a nonability (see Variable Constitution Score below). Use the vampire's Charisma modifier for Concentration checks. The vampire also receives a +2 Strength bonus.

Requirements

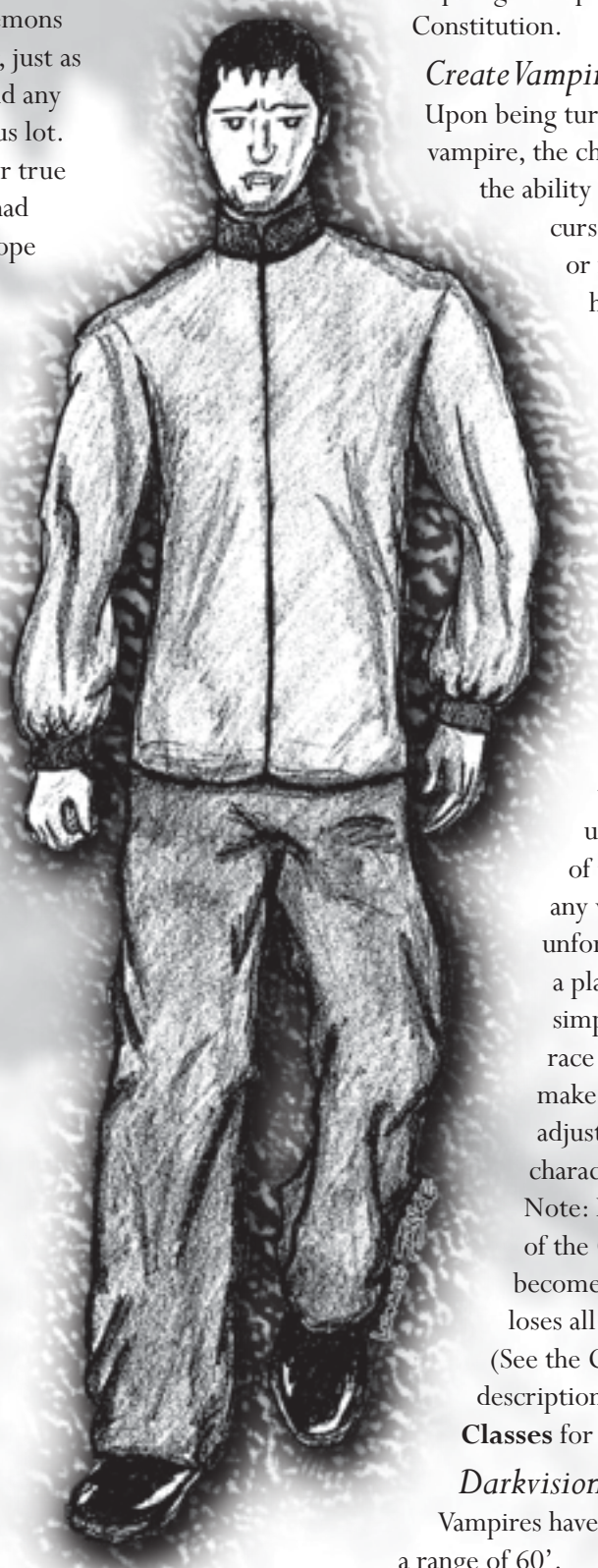
Once a character becomes a vampire, there is no turning back. The vampire may not make another racial change. Certain classes, including any class capable of utilizing the Burn system of magic, cannot be taken by a vampire. If a character belongs to a class that vampires cannot take at the time he is turned into a vampire, then the vampire loses all class features of the restricted class. The vampire retains previous class skills, but can no longer advance in the restricted class.

Skill Penalties

-8 skill points at 1st level. –2 skill points per level after that

Racial Features

Vampires receive the following racial features:



Blood Drain (Ex)

A vampire can suck blood from a living victim with its retractable fangs by making a successful grapple check. If it pins the foe, it may drain blood, inflicting 1d4 points of temporary Constitution damage each round the pin is maintained. For each point of temporary Constitution damage dealt in this fashion, the vampire gains a point of temporary Constitution.

Create Vampire (Su)

Upon being turned into a vampire, the character gains the ability to pass on his curse. A humanoid or monstrous humanoid slain by Blood Drain, then fed at least one point of the vampire's temporary Constitution (i.e. blood,) rises as a vampire 1d6 minutes after its death. These new vampires are not under the control of their creator in any way. Should this unfortunate feat befall a player character, simply change his race to vampire and make the required adjustments to his character sheet.

Note: If a member of the Clergy class becomes a vampire, he loses all class features (See the Clergy class description in **Chapter 5: Classes** for details.)

Darkvision (Ex)

Vampires have darkvision with a range of 60'.

Hunt (Su)

Vampires are predators: however, one of the first things a vampire learns is that a careless predator soon becomes someone else's prey. A vampire instinctively knows how to size up an area and get the lay of the land in a single sweep of his eyes. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30' away from the vampire (but not behind him). The vampire can use this bonus at the start of an encounter.

Anything not concealed can be spotted with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result. This check will also reveal any weak (1 HD) humans in the area as such. The vampire not only spots potential prey with this ability, he can identify perils as well. With a successful check, he can determine the relative strength of nearby dangers. A successful Spot check relates the danger's strength compared to the vampire: stronger (higher level or Hit Dice), on par (same level or HD), or weaker (lower level or HD).

Immunities

Vampires are immune to poison, sleep, paralysis, stunning, disease, and mind-affecting effects. They are not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or effects of massive damage, or any effect requiring a Fortitude save unless the effect also works on objects or is harmless. Conventional weapons cannot kill vampires, unless the vampire is suffering from Ghuldom. Once reduced to 0 HP by conventional means, the vampire no longer takes damage from any source other than fire, sunlight, crosses, garlic, rowan and red thread, or holy water. Decapitation and staking will still kill the creature. These weaknesses are subject to the vampire's current CON score (see *Table:Vampire Challenges*). When a vampire dies, its body is reduced to ash.

Without a Trace (Su)

When a vampire uses any of the following skills: Balance, Climb, Disable Device, Escape Artist, Hide, Move

Table:Vampire Challenges

Current Temporary CON	Challenge/Immunities
0	Ghuldom
1-4	*Extremely Susceptible*: Cannot enter homes uninvited. Casts no reflection in mirrors. Takes 1d12 damage per round from sunlight, contact with crosses, garlic, rowan and red thread, or holy water. Cannot cross running water. Takes triple damage from fire. Stake through the heart and decapitation will kill. Normal damage from conventional weaponry.
5-10	*Very Susceptible*: Cannot enter homes uninvited. Casts faint reflection in mirrors. Takes 1d12 damage per round from sunlight, contact with crosses, and holy water, but only 1d6 damage per round from contact with garlic, or rowan and red thread. Can cross running water. Takes double damage from fire. Stake through the heart and decapitation will kill. Normal damage from conventional weapons.
11-15	*Moderately Susceptible*: Can enter homes uninvited, but may only remain for 1 minute per character level, unless invited. Casts full reflection in mirrors. Takes 1d10 damage per round from sunlight, contact with crosses, and holy water, but only 1d3 damage per round from contact with garlic, or rowan and red thread. Can cross running water. Takes double damage from fire. Stake through the heart will only paralyze the creature so long as the stake remains in, but decapitation will kill. Half damage from conventional weapons. Turn Resistance: +2
16-21	*Mildly Susceptible*: Can enter homes uninvited, but may only remain for 1 hour per character level, unless invited. Casts full reflection in mirrors. Takes 1d10 damage per round from sunlight, but only 1d6 damage per round from contact with crosses and holy water: no longer takes damage from contact with garlic or rowan and red thread. Can cross running water. Takes double damage from fire. Stake through the heart will only paralyze the creature so long as the stake remains in, but decapitation will kill. One-quarter damage from conventional weapons. Turn Resistance: +4
22-30	*Lightly Susceptible*: Can enter homes uninvited and may remain indefinitely. Casts full reflection in mirrors. Takes 1d10 damage per round from sunlight, but only 1d3 damage per round from contact with crosses and holy water: no longer takes damage from contact with garlic or rowan and red thread. Can cross running water. Takes normal damage from fire. Stake through the heart will not affect the creature but decapitation will kill. One-quarter damage from conventional weapons. Turn Resistance: +6
31+	*Nearly Invulnerable*: Can enter homes uninvited and may remain indefinitely. Casts full reflection in mirrors. Takes 1d8 damage per round from sunlight but no damage from contact with crosses and holy water: no longer takes damage from contact with garlic or rowan and red thread. Can cross running water. Takes half damage from fire. Stake through the heart will not affect the creature and decapitation will only paralyze for 1d10 rounds. Immune to damage from conventional weapons. Turn Resistance: +8

Silently, and Sleight of Hand, those using Investigate, Listen, Search, or Spot to detect the vampire's activity take a –4 penalty.

Challenges

The following challenges apply to vampires:

Variable Constitution Score (Ex)

A vampire's Constitution score at the time the character is turned into a vampire determines the vampire's starting Constitution score. From that point on, the vampire must drink blood to gain temporary Constitution points, though the character's CON modifier never changes regardless of the vampire's current temporary Constitution score (as Constitution is a nonability for vampires.)

A vampire can hold temporary Constitution points equal to his starting Constitution score + character level. Extra Constitution points taken beyond the vampire's capacity are wasted, and do him no good. A vampire's current Constitution score determines what other challenges affect him, as indicated on *Table:Vampire Challenges*.

Because of the state of undeath that a vampire enjoys, vampires can be affected by the Turn/ Rebuke Undead ability.

Each day at sunrise, the vampire loses 1d4 points of temporary Constitution. If a vampire ever reaches 0 temporary Constitution, he is reduced to being a Ghul (see Ghuldom below).

Furthermore, as creatures with Constitution as a nonability, vampires do not normally heal. As a part of their Variable Constitution, vampires may at any time spend 1 point of temporary Constitution to heal 1d8 Hit Points of damage. This is the only way in which a vampire can regain lost Hit Points.

Ghuldom (Su)

A vampire reaching 0 current Constitution is reduced to being a flesh eating Ghul. Ghuls are weak and stupid creatures, reminiscent of zombies. While suffering the effects of Ghuldom, the vampire loses most of its strengths and weaknesses, retaining only ability scores, darkvision, immunities, and Blood Drain. The Ghul will wander, searching for human flesh to devour, using Blood Drain. The vampire will remain in this state until regaining temporary CON points equal to its starting Constitution.

WEREWOLF

Background

Many years ago, a group of Pagans were conducting a ritual to eject a powerful and deranged Hellspawn from Earth. As the ritual neared its completion, the Hellspawn cursed the Pagans, promising them that their hatred and anger would haunt them until the end of time. It is presumed that the curse was levied under a full moon, which explains the lunar correlation between werewolves and their torment.

For centuries men and women have walked the earth, haunted by this terrible affliction. Their rage has isolated them, bringing them fear and loathing of themselves, each other, and the world around them. Werewolves tend to despise demons and Hellspawn as well. Even those who do not know the true story of their origins (and these days, most do not) still feel an instinctual hatred of the minions of darkness.

Occasionally werewolves seek each other out and live in packs in the faint hope that they can help one another contain their curse. While sometimes these unions can endure the years, they usually tend to crumble in a storm of violence and death. Imagine five people with anger management issues and the strength to throw a pick up truck trying to live together and you will see why most of these "packs" fail.

Alignment

Any Chaotic

Hit Die

d10 or class, whichever is higher

Ability Modifiers

-2 Wisdom, -2 Charisma

Requirements

Once a character becomes a werewolf (either by birth or bite), there is no turning back. The werewolf may not make another racial change. Certain classes cannot be taken by a werewolf. If a character belongs to a class that werewolves cannot take at the time he is turned into a werewolf, then the werewolf loses all class features of the restricted class. The werewolf retains previous class skills, but can no longer advance in the restricted class.

Skill Penalties

-12 at 1st level, -3 per level after that

Racial Features

Werewolves receive the following racial features:

Lycanthropy (Su)

Most werewolves are descended from the clan of Pagans who were cursed many years ago. The blood has thinned now, and only a small percentage of people who can trace their lineage to the Pagans actually become werewolves. A werewolf first goes through the change around 18 years old. Initially, young werewolves just experience strange feelings, waking up with blood on their hands, unaware of where they have been. They feel less comfortable around

other humans. Eventually the beast takes control. The soul of the human has now been tainted. Some find a way to embrace it, using it to enact revenge. Others go through mind breaking quests to rid themselves of the curse. It is a lost cause. Werewolves are damned. The curse of lycanthropy can also be passed to a mortal, though this is rare. Should a werewolf bite a mortal who is genetically predisposed to lycanthropy (Meaning that several generations back there was a werewolf in the family) and the mortal survives, he will surely change on the next full moon. Once infected with lycanthropy, the mortal is forever changed. He is now a werewolf, with all the bonuses and limitations of those born with the curse. Should this unfortunate fate befall a player character, simply change his race to werewolf and make the required adjustments to his character sheet.

Note: If a member of the Clergy class becomes a werewolf, he loses all class features (See the Clergy class description in **Chapter 5: Classes** for details.)

Shapeshifting (Su)

This supernatural ability allows the werewolf to change between his three forms: the Human form, the Blitzkrieg form, and the Wolfen form. A werewolf has limited control over his ability to change (see Lunacy, below). In order to voluntarily change forms, the werewolf must spend a Contagion Point or make a Will save as though he were resisting Rage. Changing shapes is a full round action and the change is complete on the werewolf's next action.

Stat adjustments for the werewolf's forms follow:

- Human form: All stats are as normal.
- Blitzkrieg form: This is the hybrid form between man and wolf. A werewolf in this form is approximately nine feet tall, bipedal, with legs like a wolf, and humanoid arms. The creature has a wolf's head, which is proportionate to the rest of its body, giving it a massive mouth, and very sharp fangs. Fur covers the creature and his hands and feet both have enormous, razor- sharp claws. Stat modifiers for a werewolf in Blitzkrieg form: Initiative +4, Speed 50', Defense +8, touch +5, flat footed +5, (1d6+ character level) bite, (1d8+ character level) claws, Damage Reduction 10/silver/wolfsbane/magic, Darkvision 60', STR +4, DEX +3, CON +4, Climb +10, Hide +5, Jump +8, Move Silently +6, Swim +10, Survival +5 (when tracking by scent). Calculate all bonuses and modifiers for a werewolf in this form separately, and these modifiers are cumulative. Furthermore, the enormous claws of the werewolf interfere with some manual tasks. When using Disable Device, Forgery, Heal, Open Lock, Pick Pocket, and Use Rope, the claws cause a –4 circumstance penalty to the skill check.
- Wolfen form: This is the wolf form of the werewolf. In many respects, this form is identical to a normal, natural wolf, though a character in

this form retains his access to feats, skills, and Hit Points. Obviously, if a feat or skill requires speaking or the use of hands, a Wolfen werewolf cannot perform the task. Stat modifiers for a werewolf in Wolfen form are: Medium animal, +2d8 HP (rolled each time this form is assumed.) Defense +4, touch +2, flat-footed +2, Atk +3 melee (1d6+1, bite; 1d4+1 claws); Full Atk +3 melee (1d6+1, bite; 1d4+1 claws), Damage Reduction 5/silver/wolfsbane/magic, Con +2, low-light vision, Hide+3, Listen +6, Move Silently +4, Spot +4, Survival +1 (+5 when tracking by scent). Calculate all bonuses and modifiers for a werewolf in this form separately, and these modifiers are cumulative.

Challenges

The following challenges apply to all werewolves:

Rage (Ex)

A werewolf can fly into a rage with little provocation. Any stimulus that angers the werewolf can cause the GM to call for a Will save (see Lunacy below). If the save fails, the werewolf immediately assumes his Blitzkrieg form and enters a Rage. In a Rage, a werewolf temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves (except for those saves made to control his Shapeshifting), but he takes a –6 penalty to Defense. The increase in Constitution increases the werewolf's Hit Points by 2 points per level, but these Hit Points go away at the end of the Rage when his Constitution score drops back to normal. (These extra Hit Points are not lost first the way temporary Hit Points are.) These modifiers are cumulative with the modifiers granted by being in Blitzkrieg form.

While raging, a werewolf cannot use any Charisma-, Dexterity-, or Intelligence- based skills (except for Intimidate), the Concentration skill, or any abilities that require patience or concentration. He can use any feat he has while enraged. A fit of Rage lasts until the werewolf destroys the target of his anger, is removed from the presence of the target of his anger, is knocked unconscious or is killed. A werewolf may prematurely end his Rage by making a Will save at DC 20. At the end of the Rage, the werewolf loses the Rage modifiers and restrictions and shifts immediately to his human form for the duration of the encounter.

Lunacy (Su)

The moon affects werewolves. The current phase of the moon affects a werewolf's ability to resist Rage and control his shapeshifting ability. On the new moon, (or during the day, regardless of the current moon phase) the werewolf is largely in control (Will saves begin at 5, modified by *Table: Rage Modifiers*.) On the nights between the new and full moons, the werewolf is on edge, and barely in control (Will saves begin at 10, modified by the chart below.) On the three nights of the full moon, a werewolf is considered to be under effects of Rage for the entire night. Werewolves usually go to extreme lengths, such as drugs or restraints, to prevent themselves from entering mindless killing sprees on these nights, though some rare few delight in the loss of control that the full moon brings.

CHANGING RACES

Over the course of the game, some characters may change races. Perhaps a 7th level human Bystander is attacked by a werewolf, only to discover that he has recessive genes that drag him into that race. Each racial description covers possible racial changes regarding that race, as well as breeding results from racial crossbreeding. A character may never belong to more than one race, and only certain racial changes are possible.

Table: Rage Modifiers

Situation	Save Modifier
Minor (Wounded for up to 8 HP, mildly insulted, moderately annoyed)	+5
Severe (Wounded for 8 to (CON) HP, Loved one in danger, publicly humiliated)	+10
Intense (If forced to save vs. Massive Damage, loved one tortured/killed, severe public embarrassment)	+15

THE GLOBAL NEWS
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SECTION VI VOLUME III

EX-PRIEST CALLS FOR HUNT ON UNDEAD

Ex-Preist Samuel Hansen,
still wearing the robes of his former station.
"We must take the fight to the demons," he says.

Ex-priest Samuel Hansen still wears the vestments of the faith he has been ex-communicated from, and still goes by the title "Father." He says the controversial stances leading to his defrocking do not stop him from being a man of God.

What lead up to his unofficial Priesthood is "Father" Hansen's calling for a world wide Holy War against the supernatural forces of evil. Hansen states that a war has already been underway, beneath the notice of most, for thousands of years.

"Now, the time is coming when judgement will be passed, and the forces of Satan are becoming stonger and more bold," says Hansen. "The Great War against evil must come into the light. We who hear this calling must come to the defense of the souls of all mankind."

Hansen further claims that the forces of Satan include everything from vampires to werewolves to "unnamable things from the depths of Hell,"and even actual demons who walk amongst humanity undetected.

"There are some who can unmask and defeat these evils, and the more these creatures of the abyss are exposed, the more vulnerable they will become. It is time to raise a Holy Flame and a Holy Sword, and in God's name smite down the evil that threat-

Continued on page A4

The inhabitants of the **Contagion** setting are many and varied. Here we present classes for use in your **Contagion** campaign. Masters of lore and ritual, the **Arcane Student** offers a glimpse of arcane magic in the world of **Contagion**. The **Bruiser** uses physical prowess to fight for good, evil, or themselves. **Bystanders** are the normal people in the world of **Contagion**, from the banker to the zoologist and everyone in between. The seductive **Casanova** uses sex and seduction to achieve his or his goals and manipulate his or his pawns. Faith guides the **Clergy** as they struggle to protect and shepherd the weak and the righteous. **Pagans** rely on the old ways of mystical beliefs and practices. The **Rake** takes what he wants with little regard for anything but himself. The **Slayer**s are chosen from the masses of humanity to rise as holy warriors, driven to combat the forces of Hell. Finally, the **Vagrant** class explores life on the unforgiving streets of **Contagion**.

CLASS DESCRIPTION FORMAT

Description

This section contains a brief description of the class, its origins and beliefs and its features. It also contains suggested Occupations for members of that class.

Hit Die

The die type used by characters of the class to determine the number of Hit Points gained per level. A player rolls one die of the given type each time his or his character gains a new level. The character's Constitution modifier is applied to the roll. Add the result to the character's Hit Point total. Even if the result is 0 or lower, the character always gains at least 1 Hit Point. A 1st level character gets the maximum Hit Points rather than rolling (although the Constitution modifier is still applied).

Contagion Points

The number of Contagion Points gained per level.

Class Skills

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

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

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

Class Table

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

Level: The character's level in the class.

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

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

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

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

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

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

Class Features

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

Bonus Feats

Many classes offer a selection of bonus feats to choose from. A character gains a bonus feat upon attaining a level specified on the class table. These bonus feats are in addition to the feats that all characters receive as they attain new levels. Some feats have prerequisites that must be met before a character can select them.

ARCANE STUDENT

Description

The Arcane Student class represents those men and women who delve into the world of the occult. Spending much of their time in research, these students learn the terrible truths of the world of **Contagion**. Many Arcane Students attempt to remain neutral and impartial as they learn of the War and the secrets of the Hellspawn. Despite their ties with the supernatural, they often try to maintain some semblance of scientific detachment in their studies. Studying the occult often becomes an addiction for these souls. As they encounter the creatures that walk the shadows, they soon discover that for every secret they unearth, a dozen lurk beneath. Survival in the world of magic also tends to breed the philosophy that the more you

know, the more you need to know.

Arcane Students can come from all lifestyles, as the desire to learn about the supernatural may be gained in any number of ways. One person may begin in a simple scholarly pursuit, learning secrets beyond anything they had ever imagined. Another could have lost loved ones to Hellspawn and turned to libraries and Internet databases as a means of discovering the truth. Some Arcane Students are rebellious teenagers dabbling in dark arts until they get in far too deep, their only hope of survival to go back to the books, and learn more about the terrible world they have discovered.

Some Arcane Students begin their careers in the occult as stage performers, carnival and circus magicians or fortunetellers. As the desire to learn more "magic" increases, these poor souls begin to learn the secrets of real magic and the terrible War raging around them.

Suggested Occupations: Academic, Doctor, Hedge Wizard, Hellspawn Scholar, Investigative, Religious, Student and Technician.

Hit Die

d6

Contagion Points

The Arcane Student gains a number of Contagion Points equal to 6 + their character level at 1st level and every time they attain a new level in this class.

Class Skills

The Arcane Student's class skills (and the key ability for each skill) are: Computer Use (INT), Concentration (CON), Craft (Any)(INT), Decipher Script (INT), Disable Device (DEX), Drive (DEX), Escape Artist (DEX), Forgery (INT), Investigate (INT), Knowledge (Any, except Tactics) (INT), Profession (WIS), Research (INT), Sleight of Hand (DEX), Spellcraft (INT).

Skill points at 1st level: (6+INT modifier) x4

Skill Points at Each Level: 6 + INT modifier

Table: Arcane Student

Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Class Features	DEF Bonus
1st	+0	+0	+0	+2	Educated, Spell Resistance	+0
2nd	+1	+0	+0	+3	Antimagic Circle	+1
3rd	+1	+1	+1	+3	Antimagic Glyph	+1
4th	+2	+1	+1	+4	Ward Vs. Undead	+1
5th	+2	+1	+1	+4	Ward vs. Aberrations	+2
6th	+3	+2	+2	+5	Ward vs. Fey	+2
7th	+3	+2	+2	+5	Ritual Magic	+2
8th	+4	+2	+2	+6	Ward vs. Outsiders	+3
9th	+4	+3	+3	+6	Scribe Scroll	+3
10th	+5	+3	+3	+7	Improved Ritual Magic	+3

Class Features

The following are the class features of the Arcane Student:

Simple Weapons Proficiency

The Arcane Student receives the *Simple Weapons Proficiency* feat free at 1st level.

Educated

The Arcane Student receives the *Educated* Feat free at first level. This feat allows the Arcane Student to select two Knowledge skills. The character gets a +2 bonus on all checks with those skills.

Spell Resistance

At 1st level, the Arcane Student gains Spell Resistance. The Arcane Student's Spell Resistance is equal to the character's Arcane Student level x2. For more information on Spell Resistance, see **Chapter 11: Hellspawn**.

Antimagic Circle

At 2nd level, the Arcane Student gains the ability to draw an Antimagic Circle. With a successful Craft (Writing) check at DC 15, the Arcane Student can create a temporary antimagic field within a designated circle.

An antimagic field has the following properties:

- The space within an antimagic field is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.
- An antimagic field suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an antimagic field counts against the suppressed spell's duration.
- Incorporeal creatures entering an antimagic field are disrupted, suffering 1 negative level per round of contact. A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). This field immobilizes golems and other constructs that are imbued with magic during their creation process. Other Hellspawn are unaffected, though rendered unable to access spells, spell- like abilities, and supernatural abilities. *Dispel magic* does not remove the field.

Two or more antimagic fields sharing any of the same space have no effect on each other. Should a creature be larger

than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

To create an Antimagic Circle, the character must draw the circle on an immobile surface such as a floor or a parking lot. The Arcane Student must remain inside the circle for the circle to function, and if the markings within the circle are defaced or destroyed, the circle ceases to function. An Antimagic Circle may have a diameter up to a maximum of twice the Arcane Student's class level, in yards. Antimagic Circle takes 1 minute per yard of diameter to construct.

Antimagic Glyph

At 3rd level, the Arcane Student gains the ability to create small antimagic fields centered on objects rather than locations. By drawing an Antimagic Glyph (Craft (Writing) DC 15) on an object, the Arcane Student causes that object to behave as though it were inside an Antimagic Circle. This makes the object immune to spells and spell-like abilities, as well as causing any enchantments laid upon the object to fail. This immunity is extended to any person or creature holding the object. The warded object may not be larger than the Arcane Student's class level cubed, in feet, nor can it be placed on an object smaller than two square inches. The glyph lasts until the markings are defaced or destroyed.

Ward vs. Undead

At 4th level, the Arcane Student can create a ward that affects any undead creature (that is, any creature belonging to the Undead subtype. See **Chapter 11: Hellspawn** for more information on the various subtypes.) This ward can be created as either a circle or a glyph.

- Circle vs. Undead: This ward prevents any undead, including vampires and ghosts, from entering the circle of his own free will. If forced to touch the object (such as being dragged into it), the undead takes 3d6 damage from the circle upon entering, and each turn that the undead remains within it. The circle is created by the same means as an Antimagic Circle, and is subject to the same limitations.
- Glyph vs. Undead: This glyph protects an object from undead, including vampires and ghosts. An undead cannot touch an object warded in this fashion of his own free will. If forced to touch the object (such as being stabbed with a warded knife), the undead takes 3d6 damage from the ward, in addition to any damage that the weapon deals. Damage from a warded object ignores Damage Reduction, Regeneration, and Fast Healing. The glyph is created by the same means as an Antimagic Glyph and is subject to the same limitations.

Ward vs. Aberrations

At 5th level, the Arcane Student can create a Ward vs. Aberrations. This ward functions exactly as a Ward vs. Undead, except it affects aberrations.

Ward vs. Fey

At 6th level, the Arcane Student can create a Ward vs. Fey. This ward functions exactly as a Ward vs. Undead, except it affects fey. Note that this ward affects elves and their descendants, such as half- elves.

Ritual Magic

At 7th level, the Arcane Student learns to harness diverse magical effects via rituals. Through extensive study and research, the Arcane Student may learn several complex and elaborate rituals with an almost unlimited number of applications. Researching a ritual takes 1 week per spell level, and requires a Research check at DC 25 + spell level. A character may take 10 or 20 on this roll. This check is made at the end of the Research period, so it is entirely possible to waste several weeks looking into a particular ritual for nothing. Increasing the Research DC may reduce research time. Simply add 1 to the Research check DC for each day of research time reduced to a minimum research time of three days. Once

a spell is located, an Arcane Student may add it to their archives and never need research it again, unless some odd circumstance prevents the Arcane Student from copying the ritual, or his notes are somehow destroyed.

Casting time for any ritual is one hour per spell level. 0-level spells take 30 minutes to cast. Casting a ritual requires a Knowledge (Arcana) check DC 25 + spell level. A character may take 10 on this roll, but may not take 20. Failing this check by 10 or more often results in dire consequences, as the mystical energy being channeled by the Arcane Student goes awry. This can cause any effect from direct damage dealt to the character (and any allies unfortunate to be near him at the time) to summoning an angry demon. The exact effects of ritual failure are left for the GM to decide.

It is important to note that any spell in ritual form will require the same components (Verbal, Somatic, Material, Focus, XP costs, etc.) as the normal spell. An Arcane Student may not cast any spell that he does not meet the Intelligence requirement to cast. An Arcane Student may only cast Arcane spells. Divine spells, which require faith to perform, may not be replicated (though spells that appear in both lists may be used.)

The Difficulty Class for a saving throw against the Arcane Student's spell is 10 + the spell's level + the Arcane Student's Intelligence modifier.

Ward vs. Outsiders

At 8th level, the Arcane Student gains the ability to create a Ward vs. Outsiders. This ward functions exactly as a Ward vs. Undead, except it affects outsiders, including angels and demons.

Scribe Scroll

At 9th level, the Arcane Student gains the ability to Scribe Scrolls. Note that an Arcane Student may only scribe a scroll for a spell that he has in his archives. For scribing scrolls, or any item creation feat, consider the Arcane Student's class level to be his caster level. For details regarding scroll creation, see **Chapter 10: Magic and Spells**.

Improved Ritual Magic

At 10th level, the Arcane Student becomes far more efficient with Ritual Magic. Research moves much more quickly, taking only 1 day per spell level. Research time may now be reduced to 1 day by adding to the DC of the Research Check (as above). Casting time for Ritual Magic is also greatly decreased, becoming 30 minutes per spell level, or 15 minutes for a 0-level spell. This reduced casting time also applies to any rituals already in the Arcane Student's archives.

BRUISER

Description

The Bruiser makes his way with his fists. Perhaps a victim of a hard knock life, a child of the streets, or simply a sadist who enjoys hurting others, the Bruiser is a physical, combat oriented character. Of course, the dark and violent nature of the world of **Contagion** offers several opportunities for people to learn to rely on their fists to solve problems.

Many Bruisers begin their lives faced with mundane difficulties. Perhaps as a child they were victims of schoolyard bullies, or lived on the border between two hostile gang's territories. Regardless, the Bruiser defends themselves, or others, and survives on prowess and wits. Things do not change much for these folks when the minions of Hell enter their lives. Gang bangers are replaced with vampires and zombies, but the score remains the same. Fight to win or roll over and die. Bruisers choose to fight. Tooth and nail, if necessary.

A Bruiser is very likely to come from an underprivileged or criminal background. The rich and secure rarely have the opportunity to hone the fighting skills and attitude required to be a Bruiser. A Bruiser can be a criminal thug, a poor kid trying to make his way in the world, a self styled vigilante, or even a schoolhouse bully. Many Bruisers fit more than one of these stereotypes.

Suggested Occupations: Athlete, Blue Collar, Criminal, Law Enforcement, Military, and Rural.

Hit Die

d10

Contagion Points

Bruisers gain a number of Contagion Points equal to 5 + their character level at 1st level and every time they attain a new level in this class.

Class Skills

The Bruiser's class skills (and the key ability for each skill) are: Climb (STR), Craft (any) (INT), Handle Animal (CHA), Jump (STR), Knowledge (Current Events, Popular Culture, Streetwise, Tactics) (INT), Profession (WIS), Repair (INT) and Swim (STR).

Skill Points at 1st Level: (3 + INT modifier) x4

Skill Points at Each Level: 3 + INT modifier

Class Features

The following are class features of the Bruiser:

Simple Weapons Proficiency

The Bruiser receives the *Simple Weapons Proficiency* feat free at 1st level.

Table: Bruiser

Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Class Features	DEF Bonus
1st	+1	+1	+0	+0	Pushing the Limit	+1
2nd	+2	+2	+0	+0	Bonus feat	+2
3rd	+3	+2	+1	+1	TKO	+2
4th	+4	+2	+1	+1	Bonus feat	+3
5th	+5	+3	+1	+1	Can of Whup Ass	+3
6th	+6	+3	+2	+2	Bonus feat	+3
7th	+7	+4	+2	+2	Beyond the Limit	+4
8th	+8	+4	+2	+2	Bonus feat	+4
9th	+9	+4	+3	+3	Room Sweeper	+5
10th	+10	+5	+3	+3	Bonus feat	+5

Pushing the Limit

At 1st Level, the Bruiser can push him or himself to make an extreme effort. The effort must relate to either a Strength check or a Strength-based skill check. You must decide to use this ability before making the check. The effort requires a full-round action and provides a +2 bonus on the check. With the expenditure of a Contagion Point, this bonus may be doubled to + 4.

TKO

At 3rd level, the bruiser can throw a haymaker that will easily knock out lesser opponents. The Bruiser declares a target for the TKO and takes a –4 penalty to his Defense for the round. On the Bruiser's action, he may then attack normally with either unarmed combat or a bludgeoning weapon. If the attack is successful, it automatically knocks unconscious any target with fewer HD than the Bruiser does. The target is considered to have suffered a total HP loss in subdual damage (though no Fortitude checks are required). If the target's HD are equal or greater than the Bruiser's is, the attack is considered to do double damage. In the case of a critical hit, the total is figured as normal, and then doubled. This damage is always considered subdual. TKO is a full round action.

Can of Whup Ass

By 5th level, the Bruiser has mastered the fine art of beating the crap out of his opponents. This ability is reflected in all hand to hand and melee combat. The Bruiser receives a +2 bonus on all melee and hand-to-hand damage.

Beyond the Limit

At 7th Level, the Bruiser can perform incredible acts of strength. This functions exactly like Pushing the Limit, except that the effort requires a full-round action and provides a +4 bonus to one Strength check.

Like Pushing the Limit, spending a Contagion Point doubles the effects of this ability, providing a + 8 bonus to the check.

Room Sweeper

At 9th Level, the Bruiser

becomes adept at fighting multiple opponents at once. With Room Sweeper, the Bruiser receives a number of extra attacks equal to the Bruiser's Strength modifier each round which can be used on ANY character within the Bruiser's threatened area, regardless of whether or not the character is provoking an attack of opportunity. If no characters are within the Bruiser's threat area, this ability does not activate.

Bonus Feats

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

Archaic Weapons Proficiency, *Athletic*, *Body Combat*, *Brawl*, *Cleave*, *Combat Martial Arts*, *Combat Reflexes*, *Frightful Presence*, *Hearty Brawler*, *Great Cleave*, *Improved Brawl*, *Improved Combat Martial Arts*, *Improved Damage Threshold*, *Improved Knockout Punch*, *Knockout Punch*, *Power Attack*, *Streetfighting*, *Supernatural Strike*, *Toughness*, *Weapon Focus*

BYSTANDER

Description

The Bystander class represents the average Joe. Anyone who does not fall into one of the other classes can easily be a Bystander. Many characters in the world of **Contagion** are simply normal people dragged into the machinations of the Hellspawn.

Whether you are a cheerleader for a high school football team, a dockworker, an EMT, or a police officer, you can easily fit into the Bystander class. Focusing on the acquisition of skills, this class makes diversity its largest benefit.

Of course, Bystanders are often in over their heads, lacking understanding of the evil that they come to face, and fearful of the truth. They are normal people sucked into a War they want nothing to do with.

Suggested Occupations: Any.

Hit Die

d6

Contagion Points

The Bystander receives a number of Contagion Points equal to 5 + their character level at 1st level and every time they attain a new level in this class.

Class Skills

The Bystander can choose any ten skills to be class skills, with the exception of Spellcraft (which a Bystander may learn by taking the *Arcane Skills* feat (see **Chapter 7: Feats**).

Skill Points at 1st Level: (6 + INT modifier) x4

Skill Points at Each Level: 6 + INT modifier

Class Features

The following are the class features of the Bystander class:

Versatility

As indicated above, the Bystander class may choose any 10 skills (except Spellcraft) as class skills.

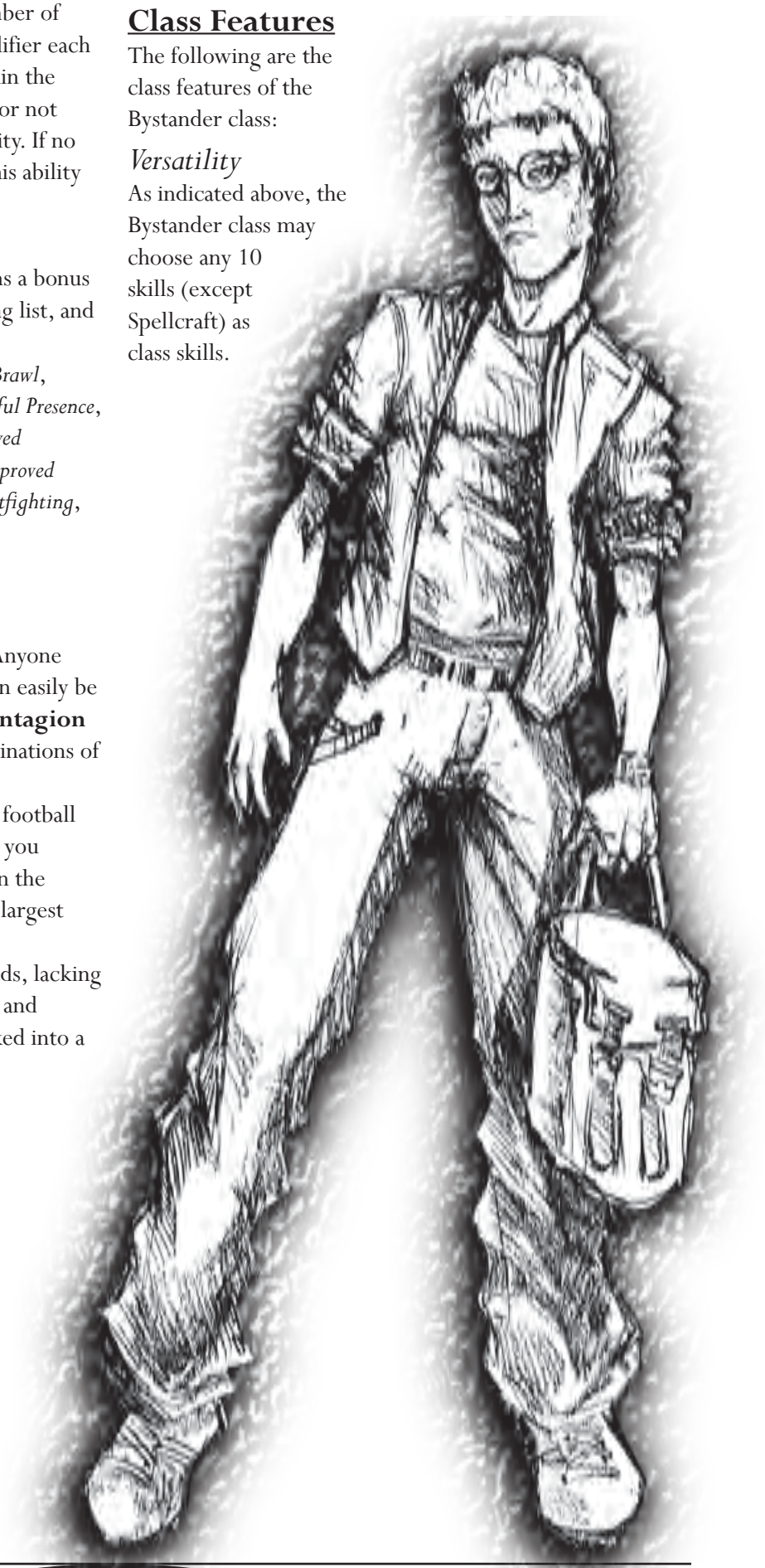


Table: Bystander

Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Class Features	DEF Bonus
1st	+0	+0	+0	+1		+0
2nd	+1	+0	+0	+2	Versatility 1	+0
3rd	+2	+1	+1	+2		+1
4th	+2	+1	+1	+3	Versatility 2	+1
5th	+3	+1	+1	+3		+2
6th	+3	+2	+2	+4	Versatility 3	+2
7th	+4	+2	+2	+4		+3
8th	+4	+2	+2	+5	Versatility 4	+3
9th	+5	+3	+3	+5		+4
10th	+6	+3	+3	+6	Skill Bonus	+5

Furthermore, the Bystander may add two new class skills to his list of class skills at 2nd, 4th, 6th, and 8th level (giving a Bystander 12 class skills at 2nd level, 14 at 4th level, and so on.) These skills do not include the class skills that a character receives from a starting Occupation.

Skill Bonus

At 10th Level, the Bystander receives a permanent +2 bonus to all skill checks involving any of his/his class skills. This ability reflects the massive experience gained by normal people over the years.

CASANOVA

Description

The Casanova class uses deception, seduction, and trickery to achieve their goals. Often relying on sex as a tool, and honeyed words as weapons, the Casanova makes his way through the world of **Contagion** on the backs of those weak enough to succumb to his temptations.

Many Casanovas are beautiful and they know it. They learn early in life that desire is a means to an end, and they never seem to develop moral issues about using others. Whether it is climbing the corporate ladder, getting a record deal, or distracting a security guard so his associates can slip past, the Casanova knows his talents and uses them to peak effect. Because of this knack for manipulation, Casanovas who discover the truth tend to think that they can get away with manipulating Hellspawn, using them as they would anybody else. Often this backfires, and costs the Casanova his life or soul, but occasionally these wily types can outsmart even the devil.

Casanovas can come from any background, but many have used their talents to elevate themselves to fame, fortune and power, which is not difficult when you possess the ability to sway those around you and the emotional detachment to use it.

Suggested Occupations: Celebrity, Creative, Dilettante, Entrepreneur, Student, and White Collar.

Hit Die

d6

Contagion Points

Casanovas gain a number of Contagion Points equal to 5 + their character level at 1st level and every time they attain a new level in this class.

Class Skills

The Casanova's class skills (and the key ability for each skill) are: Bluff (CHA), Diplomacy (CHA), Disguise (CHA), Drive (DEX), Gather Information (CHA), Knowledge (all but Arcana, Earth and Life Sciences, Physical Sciences, and Tactics) (INT), Listen (WIS), Profession (WIS), Sense Motive (WIS), Spot (WIS).

Skill points at 1st level: (5 + INT modifier) x4

Skill Points at Each Level: 5 + INT modifier

Class Features

The Casanova receives the following class features:

Simple Weapon Proficiency

The Casanova receives *Simple Weapons Proficiency* free at 1st level.

Charm

At 1st Level, the Casanova gets a bonus on all Charisma-based skill checks made to influence members of the opposite gender. (Or those of the same gender whose sexual orientation would predispose them to finding the Casanova attractive.) The bonus is equal to the character's Casanova level.

Silver Tongue

At 2nd level, the Casanova develops a knack for deception and flirtation. With this ability, he applies ½ his or his Casanova level, rounded down, as a bonus on any Bluff or Diplomacy checks the character makes while attempting to lie, cheat, seduce, or otherwise bend the truth. If conditions are appropriate, this bonus may stack with Charm.

Flirt's Favor

At 4th level, the Casanova has the ability to acquire minor aid from anyone he could Charm. By batting his eyes, smiling and showing off his dimples, or even leaning forward to reveal a bit of cleavage, the Casanova can use their flirtatious ways as a commodity. By making a Flirt's Favor check, a Casanova can gain important information, acquire the loan of equipment or documents, gain access to otherwise restricted areas, or receive other minor assistance in the course of an adventure.

A Casanova must simply engage the target in

conversation to activate this talent. To make a favor check, roll a d20 and add the character's favor bonus, equal to the character's Casanova level. The GM sets the DC based on the scope of the favor being requested, and the amount of time spent interacting with the target. The DC ranges from 10 for a simple favor, with only a round or two of interaction to as high as 30 for formidable and highly dangerous, expensive, or illegal favors, which may take hours, if not days to negotiate (though for obvious reasons, the highlights should be role-played and the rest simply summarized.). This DC may be reduced by 5 points at GM discretion by particularly provocative flirtations, although abusing this tactic could backfire, as some people find such forwardness to be distasteful. In such a case, add +5 to the DC. A Casanova cannot take 10 or 20 on this check, nor can the character retry the check for the same (or virtually the same) favor. Favors should help advance the plot of an adventure. A favor that would enable a character to avoid an adventure altogether should always be unavailable to the character, regardless of the result of a favor check.

The GM should carefully monitor a Casanova's use of favors to ensure that this ability is not abused. The GM may disallow any favor deemed disruptive to the game.

Dazzle

A 6th level Casanova has the ability to Dazzle a target through sheer force of personality, a winning smile, and flirting. The target must have an Intelligence score of 3 or higher to be susceptible to a Dazzle attempt, must be a valid target for Charm, must be within 30' of the Casanova, and must be able to see, hear, and understand the Casanova.

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

The target resists the Dazzle attempt by making a Will saving throw (DC 10 + Casanova's class level + Casanova's CHA bonus). If the save fails, the target receives a –3 penalty on attack rolls, ability checks, skill checks, and saving throws for a number of rounds equal to the character's Casanova level.

Captivate

An 8th level Casanova has the ability to temporarily beguile a target using words and bearing. The target must meet all the requirements listed under Dazzle to be susceptible to Captivate.

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

Table: Casanova

Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Class Features	DEF Bonus
1st	+0	+1	+1	+0	Bonus feat, Charm	+0
2nd	+1	+2	+2	+0	Silver Tongue	+1
3rd	+1	+2	+2	+1	Bonus feat	+1
4th	+2	+2	+2	+1	Flirt's Favor	+1
5th	+2	+3	+3	+1	Bonus feat	+2
6th	+3	+3	+3	+2	Dazzle	+2
7th	+3	+4	+4	+2	Bonus feat	+2
8th	+4	+4	+4	+2	Captivate	+3
9th	+4	+4	+4	+3	Bonus feat	+3
10th	+5	+5	+5	+3	Homewrecker	+3

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

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

Homewrecker

At 10th level, the Casanova becomes so skilled at discerning what people want that they can now transcend many of the limitations placed on their previous class features. Sexual orientation ceases to be an obstacle to the Casanova who has progressed this far. They are simply so alluring that people will find themselves having thoughts and responses that they would never have under normal circumstances. At this point, the Casanova is also able to seduce with far less effort. So long as the target of Charm, Flirt's Favor, Dazzle, or Captivate can either see or hear the Casanova, they become a valid target. Furthermore, the Casanova no longer needs to be in the target's presence, though must still be able to interact freely with the target (such as during a phone call or Internet chat) unless they have used Charm, Flirt's Favor, and Captivate on the target previously, and have used at least one of these on the target within the past 24 hours. If these requirements are met, any of the aforementioned abilities may be used over videotape or other prerecorded medium. The rolls are resolved when the target views the material in this case. The target must still have an Intelligence of at least 3 and be able to understand the Casanova for Homewrecker to function.

Bonus Feats

At 1st, 3rd, 5th, 7th and 9th level the Casanova receives a bonus feat. These feats must be chosen from the following list, and the Casanova must meet all the prerequisites of the feat to select it:

Alertness, *Attentive*, *Deceptive*, *Iron Will*, *Personal Firearms Proficiency*, *Point Blank Shot*, *Precise Shot*, *Run*, *Trustworthy*, and *Windfall*.

CLERGY

Description

The Clergy class represents those rare people in the world of **Contagion** who have unwavering faith in God. Far beyond simply showing up at church on Sunday and dropping a few bucks in the collection plate, these men and women truly believe in God's word and God's way. Their direct connection to the Lord gives them the power to work miracles in his name, though no Clergy would be presumptuous enough to take personal credit for God's work.

Clergy are not always associated with the church. In fact, the opposite is more often the case. Anyone who has true, pure faith can become a member of the Clergy. These people are healers and guardians, and often oppose Hellspawn in a slightly indirect fashion. They shepherd the weak. They try to undo Hellspawn corruption wherever they discover it.

Clergy can be virtually anyone. Workers at soup kitchens, missionaries, street preachers, and ordained priests are all possibly members of the Clergy class. Their kind work and peaceful ways combined with unwavering faith in God give them the tools needed for this class.

Suggested Occupations: Academic, Blue Collar, Creative, Doctor, Emergency Services, Novitiate, Religious, Rural, and Student.

Alignment

Lawful Good

Race

Clergy may only be human. If a racial change should occur, the character will lose all Clergy class features, and may not atone to retrieve them. Their connection to God has been severed.

Hit Die

d6

Contagion Points

Clergy gain a number of Contagion Points equal to 6 + their character level at 1st level and every time they attain a new level in this class.

Table: Clergy

Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Class Features	Spells Known by Level 0	1st	2nd	3rd	4th	5th	DEF Bonus
1st	+0	+2	+0	+2	Turn Undead	3	2	—	—	—	—	+1
2nd	+1	+3	+0	+3	Aura	4	2	—	—	—	—	+1
3rd	+1	+3	+1	+3		4	3	1	—	—	—	+2
4th	+2	+4	+1	+4		5	3	2	—	—	—	+2
5th	+2	+4	+1	+4	Potent Turning	5	3	2	1	—	—	+3
6th	+3	+5	+2	+5		5	3	3	1	—	—	+3
7th	+3	+5	+2	+5	Intense Aura	6	4	3	2	—	—	+4
8th	+4	+6	+2	+6		6	4	3	2	1	—	+4
9th	+4	+6	+3	+6		6	4	4	3	1	—	+5
10th	+5	+7	+3	+7	Immaculate Aura	6	4	4	3	2	1	+5

Class Skills

The Clergy's class skills (and the key ability for each skill) are: Concentration (CON), Decipher Script (INT), Diplomacy (CHA), Drive (DEX), Treat Injury (WIS), Knowledge (History) (INT), Knowledge (Theology and Philosophy) (INT), Perform (Oration) (CHA), Research (INT), and Spellcraft (INT)

Skill Points at 1st Level: (3 + INT modifier) x4

Skill Points at Each Level: 3 + INT modifier

Class Features

All of the following are class features of the Clergy:

Spells

A Clergy casts divine spells, which are drawn from the Clergy spell list. Like other spellcasters, a Clergy only knows a certain number of spells, determined by level, as stated in *Table: The Clergy*.

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

Clergy meditate or pray for their spells. Each Clergy must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to maintain his communion with God and retain the ability to cast spells. If the Clergy fails to meet this requirement, he loses the ability to cast spells until the requirement is met. The Clergy must also adhere to a strict code of conduct. Sin and vice are anathema to the divine power accessed by the Clergy. If the Clergy should commit an act outside his or his religious doctrine or Alignment dictates, he loses the ability to cast spells until they atone for their transgression (see Ex-Clergy, below).

NOTE: Clergy receive a number of Spells Known per level. There is no restriction on the number of times that a Clergy may cast a spell per day. So long as the Clergy fulfills the above requirements, he may cast spells as often as is needed. Clergy cast Divine spells and may learn any spell designated as a Clergy spell in the spell description (see **Chapter 10: Magic and Spells**) provided he meets the prerequisites.

Turn Undead (Su)

At 1st level, the Clergy has the power to affect undead creatures by channeling the power of his faith through his holy symbol. A Clergy may attempt to turn an unlimited number of times per day. A Clergy with 5 or more ranks in Knowledge (Religion) gets a +2 bonus on turning checks.

How Turning Works

A Clergy can turn undead as an attack action. Doing so does not provoke an attack of opportunity. A Clergy must present his holy symbol to make a turning attempt, holding it in one hand in such a way that it is visible to the creatures he wants to affect.

Range

The Clergy turns the closest turnable creature first. He cannot turn creatures that are more than 60' away or that have total cover.

Turning Check

First, roll a turning check to determine how powerful a creature you can turn. This is a Charisma check (1d20 + CHA modifier). *Table: Turning* shows the Hit Dice of the most powerful creature you can affect, relative to your Clergy level. With a given turning attempt, you can't turn

Table: Turning

Check Result	HD of Creatures Turned
0 or lower	Level –4
1–3	Level –3
4–6	Level –2
7–9	Level –1
10–12	Level +0
13–15	Level +1
16–18	Level +2
19–21	Level +3
22 or higher	Level +4

any creature whose Hit Dice exceeds the result of your turning check.

Turning Damage

If your turning check result is high enough to let you turn at least some of the undead creatures within 60', roll 2d6 and add your Clergy level and your Charisma modifier to the result to determine turning damage. That is how many total Hit Dice of undead creatures you can turn on this attempt.

You may skip over already turned creatures that are still within range so that you don't waste your turning capacity on them.

Effect and Duration of Turning

Turned creatures flee from the Clergy by the best and fastest means available to them. A turned creature flees for 10 rounds (1 minute). If it cannot flee, it cowers (can take no actions, –2 penalty to Defense).

If the Clergy moves to within 10' of a cowering turned creature, it overcomes the turning and can act normally. (The Clergy can be standing within 10' of the creature without breaking the turning effect; he just can't approach any closer to the creature.) The Clergy can attack a turned and cowering creature with ranged attacks from more than 10' away, and others can attack in any fashion, without breaking the turning effect.

Destroying Undead

If the Clergy has twice as many Clergy levels (or more) as the undead has Hit Dice, he destroys any creature that he would normally turn.

Aura (Ex)

At 2nd level, a Clergy develops a particularly powerful Aura corresponding to his alignment. In other words, he sticks out like a sore thumb. Hellspawn will notice his faith, and make a WILL save (DC 15) or either be filled with fear (50% chance) or rage (50% chance) at the presence of the holy. A Clergy can be detected and recognized as such by an evil creature with a Spot check (DC = 20 - the Clergy's level) anywhere within the creature's line of sight. A creature afflicted with fear suffers a –4 penalty to all skill checks, saving throws and attack rolls. A creature affected by rage must make a Will save (DC 10+ Clergy level) to resist attacking the Clergy immediately.

Potent Turning

At 5th level, the Clergy receives the Potent Turning ability. This ability allows the Clergy to turn an additional 3d6 Hit Dice worth of Undead.

Intense Aura (Ex)

At 7th level, the Clergy's Aura becomes purer. The Clergy has grown closer to God and this reflects in his Aura. It also scares the bejesus out of undead and the like, increasing the chances of the Aura inducing fear in the unholy who observe it. The Intense Aura functions as does Aura, but the chances are 60% to induce fear and 40% to induce rage.

Immaculate Aura (Su)

At 10th level, the Clergy is awe inspiring in his conviction. His Aura percentages change to 80% chance to induce fear and 20% chance to induce rage.

Ex-Clergy

A Clergy who grossly violates the code of conduct required by

God (and his Alignment) loses all spells and class features. He cannot thereafter gain levels as a Clergy until he atones. Atonement can take several forms, and it is ultimately at GM discretion to determine when a failed Clergy has paid sufficient penance to regain God's favor.

PAGAN

Description

The Pagan class represents mystics who gain their power through worship of deities other than God. Nature worshippers, shamans, and Wiccans all fall within the realm of the Pagan class. In the world of **Contagion**, Pagans access power unfettered to Heaven or (usually) Hell.

Most Pagans come from older cultures, or at the very least emulate their ways. A Native American learning the medicine of his people, an Aboriginal shaman, or a Celtic priestess can all easily fit into the Pagan class. Pagans are often very staunch in their beliefs, and difficult to sway from their chosen methods. Hellspawn often find them frustrating to attempt to manipulate. Some clever Hellspawn have taken to impersonating figures of Pagan lore in an attempt to sway them. This tactic is very effective, and many a Pagan has found themselves duped into the service of demonic forces.

Pagans tend to live on the fringes of western society, yet maintain very central roles within their own. Medicine men, wise women and psychics are all examples of Pagans.

Suggested Occupations: Adventurer, Athlete, Apothecary, Creative, Doctor, Hedge Wizard, Novitiate, Rural, and Student.

Hit Die

d8

Contagion Points

Pagans gain a number of Contagion Points equal to 6+ their character level at 1st level and every time they advance a level in this class.

Class Skills

The Pagan's class skills are as follows: Concentration (CON), Craft (Chemical, Pharmaceutical, Visual Arts) (INT), Diplomacy (CHA), Gather Information (CHA), Knowledge (Art, Behavioral Sciences, Earth and Life Sciences, Theology and Philosophy) (INT), Perform (Act, Dance, Sing, Stand Up) (CHA), Profession (WIS), Sense Motive (WIS), Sleight of Hand (DEX), Spellcraft (INT), Spot (WIS), Treat Injury (WIS)

Skill Points at 1st Level: (5+INT modifier) x4

Skill Points at Each Level: 5 + INT modifier

Table: Pagan

Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Class Features	DEF Bonus
1st	+0	+2	+1	+1	Bonus feat	+1
2nd	+1	+3	+2	+2	Rebuke Undead	+1
3rd	+1	+3	+2	+2	Bonus feat	+2
4th	+2	+4	+2	+2	Combat Casting	+2
5th	+2	+4	+3	+3	Brew Potion	+3
6th	+3	+5	+3	+3	Bonus feat	+3
7th	+3	+5	+4	+4	Discern Lie	+4
8th	+4	+6	+4	+4	Turn Humans	+4
9th	+4	+6	+4	+4	Bonus feat	+5
10th	+5	+7	+5	+5	Empower Spell	+5

Class Features

The following features pertain to the Pagan class:

Spells

The Pagan class may cast spells due to their belief in the "old ways". A Pagan's selection of spells is quite broad, reflecting the wide variations in traditional beliefs that do not fall within the Judeo-Christian purview. The Pagan begins play knowing four 0-level spells (cantrips/orisons) and two 1st level spells. At each level, the Pagan gains one or more new spells as indicated on *Table: Pagan Spells Known*). These spells can be common spells chosen from the Pagan spell list or they can be unusual spells of the Pagan's own devising.

The Pagan is limited to casting a certain number of spells of each level per day, but need not prepare those spells in advance. Sufficiently high Charisma scores may increase the number of spells that may be cast per day.

A Pagan may use a higher-level slot to cast a lower-level spell. However, the Pagan may only learn new spells upon gaining a level in the Pagan class.

Table: Pagan Spells Known

Pagan Level	Spell Level 0	1st	2nd	3rd	4th	5th
1st	4	2	—	—	—	—
2nd	5	2	—	—	—	—
3rd	5	3	1	—	—	—
4th	6	3	2	—	—	—
5th	6	4	2	1	—	—
6th	7	4	3	2	—	—
7th	7	5	3	2	1	—
8th	8	5	4	3	2	—
9th	8	5	4	3	2	1
10th	9	5	5	4	3	2

Table: Pagan Spells Per Day

Pagan Level	Spell Level 0	1st	2nd	3rd	4th	5th
1st	5	3	—	—	—	—
2nd	5	4	—	—	—	—
3rd	6	4	2	—	—	—
4th	6	5	3	—	—	—
5th	6	5	3	2	—	—
6th	7	5	3	3	—	—
7th	7	6	4	3	2	—
8th	7	6	4	3	3	—
9th	7	6	4	4	3	2
10th	8	7	5	4	4	3

The Difficulty Class for a saving throw against the Pagan's spell is 10 + the spell's level + the Pagan's WIS modifier. The Pagan doesn't acquire his spells from books or scrolls, nor does he prepare them through study. Instead, he meditates or prays for his spells, receiving them through his own strength of faith or as divine inspiration. The Pagan must spend one hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on the Pagan's spell preparation. In addition, the Pagan receives bonus spells based on his Charisma score, as shown on the chart in **Chapter 3: Abilities**. A Pagan may learn any spell designated as a Pagan spell in the spell description (see **Chapter 10: Magic and Spells**) provided he meets the prerequisites.

Rebuke Undead

Starting at 2nd level, the Pagan gains the supernatural ability to affect the undead, such as zombies, skeletons, ghosts, and vampires in a manner similar to Clergy. However, the Pagan's skills lie in the realm of commanding and rebuking the undead through mystical power, as opposed to turning them. Furthermore, the Pagan affects undead as if he were a Clergy of one level lower than his current Pagan class.

A Pagan may rebuke, command or bolster the undead. He may destroy the undead if of sufficient levels. He cannot dispel the turning of a Clergy.

A Pagan's ability to rebuke undead functions exactly as a Clergy, except that creatures that would be turned are rebuked instead, and those that would be destroyed can be commanded or destroyed (Pagan's choice).

Rebuke Undead

A rebuked creature cowers as if in awe (can take no actions, –2 penalty to Defense) for 10 rounds.

Command Undead

A commanded creature falls under the mental control of the Pagan. The Pagan can give mental orders to a commanded creature as an attack action. The Pagan can command any number of creatures whose total Hit Dice don't exceed his Pagan level -1. He may voluntarily relinquish command in order to establish command on different creatures.

Bolster Undead

A Pagan may bolster creatures against turning effects in advance. He makes a turning check as if attempting to rebuke them, but the Hit Dice result becomes the creatures' effective Hit Dice as far as turning is concerned (provided the result is higher than the creatures' normal Hit Dice). This bolstering lasts for 10 rounds.

Simple Weapon Proficiency

The Pagan receives *Simple Weapons Proficiency* free at 1st level.

Combat Casting

At 4th level, the Pagan becomes adept at casting spells during combat. He gets a +4 bonus to Concentration checks made to cast a spell while on the defensive.

Brew Potion

At 5th level, the Pagan can create potions, which carry spells within themselves.

For rules on the creation of potions and other magic items, see **Chapter 10: Magic and Spells**.

Discern Lie

At 7th Level, the Pagan develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Pagan must be able to see and hear (but not necessarily understand) the individual under scrutiny.

The Pagan can determine whether a spoken statement is true or false with a successful Sense Motive check opposed by the subject's Bluff check or DC 10, whichever is greater.

Turn or Rebuke Humans

Starting at 8th level, the Pagan gains the supernatural ability to affect humans, allowing him to command them, as Rebuke Undead, or drive them off in the fashion of the Clergy's Turn Undead ability. The Pagan's Alignment does not affect the type of effect he has on humans. The ability does not affect humanoids or other creatures. Unlike other turning abilities, the Pagan must spend a Contagion Point to turn or rebuke humans.

Table: Rake

Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Class Features	DEF Bonus
1st	+0	+0	+2	+0	Sneak Attack +1d6, Trapfinding	+3
2nd	+1	+0	+3	+0	Evasion	+4
3rd	+2	+1	+3	+1	Sneak Attack +2d6, Trap Sense +1	+4
4th	+3	+1	+4	+1	Uncanny Dodge	+5
5th	+3	+1	+4	+1	Sneak Attack +3d6	+5
6th	+4	+2	+5	+2	Trap Sense +2	+6
7th	+5	+2	+5	+2	Sneak Attack +4d6	+6
8th	+6	+2	+6	+2	Improved Uncanny Dodge	+7
9th	+6	+3	+6	+3	Sneak Attack +5d6, Trap Sense +3	+7
10th	+7	+3	+7	+3	Special Ability	+8

A Pagan may turn, rebuke, command or bolster humans. He cannot destroy the targeted humans with this ability, nor can he dispel the turning of another individual.

Empower Spell

At 10th level, the Pagan learns to cast spells to greater effect. All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, as appropriate. Spells without random variables are not affected. An empowered spell uses up a spell slot two levels higher than the spell's actual level. Therefore, a Pagan can only empower 0, 1st, 2nd, or 3rd level spells.

Bonus Feats

At 1st, 3rd, 6th, and 9th level, the Pagan gets a bonus feat. The bonus feat must be selected from the following list, and the Pagan must meet all of the prerequisites for the feat to select it.

Alertness, *Archaic Weapons Proficiency*, *Armor Proficiency (Light)*, *Attentive*, *Craft Magic Arms and Armor*, *Craft Rod*, *Craft Wand*, *Craft Wondrous Item*, *Creative*, *Dodge*, *Educated*, *Empower Turning*, *Endurance*, *Exotic Melee Weapons Proficiency*, *Forge Ring*, *Fortune*, *Guide*, *Improved Damage Threshold*, *Improved Natural Healing*, *Improved Turning*, *Scribe Tattoo*, *Stealthy*, *Trustworthy*, and *Windfall*.

RAKE

Description

The Rake class represents those who make their way through thievery, trickery, and gambling. These con artists often walk the world of **Contagion** in self-serving bliss until some faction of the War drops into their lives unexpectedly, often destroying well-laid plans.

The Rake is a master of his craft. Many rakes are cat burglars, fences, and assassins for hire. Rakes tend to be the wildest of the wild cards in the War, often holding to no ideology save their own, and choosing sides in any conflict based on personal morals, not doctrines of good and evil. Hellspawn tend to target Rakes for manipulation because they are good at what they do and (at least the Hellspawn believe) easily manipulated.

Rakes tend to be criminals, though not all criminals are thugs by any means. Insider traders, frauds, and computer hackers can be Rakes as easily as burglars and gangsters.

Suggested Occupations: Adventurer, Blue Collar, Criminal, Entrepreneur, and White Collar.

Hit Die

d6

Contagion Points

Rakes gain a number of Contagion Points equal to 4 +their character level at 1st level and every time they attain a new level in this class.

Class Skills

The Rake's class skills (and the key ability for each skill) are Appraise (INT), Balance (DEX), Bluff (CHA), Climb (STR), Craft (Any) (INT), Decipher Script (INT), Diplomacy (CHA), Disable Device (INT), Disguise (CHA), Escape Artist (DEX), Forgery (INT), Gather Information (CHA), Hide (DEX), Jump (STR), Listen (WIS), Move Silently (DEX), Perform (CHA), Profession (WIS), Search (INT), Sense Motive (WIS), Sleight of Hand (DEX), Spot (WIS), Swim (STR), Tumble (DEX)

Skill Points at 1st Level: (7 + INT modifier) x4

Skill Points at Each Level: 7 + INT modifier

Class Features

All of the following are class features of the Rake:

Simple Weapon Proficiency

Rakes receive *Simple Weapons Proficiency* free at 1st Level.

Sneak Attack

If a Rake can catch an opponent when he is unable to

defend himself effectively from his attack, he can strike a vital spot for extra damage.

The Rake's attack deals extra damage any time his target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when the Rake flanks his target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two Rake levels thereafter. Should the Rake 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'.

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

A Rake can Sneak Attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to Sneak Attacks. The Rake 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 Rake cannot Sneak Attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding

Rakes (and only Rakes) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a non-magical 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.

Rakes (and only Rakes) 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. A Rake 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 his party) without disarming it.

Evasion (Ex)

At 2nd level and higher, a Rake 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 Rake is wearing light armor or no armor. A helpless Rake does not gain the benefit of Evasion.

Trap Sense (Ex)

At 3rd level, a Rake gains an intuitive sense that alerts him to danger from traps, giving him a +1

bonus on Reflex saves made to avoid traps and a +1 dodge bonus to Defense against attacks made by traps. These bonuses rise to +2 when the Rake reaches 6th level, and to +3 when he reaches 9th level

Trap Sense bonuses gained from multiple sources stack.

Uncanny Dodge (Ex)

Starting at 4th level, a Rake can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to Defense (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to Defense if immobilized. If a Rake already has Uncanny Dodge from a different source, he automatically gains Improved Uncanny Dodge (see below) instead.

Improved Uncanny Dodge (Ex)

A Rake of 8th level or higher can no longer be flanked. This defense denies another Rake the ability to Sneak Attack the character by flanking him, unless the attacker has at least four more Rake levels than the target does.

If a character already has Uncanny Dodge (see above) from another source, the character automatically gains Improved Uncanny Dodge instead, and the previous conditions that grant Uncanny Dodge stack to determine the minimum Rake level required to flank the character.

Special Abilities

On attaining 10th level, a Rake gains a special ability of his choice from among the following options.

Crippling Strike (Ex)

A Rake with this ability can Sneak Attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by one of his 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 Rake can roll with a potentially lethal blow to take less damage from it than he otherwise would. Once per day, when he 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 Rake can attempt to roll with the damage. To use this ability, the Rake must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, he takes only half damage from the blow; if it fails, he takes full damage. He must be aware of the attack and able to react to it in order to execute his Defensive Roll—if he is denied his Dexterity bonus to Defense, he cannot use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the Rake's Evasion ability does not apply to the Defensive Roll.

Improved Evasion (Ex)

This ability works like Evasion, except that while the Rake still takes no damage on a successful Reflex saving throw against attacks henceforth he henceforth takes only half damage on a failed save. A helpless Rake does not gain the benefit of Improved Evasion.

Opportunist (Ex)

Once per round, the Rake 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 Rake's attack of opportunity for that round. Even a Rake with the *Combat Reflexes* feat can't use the Opportunist ability more than once per round.

Feat

A Rake may gain a bonus feat in place of a special ability.

SLAYER

Description

Once normal mean and women, Slayers are those select few chosen by the forces of Heaven to act as foot soldiers in the War. The choice is usually (though not always) made early in the Slayer's life, often in the final stages of puberty. It is extremely rare that a person will become a Slayer after more than one encounter with a Hellspawn or supernatural creature, though this has been known to happen on occasion. The energies that drive supernatural creatures tend to trigger latent Slayers when the two cross paths, and no supernatural creature can become a Slayer. The life of a Slayer is often short and violent. Many Slayers try to maintain a double life. Working a job or going to school by day and fighting the forces of Hell by night. Some few Slayers are able to maintain this balance for a while, but Hellspawn care little for the sanctity

Table: Slayer

Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Class Features	DEF Bonus
1st	+1	+2	+0	+1	Bonus feat, Detect Supernatural	+1
2nd	+2	+3	+0	+1	Supernatural Resistance	+2
3rd	+3	+3	+1	+2	Bonus feat	+2
4th	+4	+4	+1	+2	Favored Enemy	+3
5th	+5	+4	+1	+3	Damage Bonus	+3
6th	+6	+5	+2	+3	Bonus feat	+3
7th	+7	+5	+2	+3	Favored Enemy	+4
8th	+8	+6	+2	+4	Damage Bonus	+4
9th	+9	+6	+3	+4	Bonus feat	+5
10th	+10	+7	+3	+5	Martyr's Strike	+5

of a Slayer's "downtime". Eventually, the Slayer's enemies will endanger any chance of a normal existence. Knowing this, some Slayers forgo the pleasantries of mundane existence, devoting every moment to the War.

Slayers can come from all lifestyles. In many ways, they are simply Bystanders who have been called to duty by God. Only humans may become Slayers.

Suggested Occupations: Any.

Race

Slayers may only be human. Upon joining the Slayer class, the character cannot be changed into another race.

Hit Die

d12

Contagion Points

Slayers gain a number of Contagion Points equal to 6+ their character level at 1st level and every time they attain a new level in this class.

Class Skills

The class skills of the Slayer (and the key ability for each skill) are: Balance (DEX), Climb (STR), Concentration (CON), Gather Information (CHA), Intimidate (CHA), Jump (STR), Knowledge (any) (INT), Listen (WIS), Sense Motive (WIS), Spot (WIS)

Skill Points at 1st Level: (6 + INT modifier) x4

Skill Points at Each Level: 6 + INT modifier

Class Features

The class features of the Slayer are:

Simple Weapons Proficiency

At 1st level, a Slayer receives the *Simple Weapons Proficiency* feat free.

Detect Supernatural

At 1st level, the Slayer gains the ability to detect supernatural creatures and auras. This power may be used at will. The Slayer simply takes a turn to attune himself to his surroundings and makes a Spot check (DC 15). If successful, the Slayer may detect supernatural occurrences in his presence. This awareness grows sharper the longer the Slayer keeps it in effect, as detailed below. Maintaining Detect Supernatural is a free action, and does not require concentration.

- 1st round: Presence or absence of supernatural.
- 2nd round: Number of supernatural auras (creatures, objects, or spells) in the area and the power of the most potent supernatural aura present.
- 3rd round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power: A supernatural aura's power depends on the type of supernatural creature or object that the Slayer is detecting and its HD, caster level, or class level; see *Table: Supernatural Auras*. If an aura falls

Table: Supernatural Auras

Creature/Object	Aura Power: Faint	Moderate	Strong	Overwhelming
Hellspawn (excluding undead and outsiders) (HD)	10 or lower	11–25	26–50	51 or higher
Undead (including vampires and vampires suffering from Ghuldom) (HD)	2 or lower	3–8	9–20	21 or higher
Werewolves and outsiders (excluding angels) (HD)	1 or lower	2–4	5–10	11 or higher
Magic item or spell (caster level)	2nd or lower	3rd – 8th	9th –20th	21st or higher

into more than one strength category, Detect Supernatural indicates the stronger of the two.

Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If Detect Supernatural is used and directed at such a location, the awareness indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power, indicated on *Table: Lingering Auras*.

This awareness can penetrate barriers stretching in 500' in every direction.

Table: Lingering Auras

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Table: Slayer Favored Enemies

Aberration	Construct
Elemental	Fey
Giant	Ghost
Humanoid	Magical beast
Monstrous Humanoid	Ooze
Outsider	Plant
Undead	Vermin

Supernatural Resistance

At 2nd level, the Slayer develops a resistance to damage from supernatural sources. Whether from a werewolf's claws, a vampire's fangs or a Pagan's spell, the Slayer is considered to have Damage Reduction equal to his Slayer level x 2 versus all sources of supernatural damage (including magic weapons).

This protection is so sensitive to the supernatural, that the Slayer's Supernatural Resistance will even soften punches and kicks from a supernatural creature.

Favored Enemy

At 4th level, a Slayer may select a type of creature from among those given on *Table: Slayer Favored Enemies*. The Slayer gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls and attack rolls against such creatures.

At 7th level, the Slayer may select an additional favored enemy from those given on the table. In addition, the bonus against the favored enemy selected at 4th level increases by 2.

Damage Bonus

At 5th level, the slayer gains a +1 bonus to all damage rolls (including unarmed combat, melee combat and ranged weapons); due to the extensive combat experience he has amassed by this point. At 8th level, this bonus increases to +2.

Martyr's Strike

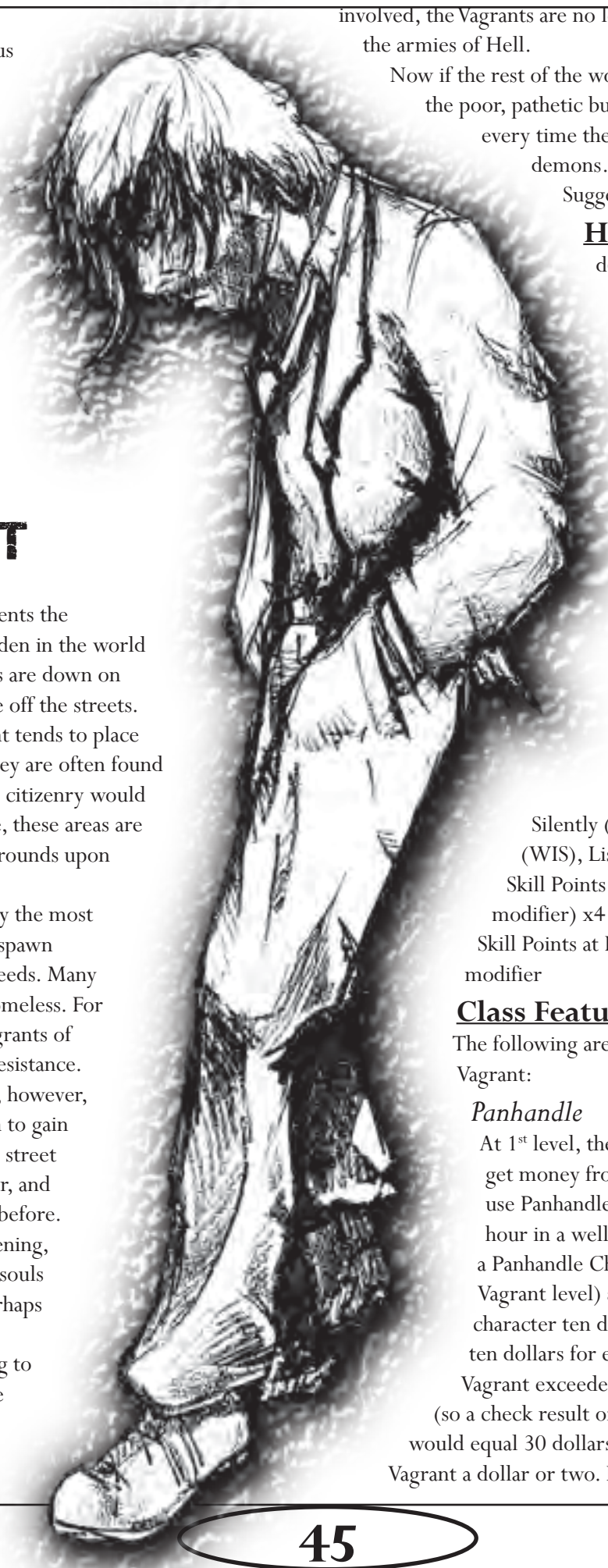
At 10th level, the Slayer gains the ability to smite the unnatural. By giving a bit of his own life force, the Slayer can destroy even the most potent of supernatural adversaries. To use this power, the Slayer takes 1d6 damage, and then must make a touch attack against the chosen supernatural creature. If successful, the creature must make a Fortitude save DC 25 or die. Undead and other creatures that are normally immune to Fortitude saves must still make this save. If the creature makes this save, it still suffers 5d6 points of damage, though the Slayer will take an additional 1d6 damage in this event.

Table:Vagrant

Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Class Features	DEF Bonus
1st	+0	+0	+0	+0	Panhandle	+0
2nd	+1	+0	+0	+0	Wherever I May Roam	+0
3rd	+1	+1	+1	+1		+1
4th	+2	+1	+1	+1		+1
5th	+2	+1	+1	+1	Odd Jobs	+2
6th	+3	+2	+2	+2		+2
7th	+3	+2	+2	+2	Innocuous Presence	+3
8th	+4	+2	+2	+2		+3
9th	+4	+3	+3	+3		+4
10th	+5	+3	+3	+3	Survivor	+5

Bonus Feats

The Slayer receives bonus feats at 1st, 3rd, 6th, and 9th level. The Slayer may select any feat provided he meets the prerequisites.



VAGRANT

Description

The Vagrant class represents the homeless and downtrodden in the world of **Contagion**. Vagrants are down on their luck, poor, and live off the streets. This unique environment tends to place them in the shadows. They are often found in parts of town that the citizenry would like to forget. Of course, these areas are also the primary battlegrounds upon which the War is fought.

The Vagrant class is easily the most likely to encounter Hellspawn carrying out their evil deeds. Many creatures prey on the homeless. For a very long time, the Vagrants of the world put up little resistance. Over the past few years, however, that resistance has began to gain strength. The "worthless street trash" are joining the War, and fighting back like never before. Maybe Heaven is intervening, encouraging these poor souls to become warriors. Perhaps it is a simple matter of people who have nothing to lose protecting their one relatively safe place to sleep. Regardless of the motivations involved, the Vagrants are no longer playing doormat to the armies of Hell.

Now if the rest of the world would stop looking at the poor, pathetic bums as if they were crazy every time they mentioned flesh-eating demons…

Suggested Occupations: None

Hit Die

d6

Contagion Points

A Vagrant receives a number of Contagion Points equal to 3 + their character level at 1st level and every time they attain a new level in this class.

Class Skills

The class skills of the Vagrant (and the key ability for each skill) are: Bluff (CHA), Diplomacy (CHA), Forgery (INT), Hide (DEX), Knowledge (Streetwise) (INT), Handle Animal (CHA), Move Silently (DEX), Search (WIS), Spot (WIS), Listen (WIS).

Skill Points at 1st Level: (4 + INT modifier) x4

Skill Points at Each Level: 4 + INT modifier

Class Features

The following are the class features of the Vagrant:

Panhandle

At 1st level, the Vagrant learns how to get money from people by begging. To use Panhandle, the Vagrant must spend 1 hour in a well-populated area and make a Panhandle Check (Charisma modifier + Vagrant level) at DC 15. Success grants the character ten dollars, with an additional ten dollars for every 5 points by which the Vagrant exceeded the Panhandle check DC (so a check result of 25 on the Panhandle check would equal 30 dollars). Failure might earn the Vagrant a dollar or two. Failing this check by 10 or

more will result in the police being alerted and the Vagrant either run off or arrested.

Wherever I May Roam

At 2nd level, the Vagrant gains the ability to acclimate exceptionally well to his surroundings. Once a Vagrant has spent 1 hour in a specific location (an area no larger than four city blocks in size) he receives a +2 circumstance bonus to all Hide, Listen, Move Silently, Search, and Spot checks made within the designated area. This bonus remains as long as the Vagrant remains in the area, and 1 day per Vagrant level after the Vagrant leaves, should they leave and come back.

Odd Jobs

At 5th level, the Vagrant develops a knack for locating Odd Jobs that can earn him a quick buck. By making a Panhandle Check (DC 20) the Vagrant can typically find someone who needs a car washed, a lawn mowed, a package delivered, etc. The GM is the final arbiter of what jobs are available and how much money is gained from a particular job, though the Vagrant may attempt to haggle with the person hiring them (usually requiring a Diplomacy check). A Vagrant must have an appropriate skill, or at the very least be able to make an unskilled check to complete an Odd Job successfully.

Innocuous Presence

At 7th level, the Vagrant has mastered the fine art of being unobtrusive. Upon gaining this ability, it is assumed that the Vagrant is simply ignored by those around him unless he takes specific action to draw attention to himself (such as entering combat, trying to walk into a guarded building, begging, etc.). Gang bangers will leave him alone, commuters will simply walk by him, and vampires will even consider him beneath eating. He is not invisible, just beneath everyone's notice. This ability is useful in keeping the Vagrant out of trouble, and grants a permanent bonus to the Vagrant's Hide and Move Silently checks equal to half of the character's Vagrant level, rounded up.

Survivor

By 10th Level, the Vagrant has spent so much time in harsh conditions that he has grown accustomed to things that normal people would grow ill, or perhaps die, from. This ability grants the Vagrant Energy Resistance to Cold and Heat at 5, Low Light Vision, +10 to all Fortitude saves to resist poison, disease, and death from exceeding Massive Damage Threshold. These bonuses are permanent upon achieving 10th level in the Vagrant class.

NOTE: Members of the Vagrant class may not possess a Wealth score. They get their money as they go along, wandering the streets. Vagrants may select an Occupation to reflect their job before becoming destitute, but they gain no Wealth bonus for the Occupation. If a Vagrant should ever gain a Wealth score (through Wealth awards, gifts, etc.) he may not advance in the Vagrant class so long as he has a Wealth score.

MULTICLASS CHARACTERS

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

Class and Level Features

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

Level

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

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

Hit Points

A character gains Hit Points from each class as his or his class level increases, adding the new Hit Points to the previous total.

Base Attack Bonus

Add the base attack bonuses for each class to get the character's base attack bonus. A resulting value of +6 or higher provides the character with multiple attacks, as shown on *Table: Multiple Attacks*.

To use multiple attacks in the same round, a character must use a full attack, which is a full-round action. For more information on multiple attacks and how they function, see the Combat section of **Chapter 12: Rules and Mechanics**.

Saving Throws

Add the base save bonuses for each class together.

Defense Bonus

Add the Defense bonuses for each class together.

Skills

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

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

Class Features

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

Feats

All characters (multiclass or not) receive a new feat every three character levels, regardless of individual class level. Taking one level in a new class does not entitle a character to receive the two feats that a beginning 1st level character gets.

Ability Increases

All characters increase one ability score by +1 every four character levels, regardless of individual class level.

Adding a Second Class

When a character with one class gains a level, he may choose to increase the level of his current class or pick up a new class at 1st level. This could be a basic class or, if the character qualifies for it, an advanced or prestige class. The character gains the 1st level base attack bonus, base save bonuses, class skills, other class features of the new class, Hit Points of the appropriate die type, and the new class's number of skill points gained at each additional level (not that number x4, as is the case for a 1st level character). Picking up a new class is not exactly the same as starting a character in that class. When picking up a new class, a character does not receive maximum Hit Points but should roll the new Hit Die.

Advancing a Level

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

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

Skill points are spent according to the class that the multiclass character just advanced in. Skills are purchased at the cost appropriate for that class.

In general, a character can have levels in as many different classes as there are classes.

Table: Multiple Attacks

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

THE GLOBAL NEWS
INQUISITOR
SECTION VII VOLUME III

MAN DESIGNS "WEREWOLF TRAP"

Brett Jenkins,
Shown here proudly holding his silver plated "invention."

Beaver Creek, Oregon resident Brett Jenkins is drawing attention, both positive and negative for his "invention" of what he refers to as a "Werewolf Trap."

The traps, which are actually large steel bear traps that he has coated with silver, sell for around $1000 each. Part of the negative attention he has gotten for these traps comes from what some say is a prohibitively high price tag.

"If this is something he's doing for the common good," says George Johnson, Jenkins' neighbor, "he could at least be more reasonable about the money he wants for them."

Of course, this is not the only controversy. Though there has been a wave of positive support for Jenkins from some locals, made nervous by an increase in myserious deaths, there are also those speaking against him.

"How's a guy gonna take a basic bear trap, make it shiny, and call it an invention, anyway?" complains Jack Trilby, a local trap maker, "I've been in this business for years, and have made plenty more impressive improvements to my traps than that."

When asked, Jenkins has this to say- "It'll work real good."

There have also been complaints from local groups, one calling themselves CETS- Citizens for the Ethical Treatment of Sasquatch, and another called Brotherhood of Bigfoot.

"I can't believe someone could be so completely thoughtless." says CETS member Shirley Morgenstohler. "Doesn't Brett realize that these things are going to

Continued on page B2

Skills are perhaps one of the most important aspects of any **Contagion** character. They allow you to sneak up on your enemies (Move Silently), notice an important clue (Spot), and fast- talk your way past the bouncer at a bar (Bluff). Each class listed in **Chapter 5: Classes** emphasizes a different set of skills and these skills improve as your character advances in level.

SKILL SYSTEMS

Using Skills

To make a skill check, roll:

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

Skill Ranks

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

Ability Modifier

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

Miscellaneous Modifiers

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

Acquiring Skill Ranks

Ranks indicate how much training or experience a character has with a given skill. Each skill has a number of ranks, from 0 (for a skill in which a character has no training at all) to 23 (for a 20th level character who has increased a class skill to its maximum rank). When making a skill check, a character adds his skill ranks to the roll as part of the skill modifier. The rules assume that a character can always find a way to learn any skill. However, the GM can impose limits depending on circumstances and a given situation.

Skill Checks

As with attack rolls and saving throws, a roll of 20 on a skill check can threaten a critical success and a roll of 1 threatens a critical failure. For more information on critical successes and failures, see **Chapter 12: Rules and Mechanics**.

Difficulty Class

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

Opposed Checks

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

Table: Example Opposed Checks

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

Trying Again

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

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

Table: Difficulty Class Examples

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

Untrained Skill Checks

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

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

Favorable and Unfavorable Conditions

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

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

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

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

Time and Skill Checks

Using a skill might take a round, several rounds, or even longer. It might take no time at all. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. See the skill description for specifies on how long a skill takes to use. In general, using a skill that requires concentration while in close combat is dangerous. Nearby opponents can make attacks of opportunity against a character when he lets his guard down.

Tools

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

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

Checks Without Rolls

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

Taking 10

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

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

Taking 20

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

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

Automatic Success

Some characters are so skilled that even when faced with distractions and danger, there is no chance that they will fail a given task. If the DC of a skill check is lower than the number of ranks a character has in the skill in question, he automatically succeeds at the task, without need of extra time (as in Taking 10 or 20) or a skill check. Note that only

a character's ranks are used in determining whether he can take an automatic success: modifiers for high ability scores, circumstance bonuses and the like do not apply.

Aiding Another

In some situations, characters can cooperate to accomplish a given task. One character is designated as the leader in the effort, while the others try to aid the character in his efforts. A character aids another by making a skill check (DC 10). This is an attack action, and the character can't take 10 or 20 on this check. If the check succeeds, the character's ally gains a +2 circumstance bonus to apply to his skill check to complete the task.

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

Skill Synergy

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

Ability Checks

Sometimes a character tries to do something to which no specific skill applies. In these cases, the character makes an ability check: Roll 1d20 and apply the appropriate ability modifier. The GM assigns a DC, or sets up an opposed check when two characters are engaged in a contest using one ability against another. In some cases, a test of one's ability doesn't involve luck. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, make opposed Strength checks.

Table: Example Ability Checks

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

Modifier Types and Stacking

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

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

The only specific bonuses that stack are bonuses without a descriptor (such as a simple +1 bonus), dodge bonuses, synergy bonuses, and sometimes circumstance bonuses. Circumstance bonuses stack only if they're provided by differing circumstances; if two circumstance bonuses caused by similar circumstances apply, they don't stack. Specific bonuses that don't usually stack include competence, cover, equipment, morale, natural armor, and size, as well as bonuses derived from magic or other supernatural effects such as deflection, enhancement, enlargement, haste, inherent, insight, luck, profane, resistance, and sacred bonus descriptors. All penalties stack, regardless of their descriptors.

SKILL DESCRIPTIONS

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

Skill Description Format

Skill Name (Key Ability)

Trained Only, Armor Penalty

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

Key Ability

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

Trained Only

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

Armor Penalty

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

Check

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

Special

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

Synergy
What skill, if any, provides a synergy bonus to the check. If this entry is absent, then no other skill provides a synergy bonus.

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

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

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

Skill List

The following skills are used in the **Contagion** game setting. This list is by no means exhaustive and should a player wish to elect a skill not found in this chapter or not under the purview of another skill, the GM is encouraged to create the skill in question.

Appraise (INT)
Check
You can appraise common or well-known objects with a DC 12 Appraise check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10 %) of its actual value.
Appraising a rare or exotic item requires a successful check against DC 15, 20, or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value.
A magnifying glass gives you a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem. A scale gives you a +2 circumstance bonus on Appraise checks involving any items that are valued by weight, including anything made of precious metals.
These bonuses stack.
Special
A character with the *Diligent* feat gets a +2 bonus on Appraise checks.
Synergy
If you have 5 ranks in any Craft skill, you gain a +2 bonus on Appraise checks related to items made with that Craft skill.
Time
Appraising an item takes 1 minute (ten consecutive full-round actions).
Try Again?
No. You cannot try again on the same object, regardless of success.
Untrained
For common items, failure on an untrained check means no estimate. For rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

Balance (DEX)
Armor Penalty
Check
The character can walk on a precarious surface. A successful check lets the character move at half his speed along the surface as a move action. A failure indicates that the character spends his move action keeping his balance and does not move. A failure by 5 or more indicates that the character falls. The difficulty varies with the conditions of the surface.
Being Attacked While Balancing: While balancing, the character is flat-footed (the character loses his Dexterity bonus to Defense, if the character has one), unless the character has 5 or more ranks in Balance. If the character takes damage, he must make a Balance check again to remain standing.
Accelerated Movement: The character can try to cross a precarious surface more quickly than normal. The character can move his full speed, but the character takes a –5 penalty on his Balance check. (Moving twice the character's speed in a round requires two checks, one for each move action.)
The character can attempt to charge across a precarious surface. Charging requires one Balance check at a –5 penalty for each multiple of the character's speed (or fraction thereof) that the character charges.
Special
A character can take 10 when making a Balance check, but can't take 20. A character with the *Focused* feat gets a +2 bonus on all Balance checks.
Time
Balancing while moving one-half the character's speed is a move action. Accelerated movement, allowing the

Table: Narrow and Difficult Surfaces

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

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

character to balance while moving his full speed, is also a move action.

Table: Sense Motive Circumstance Modifiers

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

Bluff (CHA)

Check

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

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

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

A bluff requires interaction between the character and the target. Targets unaware of the character cannot be bluffed.

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

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

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

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

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

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

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

Special

A character can take 10 when making a bluff (except for feinting in combat), but cannot take 20. A character with the *Deceptive* feat gets a +2 bonus on all Bluff checks.

Time

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

Try Again?

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

Climb (STR)

Armor Penalty

Check

With each successful Climb check, the character can advance up, down, or across a slope or a wall or other

steep incline (or even a ceiling with handholds). A slope is considered any incline of less than 60°; a wall is any incline of 60° or steeper.

Table: Climbing Tasks

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

†These modifiers are cumulative; use any that apply.

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

The DC of the check depends on the conditions of the climb. If the climb is less than 10', reduce the DC by 5. Since the character can't move to avoid an attack, he is flat-footed while climbing (the character loses any Dexterity bonus to Defense).

Any time the character takes damage while climbing, make a Climb check against the DC of the slope or wall. Failure means the character falls from his current height and sustains the appropriate falling damage.

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

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

Catching Yourself When Falling: It's practically impossible for a character to catch himself on a wall while falling. Make a Climb check (DC equal to wall's DC + 20) to do so. A slope is relatively easier to catch on (DC equal to slope's DC + 10).

Special

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

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

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

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

Time

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

Computer Use (INT)

Check

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

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

Table: Find File

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

Table: Defeat Computer Security

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

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

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

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

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

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

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

Several steps are required to hack into a site:

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

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

- Physical Access: A character gains physical access to the computer, or a computer connected to the site. If the site being hacked is not connected to the Internet, this is probably the only way a character can access it. A variety of skill checks may be required, depending on the method used to gain access.
- Internet Access: Reaching a site over the net requires two Computer Use checks. The first check (DC 10) is needed to find the site on the net. The second is a check to defeat computer security (see the Computer Use skill description). Once a character has succeeded in both checks, the character has accessed the site.

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

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

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

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

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

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

To identify the intruder, make an opposed Computer

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

This application of the skill can be used to intercept a cell phone conversation if the character has a cellular interceptor. The DC is 35 or 25 if the character knows the number of the phone that initiated the call.

Table: Computer Hacking

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

Degrade Programming: A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what the character tries to do. Crashing a computer simply shuts it down. Its user can restart it without making a skill check (however, restarting takes 1 minute).

Destroying programming makes the computer unusable until the programming is repaired. Damaging programming imposes a –4 penalty on all Computer Use checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and will not simply decide to use a different computer).

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

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

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

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

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

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

Special

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

Time

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

Table: Computer Use Times

Type of Operation	DC	Time
Shut down passive remote (Including cameras and door locks)	20	1 round per remote
Shut down active remote (Including motion detectors and alarms)	25	1 round per remote
Reset parameters	30	1 minute per remote
Change passcodes	25	1 minute
Hide evidence of alteration	+10	1 minute
Minimum security	–5	—
Exceptional security	+10	—
Maximum security	+15	—

Concentration (CON)

Check

A character makes a Concentration check whenever he may potentially be distracted while engaged in some action that requires his full attention (such as making a Disable Device or Treat Injury check, or casting a ritual or spell). Situations such as taking damage, working in a bouncing vehicle, or dealing with severe weather can require a character to make a Concentration check.

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

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

The check DC depends on the nature of the distraction.

Special

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

You can also use Concentration to cast a spell, use a spell-

Table: Concentration

Distraction	DC
Damaged during the action†	10 + damage dealt
Taking continuous damage during the action‡	10 + half of continuous damage last dealt
Vigorous motion (bouncy vehicle ride, small boat in rough water, below decks in a storm-tossed ship, riding a horse)	10
Violent motion (very rough vehicle ride, small boat in rapids, on deck of storm-tossed ship, galloping horse)	15
Extraordinarily violent motion (earthquake)	20
Entangled in net or snare	15
Grappling or pinned	20
Weather is a high wind carrying blinding rain or sleet	5
Weather is wind-driven hail, dust, or debris	10

†Such as during the casting of a spell with a casting time of 1 round or more, or an activity that requires more than a single full-round action. Also from an attack of opportunity or readied attack made in response to the action being taken (for activities requiring no more than a full-round action).
‡Such as from catching on fire.

like ability, or use a skill defensively, so as to avoid attacks of opportunity altogether. This doesn't apply to other actions that might provoke attacks of opportunity.
The DC of the check is 15 (plus the spell's level, if casting a spell or using a spell-like ability defensively). If the Concentration check succeeds, you may attempt the action normally without provoking any attacks of opportunity. A successful Concentration check still does not allow you to take 10 on another check if you are in a stressful situation; you must make the check normally
If the Concentration check succeeds, the character may attempt the action normally without incurring any attacks of opportunity. If the Concentration check fails, the related check automatically fails just as if the character's concentration had been disrupted by a distraction.
The character does not provoke attacks of opportunity, however.
This use of Concentration applies only to skill checks. It does not apply to other actions that normally provoke attacks of opportunity, such as movement or making unarmed attacks.
A character with the *Focused* feat gets a +2 bonus on all Concentration checks. A character with the *Combat Casting* feat gets a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while grappling or pinned.

Time

Making a Concentration check doesn't require an action; it is either a reaction (when attempted in response to a distraction) or part of another action (when attempted actively).
If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add the level of the spell to the DC indicated on *Table: Concentration*.

Try Again?

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

Craft (INT)

This skill encompasses several categories, each of them treated as a separate skill: Craft (Chemical), Craft (Electronic), Craft (Mechanical), Craft (Pharmaceutical), Craft (Structural), Craft (Visual Arts), and Craft (Writing).
Craft skills are specifically focused on creating objects. To use a Craft skill effectively, a character must have a kit or some other set of basic tools. The cost of this equipment varies according to the particular Craft skill.
To use Craft, first decide what the character is trying to make and consult the category descriptions below. If the character can afford the items needed, make the Craft check against the given DC for the object in question. If the character fails the check, he does not make the object, and the raw materials are wasted (unless otherwise noted).
Generally, a character can take 10 when using a Craft skill

Table: Crafting Acids

Type of Acid	Purchase Cost	Craft DC		Time
		Acid	Base	
Mild (1d6/1d10) †	$80	15	10	1 min.
Potent (2d6/2d10)	$120	20	15	30 min.
Concentrated (3d6/3d10)	$160	30	20	1 hr.

†The dice rolls in parentheses are typical splash damage/immersion damage caused per round of exposure to the acid.

to construct an object, but can't take 20 (since doing so represents multiple attempts, and the character uses up the raw materials after the first attempt). The exception is Craft (Writing); a character can take 20 because the character does not use up any raw materials, thus incurring negligible ruined materials.

Craft (Chemical) (INT)

Trained Only

Check

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

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

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

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

Table: Crafting Explosives

Type of Explosive	Purchase Cost	Craft DC	Time
Improvised (1d6/5')†	$60	10	1 round
Simple (2d6/5')	$120	15	10 min.
Moderate (4d6/10')	$160	20	1 hr.
Complex (6d6/15')	$200 and up	25	3 hr.
Powerful (8d6/20')	25	30	12 hr.
Devastating (10d6/25')	30	35	24 hr.

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

Poisonous Substances: Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective. *Table: Crafting Poisons* summarizes the characteristics of various poisons.

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

Initial Damage: The damage a character takes immediately upon failing his Fortitude save.

Secondary Damage: The damage a character takes after 1 minute of exposure to the poison if the character fails a second saving throw. Ability score damage is temporary,

Table: Crafting Poisons

Poison	Type	Save DC	Initial Damage	Secondary Damage	Purchase Price	Restriction	Craft DC	Time
Arsenic	Ingested	15	1d4 STR	2d4 CON	$90	Restricted	24	4 hr.
Atropine	Injury	13	1d6 DEX	1d6 STR	$30	Restricted	14	1 hr.
Belladonna (plant)	Injury	18	1d6 STR	2d6 STR	$140	Licensed	n/a	n/a
Blue vitriol	Injury	12	1d2 CON	1d2 CON	$30	Restricted	9	1 hr.
Blue-ringed octopus venom	Injury	15	1d4 CON	1d4 CON	$140	Licensed	n/a	n/a
Chloral hydrate	Ingested	18	1d6 DEX	Uncons. 1d3 hours	$120	Restricted	28	8 hr.
Chloroform†	Inhaled	17	Uncons. 1d3 hours	—	$90	Restricted	24	4 hr.
Curare (plant)	Injury	18	2d4 DEX	2d4 WIS	$150	Restricted	n/a	n/a
Cyanide	Injury	16	1d6 CON	2d6 CON	$150	Military	31	15 hr.
Cyanogens	Inhaled	19	1d4 DEX	2d4 CON	$120	Military	28	8 hr.
DDT	Inhaled	17	1d2 STR	1d4 STR	$90	Licensed	20	4 hr.
Knockout gas	Inhaled	18	1d3 DEX	Uncons. 1d3 hours	$120	Restricted	26	8 hr.
Lead arsenate (gas)	Inhaled	12	1d2 STR	1d4 CON	$60	Restricted	17	2 hr.
Lead arsenate (solid)	Ingested	12	1d2 CON	1d4 CON	$60	Restricted	18	2 hr.
Mustard gas	Inhaled	17	1d4 CON	2d4 CON	$120	Military	26	8 hr.
Paris green (gas)	Inhaled	14	1d2 CON	1d4 CON	$90	Restricted	20	4 hr.
Paris green (solid)	Ingested	14	1d4 CON	1d4 CON	$90	Restricted	24	4 hr.
Puffer poison (fish)	Injury	13	1d6 STR	Paralysis 2d6 minutes	$130	Licensed	n/a	n/a
Rattlesnake venom	Injury	12	1d6 CON	1d6 CON	$120	Licensed	n/a	n/a
Sarin nerve gas	Inhaled	18	1d4 CON	2d4 CON	$150	Illegal	30	15 hr.
Scorpion/tarantula venom	Injury	11	1d2 STR	1d2 STR	$120	Licensed	n/a	n/a
Strychnine	Injury	19	1d3 DEX	2d4 CON	$90	Restricted	23	4 hr.
Tear gas	Inhaled	15	Nauseated 1d6 rounds	—	$90	Restricted	21	4 hr.
VX nerve gas	Inhaled	22	1d6 CON	2d6 CON	$2500	Illegal	42	48 hr.

†Chloroform gives off vapor that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful grapple check and pin.

n/a: Certain poisons can't be made with the Craft skill. Instead, such a poison must be obtained by extracting it from the creature in question.

unless marked, in which case the damage is permanent ability drain. Unconsciousness lasts for 1d3 hours, and paralysis lasts 2d6 minutes.

Purchase Price: The cost to obtain the raw materials to create the poison, or to purchase one bottle of solid or liquid poison or one high-pressure cylinder of gaseous poison. A bottle holds four doses, while a cylinder holds enough gas to fill a 10' radius area.

Restriction: The restriction rating for the poison, if any, and the appropriate black market purchase cost modifier. Remember to apply this modifier to the purchase cost when buying the poison on the black market.

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

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

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

Special

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

Craft (Electronic) (INT)

Trained Only

Check

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

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

Special

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

Table: Crafting Electronics

Type of Electronics (Examples)	Purchase Cost	DC	Time
Simple			
(timer or detonator)	$20	15	1 hr.
Moderate			
(radio direction finder, electronic lock)	$120	20	12 hr.
Complex			
(cell phone)	$160	25	24 hr.
Advanced			
(computer)	$1000 and up	30	60 hr.

Table: Crafting Mechanical Devices

Type of Mechanical Device (Examples)	Purchase Cost	DC	Time
Simple			
(tripwire trap)	$5	15	1 hr
Moderate			
(engine component, light armor)	$120	20	12 hr.
Complex			
(automobile engine, 9mm autoloader handgun)	$1600	25	24 hr.
Advanced			
(jet engine)	$2000	30	60 hr.

Craft (Mechanical) (INT)

Trained Only

Check

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

Special

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

Table: Crafting Pharmaceuticals

Disease Save DC	FORT DC	Purchase Cost	Time
14 or lower	5	$150	1 hr.
15-18	10	$200	3 hr.
19-22	15	$500	6 hr.
23 or higher	20	$1000	12 hr.

Craft (Pharmaceutical) (INT)

Trained Only

Check

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

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

Special

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

Craft (Structural) (INT)

Check

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

Table: Crafting Structures

Type of Structure (Examples)	Purchase Cost	DC	Time
Simple			
(bookcase, false wall)	$50	15	12 hr.
Moderate			
(catapult, shed house deck)	$300	20	24 hr.
Complex			
(bunker, domed ceiling)	$1500	25	60 hr.
Advanced			
(house)	$30,000	30	600 hr.

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

Special

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

Craft (Visual Art) (INT)

Check

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

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

Unless the effort is particularly elaborate or the character must acquire an expensive piece of equipment, the basic components have a purchase cost of $15.

Time

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

Table: Crafting Visual Art

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

Craft (Writing) (INT)

Check

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

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

No purchase cost is necessary to use this Craft skill.

Time

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

Table: Crafting a Manuscript

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

Decipher Script (INT)

Trained Only

Check

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

If the check succeeds, the character understands the general content of a piece of writing, reading about one page of text or its equivalent in 1 minute. If the check fails, the GM makes a Wisdom check (DC 10) for the character to see if he avoids drawing a false conclusion about the text. (Success means that the character does not draw a false conclusion; failure means that the character does.) The GM secretly makes both the skill check and the Wisdom check so the character can't tell whether the conclusion drawn is accurate or not.

Special

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

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

Time

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

Try Again?

No, unless conditions change or new information is uncovered.

Demolitions (INT)

Trained Only

Check

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

Set Detonator: Most explosives require a detonator to go off. Connecting a detonator to an explosive requires

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

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

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

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

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

Special

A character can take 10 when using the Demolitions skill, but can't take 20. A character without a demolitions kit takes a -4 penalty on Demolitions checks. Making an explosive requires Craft (Chemical). See that skill description for details.

Time

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

Diplomacy (CHA)

Check

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

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

Table: NPC Attitudes

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

Table: Shifting Attitudes

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

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

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

Special

A character can take 10 when making a Diplomacy check, but can't take 20. A character with the *Trustworthy* feat gets a +2 bonus on all Diplomacy checks.

Time

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

Try Again?

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

Table: Open Lock

Lock Type (Example)	DC
Cheap (briefcase lock)	20
Average (home deadbolt)	25
High quality (business deadbolt)	30
High security (branch bank vault)	40
Ultra-high security (bank headquarters vault)	50

Disable Device (INT)

Trained Only

Check

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

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

Disable Security Device: A character can disable a security device, such as an electric fence, motion sensor, or security camera. The character must be able to reach the actual device. If the device is monitored, the fact that the character attempted to disable it will probably be noticed. When disabling a monitored device, the character can prevent his tampering from being noticed. Doing so requires 10 minutes and an electrical tool kit, and increases the DC of the check by +10.

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

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

Table: Disable Security Device

Device Type (Example)	DC
Cheap (home door alarm)	20
Average (store security camera)	25
High quality (art museum motion detector)	30
High security (bank vault alarm)	35
Ultra-high security (motion detector at Area 51)	40

Special

A character can take 10 when making a Disable Device check.

A character can take 20 to open a lock or to disable a security device, unless the character is trying to prevent his tampering from being noticed.

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

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

Time

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

Try Again?

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

Table: Disguise Check Modifiers

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

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

Disguise (CHA)

Check

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

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

The effectiveness of the character's disguise depends, in part, on how much the character is attempting to change his appearance.

Table: Familiarity Bonus

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

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

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

Special

A character can take 10 or take 20 when establishing a disguise. A character without a disguise kit takes a -4 penalty on Disguise checks. A character with the *Deceptive* feat gets a +2 bonus on all Disguise checks. A character can help someone else create a disguise for him or her, treating it as an aid another attempt.

Time

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

Try Again?

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

Drive (DEX)

Check

Routine tasks, such as ordinary driving, do not require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface), or when the character is driving during a dramatic situation (the character is being chased or attacked, for example, or is trying to reach a destination in a limited amount of time). When driving, the character can attempt simple maneuvers or stunts. See **Chapter 12: Rules and Mechanics, Driving a Vehicle**, for more details.

Special

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

Time

A Drive check is a move action.

Try Again?

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

Escape Artist (DEX)

Armor Penalty

Check

Make a check to escape from restraints or to squeeze through a tight space.

Table: Escape Artist

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

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

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

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

Special

A character can take 10 on an Escape Artist check. A character can take 20 if he is not being actively opposed (a character can take 20 if he is tied up, even though it's an opposed check, because the opponent isn't actively opposing the character). A character with the *Nimble* feat gets a +2 bonus on all Escape Artist checks.

Time

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

Try Again?

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

Forgery (INT)

Check

Forgery requires materials appropriate to the document being forged, and some time. To forge a document the character needs to have seen a similar document before. The complexity of the document, the character's degree

Table: Forgery Factors

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

of familiarity with it, and whether the character needs to reproduce the signature or handwriting of a specific individual, provide modifiers to the Forgery check, as shown below.

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

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

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

Special

To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.) A character can take 10 when making a Forgery check, but cannot take 20. A character with the *Meticulous* feat gets a +2 bonus on all Forgery checks. A character without a forgery kit takes a -4 penalty on Forgery checks.

Table: Examining Forgeries

Condition	Modifier
Type of document unknown to examiner	–4
Type of document somewhat known to examiner	–2
Type of document well known to examiner	+0
Document is put through additional tests†	+4
Examiner only casually reviews the document†	–2

†Cumulative with any of the first three conditions on the table. Apply this modifier along with one of the other three whenever appropriate.

Time

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

Try Again?

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

Gather Information (CHA)

Check

By succeeding at a skill check (DC 10) and spending 1d4+1 hours passing out money and buying drinks, a character can get a feel for the major news items in a neighborhood. This result assumes that no obvious reasons exist why information would be withheld. The higher the check result, the better the information. Information ranges from general to protected, and the cost increases accordingly for the type of information the character seeks to gather, as given on *Table: Gather Information*.

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

The character can increase the amount of money used to gather information, gaining a circumstance bonus by effectively offering a bribe (though the process might entail buying more expensive drinks, not necessarily offering a character extra money). Increase the purchase price by $25 for each +1 circumstance bonus the character wants to add to his skill check.

Special

A character can take 10 when making a Gather Information check, but cannot take 20. A character with the *Trustworthy* feat

Table: Gather Information

Type of Information	DC	Purchase Price
General	10	$10
Specific	15	$20
Restricted	20	$50
Protected	25	$200 and up

gets a +2 bonus on all Gather Information checks.

Time

A Gather Information check takes 1d4+1 hours.

Try Again?

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

Handle Animal (CHA)

Trained Only

Check

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

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

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

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

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

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

Attack (DC 20): The animal attacks apparent enemies. The character may point to a particular enemy to direct the animal to attack that enemy. Normally, an animal only attacks humans and other animals. Teaching an animal to attack all creatures (including unnatural creatures such as undead and other Hellspawn) counts as two tricks.

Come (DC 15): The animal comes to the character, even if the animal normally would not do so (such as following the character onto a boat).

Defend (DC 20): The animal defends the character (or is ready to defend the character if no threat is present). Alternatively, the character can command the animal to defend a specific other character.

Down (DC 15): The animal breaks off from combat or otherwise backs down.

Fetch (DC 15): The animal goes and gets something. The character must point out a specific object, or else the animal fetches some random object.

Guard (DC 20): The animal stays in place and prevents others from approaching.

Heel (DC 15): The animal follows the character closely, even to places where it normally wouldn't go.

Perform (DC 15): The animal does a variety of simple tricks such as sitting up, rolling over, and so on.

Seek (DC 15): The animal moves into an area and searches for something of interest. It stops and indicates the first thing of interest it finds. What constitutes an item of interest to an animal can vary. Animals usually find other creatures or characters of interest. To understand that it's looking for a specific object, the animal must make an Intelligence check (DC 10).

Stay (DC 15): The animal stays in place waiting for the character to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track (DC 20): The animal tracks the scent presented to it.

Work (DC 15): The animal pulls or pushes a medium or heavy load.

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

Combat Riding (DC 20, 6 weeks): An animal trained to bear a rider into combat knows Attack, Come, Defend, Down, Guard, and Heel. An animal trained in riding may be "upgraded" to an animal trained in combat riding by spending three weeks and making a Handle Animal check (DC 20). If the animal was trained in other tricks (in addition to those provided by training the animal for riding), those tricks are completely replaced by the combat riding tricks.

Fighting (DC 20, 3 weeks): An animal trained for combat

Table: Handle Animal

Task	Time	DC
Handle an animal	Move action	10
"Push" an animal	Full-round action	25
Teach an animal a trick	1 week	See text
Train an animal for a purpose	See text	See text

knows the following tricks: Attack, Down, and Stay.
Guarding (DC 20, 4 weeks): An animal trained to guard knows the following tricks: Attack, Defend, Down, and Guard.
Laboring (DC 15, 2 weeks): An animal trained for heavy labor knows Come and Work.
Hunting (DC 20, 6 weeks): An animal trained for hunting knows Attack, Down, Fetch, Heel, Seek, and Track.
Performing (DC 15, 4 weeks): An animal trained for performing knows Come, Fetch, Heel, Perform, and Stay.
Riding (DC 15; 3 weeks): An animal trained to bear a rider knows Come, Heel, and Stay.

Special

A character can take 10 or take 20 when handling animals. An untrained character uses Charisma checks to handle and push animals, but he cannot teach or train animals. A character with the *Animal Affinity* feat and at least 1 rank in this skill gets a +2 bonus on all Handle Animal checks.

Time

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

Try Again?

Yes.

Hide (DEX)

Armor Penalty

Check

A character's Hide check is opposed by the Spot check of anyone who might see the character. The character can move up to half his normal speed and hide at no penalty. At more than half and up to the character's full speed, the character takes a –5 penalty. It's practically impossible (-20 penalty) to hide while attacking, running, or charging. The hide check is also modified by the character's size, as shown on *Table: Hide Size Modifiers*.

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

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

Table: Hide Cover Bonuses

Cover or Concealment	Circumstance Bonus
Three-quarters	+5
Nine-tenths	+10

Table: Hide Size Modifiers

Size	Modifier
Fine	+16
Diminutive	+12
Tiny	+8
Small	+4
Medium	+0
Large	–4
Huge	–8
Gargantuan	–12
Colossal	–16

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

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

Special

A character can take 10 when making a Hide check, but cannot take 20. A character with the Stealthy feat gets a +2 bonus on all Hide checks.

Time

A Hide check is an attack action.

Intimidate (CHA)

Check

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

Circumstances dramatically affect the effectiveness of an Intimidate check.

There are limits to what a successful Intimidate check can do.

The character can't force someone to obey his every command or do something that endangers that person's life.

If the character fails by more than 5, the target may actually do the opposite of what the character wishes.

Special

A character can take 10 when making an Intimidate check, but can't take 20. A character immune to fear effects cannot be intimidated. A character may add a +2 bonus to his Intimidate check for every size category the character is larger than his target. Conversely, the character takes a -2 penalty to his check for every size category the character is smaller than his target. A character with the *Confident* feat gets a +2 bonus on all Intimidate checks and on level checks to resist intimidation.

Time

An Intimidate check is a full-round action.

Try Again?

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

Investigate (INT)

Trained Only

Check

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

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

Collect Evidence: The character can collect and prepare evidentiary material for a lab. This use of the Investigate skill requires an evidence kit.

Table: Investigation Modifiers

Circumstance	Modifier
Every day since event (max modifier +10)	+2
Scene is outdoors	+5
Scene slightly disturbed	+2
Scene moderately disturbed	+4
Scene extremely disturbed	+6

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

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

Special

A character can take 10 when making an Investigate check, but cannot take 20. Collecting evidence requires an evidence kit. If the character does not have the appropriate kit, the character takes a -4 penalty on his check.

Time

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

Try Again?

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

Jump (STR)

Armor Penalty

Check

The DC and the distance the character can cover vary according to the type of jump the character is attempting. The character's Jump check is modified by his speed. The DCs specified below assume a speed of 30' (the speed of a typical human). If the character's speed is less than 30', he takes a penalty of -6 for every 10' of Speed less than 30. If the character's speed is greater than 30', he gains a bonus of +4 for every 10' over 30.

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

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

Long Jump: This is a horizontal

Wealth Bonus: +4

Hedge Wizard

A hedge wizard is someone who has spent a great deal of time studying the arcane arts without the benefit of having any formal training or mentoring.

Prerequisite: Intelligence 10

Skills: (Choose three) Concentration, Craft (Chemical or Writing), Decipher Script, Gather Information, Knowledge (Arcana, Art, Earth and Life Sciences, History, or Physical Sciences), Research

Bonus Feat: Select either *Magical Heritage* or *Magical Affinity*

Wealth Bonus: +2

Hellspawn Scholar

Hellspawn scholars fall into two categories—learned Hellspawn and mundane folk who have spent time studying Hellspawn culture, magic, and other supernatural occurrences.

Prerequisite: Age 15+

Skills: (Choose three) Decipher Script, Gather Information, Knowledge (Arcana, Art, Behavioral Sciences, Earth and Life Sciences, History, Physical Sciences, Tactics, or Theology and Philosophy), Research, Read/Write Language or Speak Language

Bonus Feat: Select either *Arcane Skills* or *Educated*

Wealth Bonus: +1

Investigative

There are a number of jobs that fit within this occupation, including investigative reporters, photojournalists, private investigators, police detectives, criminologists, criminal profilers, espionage agents, and others who use their skills to gather evidence and analyze clues.

Prerequisite: Age 23+

Skills: (Choose two) Computer Use, Craft (Visual Art or Writing), Decipher Script, Forgery, Gather Information, Investigate, Knowledge (Behavioral Sciences, Civics, Earth and Life Sciences, or Streetwise), Research, Search, Sense Motive

Bonus Feat: Select either *Brawl* or *Personal Firearms Proficiency*

Wealth Bonus: +2

Law Enforcement

Law enforcement personnel include uniformed police, state troopers, federal police, federal agents, SWAT team

members, and military police.
Prerequisite: Age 20+
Skills: (Choose two) Diplomacy, Drive, Gather Information, Intimidate, Knowledge (Civics, Earth and Life Sciences, Streetwise, or Tactics), Listen
Bonus Feat: Select one of the following: *Combat Martial Arts*, *Armor Proficiency (Light)*, or *Personal Firearms Proficiency*
Wealth Bonus: +1

Military

Military covers any of the branches of the armed forces, including army, navy, air force, and marines, as well as the various elite training units such as Seals, Rangers, and Special Forces.
Prerequisite: Age 18+
Skills: (Choose two) Climb, Demolitions, Drive, Hide, Knowledge (Tactics), Move Silently, Navigate, Pilot, Survival, Swim
Bonus Feat: Select one of the following: *Brawl*, *Combat Martial Arts*, *Armor Proficiency (Light)*, or *Personal Firearms Proficiency*
Wealth Bonus: +1

Novitiate

Novitiates draw quiet strength from their belief in a greater power. They do not necessarily have ties to a specific religion or denomination—their faith is enough. Some novitiates are lay clergy, counselors, motivational speakers, social workers, or any other position involved with helping people who have lost hope and faith.
Prerequisite: Wisdom 10
Skills: (Choose three) Concentration, Craft (Writing), Decipher Script, Diplomacy, Knowledge (Arcana, Art, Behavioral Sciences, History, or Theology and Philosophy), Sense Motive
Bonus Feat: Select either *Divine Heritage* or *Magical Affinity*
Wealth Bonus: +2

Religious

Ordained clergy of all persuasions, as well as theological scholars and experts on religious studies fall within the scope of this starting occupation.
Prerequisite: Age 23+
Skills: (Choose three) Decipher Script, Knowledge (Arcana, Art, Behavioral Sciences, History, Streetwise, or Theology and Philosophy), Listen, Sense Motive
Wealth Bonus: +2

Rural

Farm workers, hunters, and others who make a living in rural communities fall under this category.
Prerequisite: Age 15+
Skills: (Choose two) Balance, Climb, Drive, Handle Animal, Repair, Ride, Survival, Swim
Bonus Feat: Select either *Brawl* or *Personal Firearms Proficiency*
Wealth Bonus: +1

Student

A student can be in high school, college, or graduate school. He could be in a seminary, a military school, or a private institution. A college-age student should also pick a major field of study.
Prerequisite: Age 15+
Skills: (Choose three) Computer Use, Knowledge (Any), Perform (Any), Research
Wealth Bonus: +1

Technician

Scientists and engineers of all types fit within the scope of this starting occupation.
Prerequisite: Age 23+
Skills: (Choose three) Computer Use, Craft (Chemical, Electronic, Mechanical, or Structural), Knowledge (Business, Earth and Life Sciences, Physical Sciences, or Technology), Repair, Research
Wealth Bonus: +3

White Collar

Office workers and desk jockeys, lawyers, accountants, insurance agents, bank personnel, financial advisors, tax preparers, clerks, sales personnel, real estate agents, and a variety of mid-level managers fall within the scope of this starting occupation.
Prerequisite: Age 23+
Skills: (Choose two) Computer Use, Diplomacy, Knowledge (Art, Business, Civics, Earth and Life Sciences, History, Physical Sciences, or Technology), Research
Wealth Bonus: +3

THE GLOBAL NEWS
INQUISITOR

SECTION III VOLUME IV

PREPARING OR PROFITEERING?

AAC PRODUCTS, INC. MARKETS AN "ARMAGEDDON SURVIVAL KIT"

AAC Products, Inc., of Ft lauderdale, FL, a subdivision of the multinational labor group The Association of Administrators and Craftsmen, has begun producing and marketing an Armageddon Survival Kit in reaction to increasing hysterics over the continued rise of unexplained, some say supernatural, events.

Detractors of this new product complain that it is simply a way of repackaging first-aid kits and outdoor sporting goods and selling them at high prices to a vulnerable public. Others say that is precisely what it is, and what's the harm in that. Still others say that AAC Products is filling a niche that other, more skeptical companies is letting remain unfilled, and is providing a valuable public service.

Redford Oster, a spokesman for AAC, says:

"We at AAC Products see a growing need for preparedness in an ever chang-

Continued on page C1

Employees at AAC Products, Inc. inspect various products before packaging in the Armageddon Survival Kit.

INSIDE!

**NEW WEIGHT LOSS PLAN!
LOSE 20 LBS IN 10 DAYS
THROUGH DIET AND
TREPANATION!**

Characters need tools to get things done. This chapter focuses on many of the common types of gear characters will need to survive the nights of **Contagion**. The gear in this chapter is by no means exhaustive and if players wish their characters to have items not listed, the GM is encouraged to use real- world objects and prices for the players.

EQUIPMENT BASICS

Prices

An object's purchase price is the price of an object in USD. The purchase price is listed in the item's entry on the appropriate table.

On-Hand Objects

To account for the mundane and innocuous objects that most people have among their possessions—and not force every character to specifically purchase such objects in order to employ them—the GM should simply use common sense, and the needs of the story. Chances are good that a character has jumper cables and a flashlight in their car. Also, in the modern urban world, most cities are full of stores, and a character can usually locate simple items in short order.

Depending on the situation, the GM can rule that a certain mundane object is not available; for an object to be obtainable, the character must be in a place where the object logically would be.

Restricted Objects

Some objects require licenses to own or operate, or are restricted in use to qualifying organizations or individuals. In such cases, a character must purchase a license or pay a fee to legally own the object. A license or fee is a separate item, purchased in addition to (and usually before) the object to which it applies. The four levels of restriction are as follows.

Licensed: The owner must obtain a license to own or operate the object legally. Generally, the license is not expensive, and obtaining it has few, if any, additional legal requirements.

Restricted: Only specially qualified individuals or organizations are technically allowed to own the object. However, the real obstacles to ownership are time and money; anyone with sufficient patience and cash can eventually acquire the necessary license.

Military: The object is sold primarily to legitimate police and military organizations. A military rating is essentially the same as restricted (see above), except that manufacturers and dealers are generally under tight government scrutiny and are therefore especially wary of selling to private individuals.

Illegal: The object is illegal in all but specific, highly regulated circumstances.

Purchasing a License

To purchase a license or pay necessary fees, deduct the amount of the purchase price given in *Table: Restricted Objects* from the character's available income/assets. If the character can pass background checks or other scrutiny, the license is issued to the character after the number of days indicated. At GM discretion, bribes may speed the process, but such a route is dangerous. During the process of character creation, a character just needs to purchase the license or pay the fee; the time required takes place before game play begins.

As a general rule, a character must obtain the appropriate license before buying a restricted object. Legitimate dealers will not sell restricted objects to a character that does not have the necessary license. However, a character may be able to turn to the Black Market (see below) to obtain restricted objects without a license.

The Black Market

Sometimes a character wants to obtain an object without going through the hassle of getting a license first. Almost anything is available on the black market. Knowledge (Streetwise) checks can be used to locate a black market merchant. The DC is based on the location in question: 15 to find a black market merchant in a big city: 20, 25, or higher in small towns and rural areas.

Objects purchased on the black market are more expensive than those purchased legally. Add the black market purchase price modifier from *Table: Restricted Objects* to the object's purchase price.

Obtaining an object on the black market takes a number of days according to the Time Required column on *Table:*

Table: Restricted Objects

Registration Rating	License or Fee Purchase Price	Black Market Purchase Price†	Time Required
Licensed	$100	+25%	1 day
Restricted	$300	+50%	2 days
Military	$500	+100%	3 days
Illegal	N/A	+200% and up	4 days and up

†Add to the object's purchase price if the character tries to buy it on the black market without first obtaining a license; see the Black Market.

Restricted Objects. The process can be hurried, but each day cut out of the process (to a minimum of one day) increases the purchase price by an additional 50%.

MASTERCRAFT OBJECTS

Weapons, armor, and some other types of equipment can be constructed as mastercraft objects. The exceptional quality of these objects provides the user a bonus on attack rolls, damage, Defense, or some other characteristic that improves when the object is used.

A mastercraft object that provides a +1 bonus can usually be purchased on the open market as a custom version of a common object.

A rare few objects are of mastercraft quality even without customization—the off-the-shelf version of the object is of such high quality that it is always provides a bonus of +1. In these cases, the purchase price is not increased (such objects are already priced higher than similar objects of lower quality).

Mastercraft objects with a bonus of +2 or +3 are not common and are generally not for sale. If a mastercraft +2 object could be found for purchase, its cost would add 50% to the normal purchase price. The cost of a mastercraft +3 object would add 75% to the normal purchase price.

CONCEALED WEAPONS AND OBJECTS

It's assumed that, when attempting to conceal a weapon or other object, a character is wearing appropriate clothing. Drawing a concealed weapon is more difficult than drawing a regularly holstered weapon, and normally requires an attack action. Keeping the weapon in an easier-to-draw position makes concealing it more difficult.

Sleight of Hand Checks

To conceal a weapon or other object, make a Sleight of Hand check. A character concealing an object before he heads out into public can usually take 10 unless he is rushed, trying to conceal it when others might see, or under other unusual constraints. Sleight of Hand can be used untrained in this instance, but the character must take 10.

Size and Concealment

The object's size affects the check result, as shown on *Table: Concealing Weapons and Objects*. The type of holster used or clothing worn, and any attempt to make a weapon easier to draw, can also affect the check.

Spotting Concealed Objects

Noticing a concealed weapon or other object requires a Spot check. The DC varies: If the target made a roll when concealing an object, the DC of the Spot check to notice the object is the same as the target's check result (an opposed check, in other words). If the target took 10 on his Sleight of Hand check, use this formula:

Spot DC = Target's Sleight of Hand skill modifier (including modifiers from *Table: Concealing Weapons and Objects*) + 10

An observer attempting to spot a concealed object receives a –1 penalty for every 10' between him or herself and the target, and a –5 penalty if distracted.

Patting someone down for a hidden weapon requires a similar check. However, the skill employed in Search, and the searcher gets a +4 circumstance bonus for the hands-on act of frisking the target. Some devices may also offer bonuses under certain circumstances (a metal detector offers a bonus to Search checks to find metal objects, for example).

Spotting Concealable Armor

Concealable armor can be worn under clothing if the wearer wants it to go unnoticed. Don't use the modifiers from *Table: Concealing Weapons and Objects* when wearing concealable armor. Instead, anyone attempting to notice the armor must make a Spot check (DC 30).

GENERAL EQUIPMENT

This section covers the wide variety of general gear available to characters of all sorts.

Many of the objects in this section are battery-operated. Any device that uses batteries comes with them. As a general rule, ignore battery life—assume that characters

Table: Concealing Weapons and Objects

Condition	Sleight of Hand Modifier
Size of weapon or object	
Fine	+12
Diminutive	+8
Tiny	+4
Small	+0
Medium	–4
Large	–8
Huge or larger	Yeah, right
Clothing is tight or small	–4
Clothing is especially loose or bulky	+2
Clothing is specifically modified for concealing object	+2
Weapon is carried in concealed carry holster	+4
Weapon can be drawn normally	–2
Weapon can be drawn as free action with Quick Draw feat	–4

(and their antagonists) are smart enough to recharge or replace their batteries between adventures, and that the batteries last as long as needed during adventures. If battery life is important in the game, roll 1d20 every time a battery-operated item is used. On a result of 1, the batteries are dead and the object is useless. New batteries have a purchase price of $2 - $20 and can be changed as a move action.

Equipment is described by a number of statistics, as shown on *Table: General Equipment*.

Size: The size category of a piece of equipment helps to determine how easy that object is to conceal, and it also indicates whether using the object requires one hand or two. In general, a character needs only one hand to use any object that is of his size category or smaller.

Weight: This column gives the item's weight.

Cost: This is the purchase price to acquire the item. This number reflects the base price and doesn't include any modifier for purchasing the item on the black market.

Restriction: The restriction rating for the object, if any. Remember to apply the appropriate modifier from *Table: Restricted Objects* to the purchase price when attempting to acquire the item on the black market.

Bags and Boxes

With the wide variety of equipment available to **Contagion** characters, it's often critical to have something to store the equipment in or carry it around in.

Aluminum Travel Case

A travel case is a reinforced metal box with foam inserts. Wing-style clamps keep it from opening accidentally.

Briefcase

A briefcase can carry up to 5 pounds worth of gear. A briefcase can be locked, but its cheap lock is not very secure (Disable Device DC 20; break DC 10).

Contractor's Field Bag

A combination tool bag and notebook computer case, this has pockets for tools, pens, notepads, and cell phones. It even has a clear plastic flap for maps or plans. Made of durable fabric, it holds 10 pounds worth of equipment and comes with a shoulder strap.

Day Pack

This is a small backpack, the sort often used by students to carry their books around, or by outdoor enthusiasts on short hikes. It holds 8 pounds of gear and fits comfortably over one or both shoulders.

Handbag

Handbags provide another way to carry 2 pounds of equipment. The cost shown is for a basic bag; high-fashion purses can increase the price dramatically.

Range Pack

This lightweight black bag has a spacious inner compartment capable of holding roughly 8 pounds of gear and can hold an additional 4 pounds in six zippered external compartments. The larger version holds 12 pounds of equipment in the internal compartment and another 6 pounds in the zippered external pouches. A range pack easily holds several pistols and a submachine gun, and the larger version can hold disassembled rifles.

Patrol Box

Originally developed for use by police officers, this portable file cabinet has found favor with traveling salespeople. This hard-sided briefcase takes up the passenger seat of an automobile and provides easy access to files, storage for a laptop computer, and a writing surface. It holds 5 pounds worth of equipment and has an average lock (Disable Device DC 25; break DC 15).

Clothing

The items described here represent special clothing types, or unusual outfits that a character might need to purchase. For the most part, clothing choice is based on character concept. It's generally assumed that a character owns a reasonable wardrobe of the sorts of clothes that fit his lifestyle. Sometimes, however, a character might need something out of the ordinary. When that's the case, he will have to purchase it like any other piece of gear. Clothes have two effects on game mechanics: one on Disguise checks and one on Sleight of Hand checks.

An outfit of clothing represents everything a character needs to dress a part: pants or skirt, shirt, undergarments, appropriate shoes or boots, socks or stockings, and any necessary belt or suspenders. The clothes a character wears does not count against the weight limit for encumbrance.

Business

A business outfit generally includes a jacket or blazer, and it tends to look sharp and well groomed without being overly formal.

Casual

Casual clothes range from cut-off jeans and a T-shirt to neatly pressed khakis and a hand-knit sweater.

Formal

From a little black dress to a fully appointed tuxedo, formal clothes are appropriate for "black tie" occasions. Special designer creations can have purchase prices much higher than shown on the table.

Fatigues

Called "battle dress uniforms" (or BDUs) in the United States Army, these are worn by hardened veterans and wannabes alike. They're rugged, comfortable, and provide lots of pockets. They are also printed in camouflage

patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, fatigues grant a +2 bonus on Hide checks.

Ghillie Suit

The ultimate in camouflage, a ghillie suit is a loose mesh over garment covered in strips of burlap in woodland colors, to which other camouflaging elements can easily be added. A figure under a ghillie suit is nearly impossible to discern.

A character wearing a ghillie suit with appropriate coloration gains a +10 bonus on Hide checks. (The suit's coloration can be changed with a move action. However, the bulky suit imposes a penalty of –4 on all Dexterity checks, Dexterity-based skill checks (except Hide), and melee attack rolls.

Outerwear

In addition to keeping a character warm and dry, coats and jackets provide additional concealment for things a character is carrying (they often qualify as loose or bulky clothing; see Concealed Weapons and Objects).

Coat

An outer garment worn on the upper body. Its length and style vary according to fashion and use.

Fatigue Jacket

A lightweight outer garment fashioned after the fatigue uniforms worn by military personnel when performing their standard duties.

Overcoat

A warm coat worn over a suit jacket or indoor clothing.

Tool Belt

This sturdy leather belt has numerous pockets and loops for various tools, making it easy to keep about 10 pounds of items on hand. The pockets are open, however, and items can easily fall out if the belt is tipped.

Computers and Consumer Electronics

Rules for operating computers appear under the Computer Use skill (see **Chapter 6: Skills**). Some of the items in this section have monthly subscription costs as well as initial purchase costs, which may be included in the character's lifestyle.

Camera

Still cameras let a character capture a record of what he has seen.

- 35mm: The best choice for the professional photographer, this camera can accept different lenses and takes the highest-quality picture. A camera is needed to use the photography aspect of the Craft (Visual Art) skill. The film used in a camera must be developed.
- Digital: A digital camera uses no film; instead, its pictures are simply downloaded to a computer as image files. No film developing is necessary.

Cell Phone

A portable telephone, cell phones use a battery that lasts for 24 hours before it must be recharged. They work in any area covered by cellular service.

Computer

Whether a desktop or notebook model, a computer includes a keyboard, a mouse, a monitor, speakers, a CD-ROM drive, a dial-up modem, and the latest processor. A character needs a computer to make Computer Use checks and to make Research checks involving the Internet.

- Desktop: Bulky but powerful, these machines are common on desks everywhere.
- Notebook: Slim, lightweight, and portable, notebook computers have most of the functions available on desktop computers.

Digital Audio Recorder

These tiny recorders (about the size of a deck of playing cards) can record up to eight hours of audio and can be connected to a computer to download the digital recording. Digital audio recorders only pick up sounds within 10'.

Modem

A modem allows a character to connect a computer to the Internet. To use a modem, a character must have a computer and an appropriate data line (or a cell phone, in the case of a cellular modem).

All computers come with dial-up modems, which allow connection to the Internet but without the speed of broadband or the flexibility of cellular. A dial-up modem uses a standard telephone line; while it's connected, that telephone line can't be used for another purpose.

- Broadband: Cable modems and DSL services bring high-speed Internet access into the homes of millions. A broadband modem gives a character on-demand, high-speed access to data, allowing Computer Use and Research checks involving the Internet to be made in half the normal time.
- Cellular: A cellular modem allows a character to connect her notebook computer to the Internet anywhere he can use a cell phone. However, access speed is slow, and any Computer Use or Research check involving the Internet takes half again the normal time (multiply by 1.5).

PDA

Personal digital assistants are handy tools for storing data. They can be linked to a notebook or desktop computer to

move files back and forth, but can't be used for Computer Use or Research checks.

Portable Satellite Telephone

This object looks much like a bulky cell phone, and functions in much the same way as well. However, because it communicates directly via satellite, it can be used anywhere on earth, even in remote areas well beyond the extent of cellular service.

Portable satellite phones are very expensive to use. When used in a place not served by regular cellular service, each call requires an average expenditure of $60.

Portable Video Camera

Portable video cameras use some format of videotape to record activity. The tape can be played back through a VCR or via the camera eyepiece.

Walkie-Talkie

This hand-held radio transceiver communicates with any similar device operating on the same frequency and within range.

- Basic: This dime-store variety has only a few channels. Anyone else using a similar walkie-talkie within range can listen in on the character's conversations. It has a range of 2 miles.
- Professional: This high-end civilian model allows a character to program in twenty different frequencies from thousands of choices—making it likely that the character can find a frequency that's not being used by anyone else within range. The device can be used with or without a voice-activated headset (included). It has a range of 15 miles.

Table: Professional Equipment

Skill	Associated Item
Climb	Climbing gear
Craft (Chemical)	Chemical kit
Craft (Electronic)	Electrical tool kit
Craft (Mechanical)	Mechanical tool kit
Craft (Pharmaceutical)	Pharmacist kit
Craft (Structural)	Mechanical tool kit
Demolitions	Demolitions kit
Disable Device	Car opening kit
	Electrical tool kit
	Lockpick set
	Lock release gun
Disguise	Disguise kit
Forgery	Forgery kit
Investigate	Evidence kit
Perform (Keyboards)	Instrument, keyboard
Perform (Percussion)	Instrument, percussion
Perform (Stringed)	Instrument, stringed
Perform (Wind)	Instrument, wind
Repair	Electrical tool kit
	Mechanical tool kit
	Multipurpose tool
Treat Injury	First aid kit
	Medical kit

Surveillance Gear

Surveillance equipment can come in handy in the world of **Contagion**, from the Clergy tracking the movements of Hellspawn to the Rake engaging in corporate espionage.

Black Box

This device, easily concealed in the palm of one hand, emits digital tones that convince the phone system to make a long-distance connection free of charge. They also let a user "bounce" a call through multiple switches, making the call harder to trace (the DC of any Computer Use check to trace the call is increased by 5).

Caller ID Defeater

When a phone line contains a caller ID defeater, phones attempting to connect with that line show up as "anonymous" or "unavailable" on a caller ID unit. Such a call can still be traced as normal, however.

Cellular Interceptor

About the size of a small briefcase, this device can detect and monitor a cell phone conversation within a 5-mile area by listening in on the cellular service's transmitters. Intercepting the calls of a particular cell phone requires a Computer Use check (DC 35); if the user knows the phone number of the phone in question, the DC drops by 10. Obviously, the phone must be in use for someone to intercept the call. A cellular interceptor cannot be used to intercept regular (ground line) phone connections.

Night Vision Goggles

Night vision (also called "starlight") goggles use passive light gathering to improve vision in near-dark conditions. They grant the user the ability to see in darkness, also called darkvision (range 120'). Because of the restricted field of view and lack of depth perception these goggles provide, they impose a –4 penalty on all Spot and Search checks made by someone wearing them.

Night vision goggles must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room doesn't. For situations of total darkness, the goggles come with an infrared illuminator that, when switched on, operates like a standard flashlight whose light is visible only to the wearer (or anyone else wearing night vision goggles).

Tap Detector

Plug this into a telephone line between the phone and the outlet and it helps detect if the line is tapped. To detect a tap, make a Computer Use check (the DC varies according to the type of telephone tap used). With a success, the tap detector indicates that a tap is present. It does not indicate the type or location of the tap.

Professional Equipment

This category covers a wide variety of specialized equipment used by professionals in various fields. Some objects contain the tools necessary to use certain

skills optimally. Without the use of these items, often referred to as kits, skill checks made with these skills are at a –4 penalty. Skills and the kits they are associated with are listed below. See the descriptions of the kits for additional details. Note that kits should be restocked periodically (Purchase price 50% less than the original purchase price.) Note that some skills, by their nature, require a piece of equipment to utilize.

Bolt Cutter

An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks or chain-link fences. Using a bolt cutter requires a Strength check (DC 10).

Caltrops

Caltrops are four-pronged iron spikes designed so that one prong is pointing up when the caltrop rests on a surface. A character scatters caltrops on the ground to injure opponents, or at least slow them down. One bag of twenty-five caltrops covers a single 5' square. Each time a creature moves through a square containing caltrops at any rate greater than half speed, or each round a creature spends fighting in such an area, the caltrops make a touch attack roll (base attack bonus +0). A caltrop deals 1 point of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Treat Injury check, DC 15, or one day's rest removes this penalty). A charging or running creature must immediately stop if it steps on a caltrop. See the avoid hazard stunt in **Chapter 12: Rules and Mechanics** for the effect of caltrops on vehicles.

Car Opening Kit

This set of odd-shaped flat metal bars can be slipped into the window seam of a car door to trip the lock. The DC of a Disable Device check to accomplish this varies with the quality of the lock; see the skill description in **Chapter 6: Skills**.

Chemical Kit

A portable laboratory for use with the Craft (Chemical) skill, a chemical kit includes the tools and components necessary for mixing and analyzing acids, bases, explosives, toxic gases, and other chemical compounds.

Demolitions Kit

This kit contains everything needed to use the Demolitions skill to set detonators, wire explosive devices, and disarm explosive devices. Detonators must be purchased separately.

Disguise Kit

This kit contains everything needed to use the Disguise skill, including makeup, brushes, mirrors, wigs, and other accoutrements. It doesn't contain clothing or uniforms, however.

Electrical Tool Kit

This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools, and leads and wires.

- Basic: This small kit allows a character to make Repair checks to electrical or electronic devices without penalty.
- Deluxe: This kit consists of a number of specialized diagnostic and repair tools as well as thousands of spare parts. It grants a +2 equipment bonus on Repair checks for electrical or electronic devices and allows a character to make Craft (Electronic) checks without penalty.

Evidence Kits

Law enforcement agencies around the world use generally the same tools to gather evidence. Having an evidence kit does not grant access to a law enforcement agency's crime lab; it merely assists in the proper gathering and storing of evidence for use by such a lab. Without an evidence kit, a character receives a –4 penalty to use the Collect Evidence option of the Investigate skill.

- Basic: A basic evidence kit includes clean containers, labels, gloves, tweezers, swabs, and other items to gather bits of physical evidence and prevent them from becoming contaminated.
- Deluxe: A deluxe kit includes all the materials in a basic kit, plus supplies for analyzing narcotic substances at the scene and for gathering more esoteric forms of physical evidence such as casts and molds of footprints or vehicle tracks, as well as chemical residues and organic fluids. It also contains the necessary dusts, sprays, brushes, adhesives, and cards to gather fingerprints. It grants a +2 equipment bonus on Investigate checks under appropriate circumstances (whenever the GM rules that the equipment in the kit can be of use in the current situation).

Using a deluxe kit to analyze a possible narcotic substance or basic chemical requires a Craft (Chemical) check (DC 15). In this case, the +2 equipment bonus does not apply.

Fake ID

Purchasing a falsified driver's license or Social Security card from a black market source can produce mixed results, depending on the skill of the forger. Typically, a forger has 1 to 4 ranks in the Forgery skill, with a +1 ability modifier. When a character purchases a fake ID, the GM secretly makes a Forgery check for the forger, which serves as the DC for the opposed check when someone inspects the fake ID. The purchase price of a fake ID is $50 + the forger's ranks in the Forgery skill.

First Aid Kit
Available at most drugstores and camping supply stores, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit can be used to help a dazed, unconscious, or stunned character by making a Treat Injury check (DC 15). A first aid kit can be used only once. Skill checks made without a first aid kit incur a –4 penalty.

Forgery Kit
This kit contains everything needed to use the Forgery skill to prepare forged items. Depending on the item to be forged, a character might need legal documents or other items not included in the kit.

Handcuffs
Handcuffs are restraints designed to lock two limbs—normally the wrists—of a prisoner together. They fit any Medium or Small human or other creature that has an appropriate body structure.

- Steel: These heavy-duty cuffs have hardness 10, 10 hit points, a break DC of 30, and require a Disable Device check (DC 25) or Escape Artist check (DC 35) to remove without the key.
- Zip-Tie: These are single-use disposable handcuffs, much like heavy-duty cable ties. They have hardness 0, 4 hit points, and a break DC of 25. They can only be removed by cutting them off (Disable Device and Escape Artist checks automatically fail).

Instrument, Keyboard
A portable keyboard, necessary in order to use the Perform (Keyboards) skill.

Instrument, Percussion
A set of drums, necessary in order to use the Perform (Percussion) skill.

Instrument, Stringed
An electric guitar, necessary in order to use the Perform (Stringed Instrument) skill.

Instrument, Wind
A flute, necessary in order to use the Perform (Wind Instrument) skill.

Lockpick Set
A lockpick set includes picks and tension bars for opening locks operated by standard keys. A lockpick set allows a character to make Disable Device checks to open mechanical locks (deadbolts, keyed entry locks, and so forth) without penalty.

Lock Release Gun
This small, pistol like device automatically disables cheap and average mechanical locks operated by standard keys (no Disable Device check necessary). Using a lock release gun takes 1d4 rounds.

Mechanical Tool Kit
This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, and even power tools.

- Basic: This kit, which fits in a portable toolbox, allows a character to make Repair checks for mechanical devices without penalty.
- Deluxe: This kit fills a good-sized shop cabinet. It includes a broad variety of specialized hand tools and a selection of high-quality power tools. It grants a +2 equipment bonus on Repair checks for mechanical devices and allows a character to make Craft (Mechanical) or Craft (Structural) checks without penalty.

Medical Kit
About the size of a large tackle box, this is the sort of kit commonly carried by military medics and civilian EMTs. It contains a wide variety of medical supplies and equipment. A medical kit can be used to treat a dazed, unconscious, or stunned character, to provide long-term care, to restore hit points, to treat a diseased or poisoned character, or to stabilize a dying character (see Treat Injury, **Chapter 6: Skills**). Skill checks made without a medical kit incur a –4 penalty.

Multipurpose Tool
This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. A multipurpose tool can lessen the penalty for making Repair, Craft (Mechanical), Craft (Electronic), or Craft (Structural) checks without appropriate tools to –2 instead of the normal –4. The tool is useful for certain tasks, as determined by the GM, but may not be useful in all situations.

Pharmacist Kit
A portable pharmacy for use with the Craft (Pharmaceutical) skill, a pharmacist kit includes everything needed to prepare, preserve, compound, analyze, and dispense medicinal drugs.

Survival Gear

Survival gear helps characters keep themselves alive in the great outdoors.

Backpack
This is a good-sized backpack, made of tough water-resistant material. It has one or two central sections, as well as several exterior pockets and straps for attaching tents, bedrolls, or other gear. It can carry up to 60 pounds of gear.

A backpack gives a character a +1 equipment bonus to Strength for the purpose of determining carrying capacity.

Binoculars

Binoculars are useful for watching opponents, wild game, and sporting events from a long distance.

- Standard: Standard binoculars reduce the range penalty for Spot checks to –1 for every 50' (instead of –1 for every 10'). Using binoculars for Spot checks takes five times as long as making the check unaided.
- Electro-Optical: Electro-optical binoculars function the same as standard binoculars in normal light. In darkness, however, users looking through them see as if they had the darkvision ability granted by night vision goggles.

Climbing Gear

All of the tools and equipment that climbing enthusiasts use to make climbing easier and, in some cases, possible, including ropes, pulleys, helmet and pads, gloves, spikes, chocks, ascenders, pitons, a hand ax, and a harness. It takes 10 minutes to remove the gear from its pack and outfit it for use. Use this gear with the Climb skill.

Compass

A compass relies on the Earth's magnetic field to determine the direction of magnetic north. A compass grants its user a +2 equipment bonus on Navigate checks.

Fire Extinguisher

This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10' by 10' area as a move action. It contains enough material for two such uses.

Flash Goggles

These eye coverings provide total protection against blinding light.

Flashlight

Flashlights come in a wide variety of sizes and quality levels. Those covered here are professional, heavy-duty models, rugged enough to withstand the rigors of the War. Flashlights negate penalties for darkness within their illuminated areas.

- Penlight: This small flashlight can be carried on a key ring. It projects a beam of light 10' long and 5' wide at its end.
- Standard: This heavy metal flashlight projects a beam 30' long and 15' across at its end.
- Battery Flood: Practically a handheld spotlight, this item projects a bright beam 100' long and 50' across at its end.

Gas Mask

This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides total protection from eye and lung irritants. The filter canister lasts for 12 hours of use. Changing a filter is a move action. The purchase price for one extra filter canister is $20.

GPS Receiver

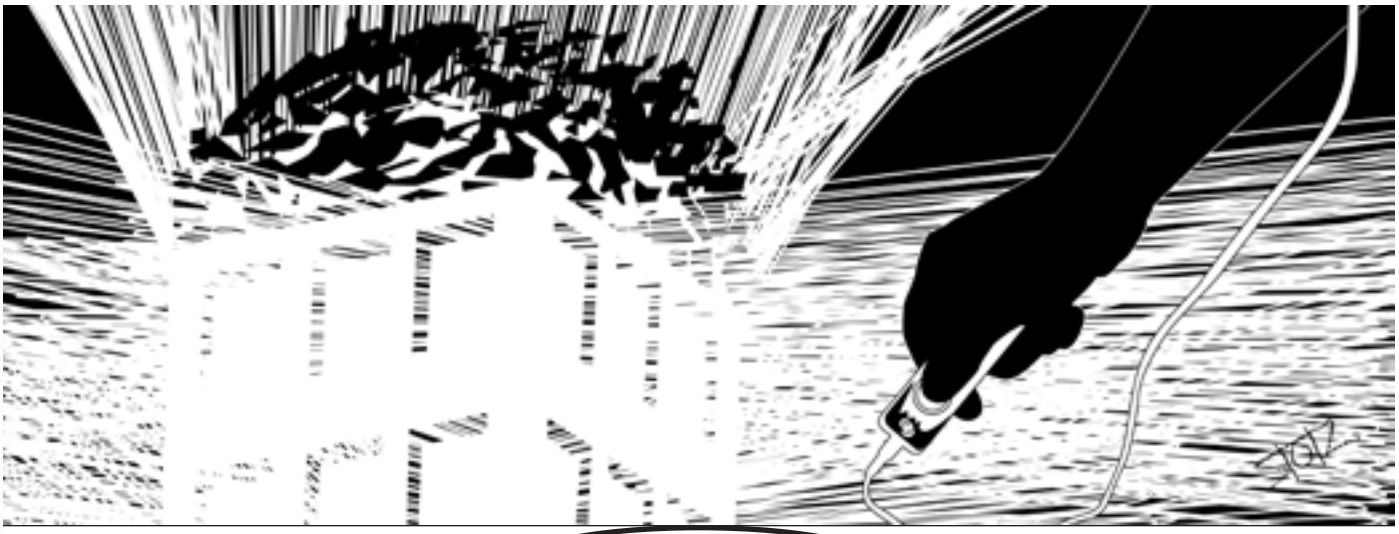
Global positioning system receivers use signals from GPS satellites to determine the receiver's location to within a few dozen feet. A GPS receiver grants its user a +4 equipment bonus on Navigate checks, but because the receiver must be able to pick up satellite signals, it only works outdoors.

Weapon Accessories

As if modern weapons weren't dangerous enough, a number of accessories can increase their utility or efficiency.

Box Magazine

For weapons that use box magazines, a character can purchase extras. Loading these extra magazines ahead of time and keeping them in a handy place makes it easy to reload a weapon in combat.



Detonator

A detonator activates an explosive, causing it to explode. The device consists of an electrically activated blasting cap and some sort of device that delivers the electrical charge to set off the blasting cap. Connecting a detonator to an explosive requires a Demolitions check (DC 15). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

- Blasting Cap: This is a detonator without a built-in controller. It can be wired into any electrical device, such as a light switch or a car's ignition switch, with a Demolitions check (DC 10). When the electrical device is activated, the detonator goes off.
- Radio Control: This device consists of two parts: the detonator itself and the activation device. The activation device is an electronic item about the size of a deck of cards, with an antenna, a safety, and an activation switch. When the switch is toggled, the activation device sends a signal to the detonator by radio, setting it off. It has a range of 500'.
- Timed: This is an electronic timer connected to the detonator. Like an alarm clock, it can be set to go off at a particular time.
- Wired: This is the simplest form of detonator. The blasting cap connects by a wire to an activation device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100' of wire, but longer lengths can be spliced in with a Demolitions check (DC 10).

Holster

Holsters are generally available for all Medium or smaller firearms.

- Hip: This holster holds the weapon in an easily accessed—and easily seen—location.
- Concealed Carry: A concealed carry holster is designed to help keep a weapon out of sight (see Concealed Weapons and Objects). In most cases, this is a shoulder holster (the weapon fits under the wearer's armpit, presumably beneath a jacket). Small or Tiny weapons can be carried in waistband holsters (often placed inside the wearer's waistband against his back). Tiny weapons can also be carried in ankle or boot holsters.

Laser Sight

This small laser mounts on a firearm, and projects a tiny red dot on the weapon's target. A laser sight grants a +1 equipment bonus on all attack rolls made against targets no farther than 30' away. However, a laser sight can't be used outdoors during the daytime.

Scope

A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use.

- Standard: A standard scope increases the range increment for a ranged weapon by one-half (multiply by 1.5). However, to use a scope a character must spend an attack action acquiring his target. If the character changes targets or otherwise loses sight of the target, he must reacquire the target to gain the benefit of the scope.
- Electro-Optical: An electro-optical scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if he had the darkvision ability granted by night vision goggles.

Speed Loader

A speed loader holds a number of bullets in a ring, in a position that mirrors the chambers in a revolver cylinder. Using a speed loader saves time in reloading a revolver, since a character can insert all the bullets at once.

Suppressor

A suppressor fits on the end of a firearm, capturing the gases traveling at supersonic speed that propel a bullet as it is fired. This eliminates the noise from the bullet's firing, dramatically reducing the sound the weapon makes when it is used. For handguns, the only sound is the mechanical action of the weapon (Listen check, DC 15, to notice). For longarms, the supersonic speed of the bullet itself still makes noise. However, it's difficult to tell where the sound is coming from, requiring a Listen check (DC 15) to locate the source of the gunfire.

Modifying a weapon to accept a suppressor requires a Repair check (DC 15). Once a weapon has been modified in this manner, a suppressor can be attached or removed as a move action.

Suppressors cannot be used on revolvers or shotguns. A suppressor purchased for one weapon can be used for any other weapon that fires the same caliber of ammunition.

LIFESTYLE

Lifestyle items include travel expenses, entertainment and meals beyond the ordinary, and housing, for those characters interested in buying a home rather than renting. Lifestyle items are shown on *Table: Lifestyle*.

Housing

A number of types of homes are mentioned on *Table: Lifestyle*. The purchase price covers the down payment, not the total cost of the home. (A character buying a home does not have to worry about mortgage payments; they simply replace the character's rent, which is already accounted for in the Wealth system).

The small house and condo are one- or two-bedroom homes, probably with curbside parking. The large condo and medium house are three-bedroom homes with garage or carport parking for one or two cars. The large house is a four-bedroom home with a two-car garage, while the mansion is a five- or six-bedroom home with an extra den, spacious rooms throughout, and a three-car garage. All of these homes are of typical construction; luxury appointments or avant garde design is available with a +20% increase to the purchase price.

Location dramatically affects a home's value. The given cost assumes a typical suburban location. An undesirable location, such as a bad neighborhood or a remote rural site, reduces the purchase price by as much as 20%. A particularly good location in an upscale neighborhood or city center increases the cost by 20%.

Entertainment

Purchase prices are given for several entertainment options. They represent the purchase of a single ticket.

Meals

Several typical meal costs are provided.

Transportation

Airfare tickets are for a single passenger round trip. One-way tickets are available, but only reduce the purchase cost by 10%. Car rentals and lodging rates are per day.

SERVICES

The broad spectrum of services available to characters is only represented in overview here. Services are identified on *Table: Services*.

Auto Repair

Having a car repaired can be expensive; how expensive depends on the amount of damage the vehicle has suffered. The costs for damage repair assume the vehicle has not actually been disabled; if it has, increase the price by 30%. Repair generally takes 1 day for every 10 hit points of damage dealt, and results in the vehicle being returned to full hit points.

Bail Bonds

Characters jailed for crimes can seek bail. Bail is a monetary guarantee that the suspect will show up for his trial. The bail amount is set by a judge or magistrate, sometimes immediately following arrest (for minor crimes) and sometimes days later (for serious crimes).

If bail is granted, a character can arrange for a bail bond—a loan that covers bail. The cost represents the fees associated with the loan; the bond itself is paid back to the bond agency when the character shows up for trial. If the character fails to show up, the agency loses the bail loan, and may send bounty hunters or other thugs after the character.

Bail amounts vary dramatically, depending on the seriousness of the crime, the suspect's criminal history, his or her role in society, his or her family life, and other factors the judge believes indicate that the character will or will not flee (or commit other crimes) before the trial. An upstanding citizen with a good job and a family who has never before been charged with a crime gets minimal bail; a career criminal with nothing to lose gets maximum bail or may not be granted bail at all. The price shown assumes the court views the suspect positively. If not, increase the cost by as much as 100%. Whatever the base price, a successful Diplomacy check (DC 15) by the suspect reduces the cost by 25%.

- Property Crime: The crime involved only the destruction of property; no one was attacked or seriously hurt as part of the crime.
- Assault Crime: The crime involved an attack intended to capture, kill, or seriously injure the victim.
- Death Crime: Someone died as a result of the crime.

Medical Services

A character's medical insurance is built into his or her Wealth; the purchase prices represent the ancillary expenses not covered, or only partly covered, by insurance. Medical services must be paid for in full regardless of whether they are successful. See the Treat Injury skill for more information on the medical services described below.

In a hospital setting, the necessary treat Injury checks are always successful. The cost is per check.

- Long-Term Care: The cost represents treatment for regaining hit points or ability score points more quickly than normal on a given day.
- Restore Hit Points: The purchase price represents treatment for hit point damage from wounds or injuries on a given day.
- Surgery: The purchase price represents the cost of a single surgical procedure.
- Poison/Disease: The price represents one application of treatment for a poison or disease.

WEAPONS

The weapons covered here are grouped into three categories based on their general utility: ranged weapons, explosives and splash weapons, and melee weapons.

Ranged Weapons

Ranged weapons fall into three general groups: handguns, longarms, and other ranged weapons such as crossbows. When using a ranged weapon, the wielder applies his Dexterity modifier to the attack roll.

Handguns and longarms are personal firearms. A personal firearm is any firearm designed to be carried and used by a single person.

Ranged weapons are described by a number of statistics, as shown on *Table: Ranged Weapons*.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Damage Type: Ranged weapon damage is classified according to type: ballistic (all firearms), energy (of a specific type), piercing (some simple ranged weapons), or slashing (a whip). Some creatures or characters may be resistant or immune to some forms of damage.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. Ranged weapons have a maximum range of ten range increments, except for thrown weapons, which have a maximum range of five range increments.

Rate of Fire: Some ranged weapons have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible

rates of fire for handguns, longarms, and heavy weapons are single shot, semiautomatic, and automatic.

- Single Shot: A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapon) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other ability that normally allow more than one shot per attack.
- Semiautomatic (S): Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but some feats allow characters armed with semiautomatic weapons to fire shots in rapid successions, getting in more than one shot per attack.
- Automatic (A): Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire.

Magazine: The weapon's magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number. Weapons with a dash in this column have no magazines; they are generally thrown weapons, or weapons (such as bows) that are loaded as part of the firing process.

- Box: A box magazine is any type of magazine that can be removed and reloaded separately from the weapon.
- Cylinder: A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. However, most revolvers can be used with a speed loader. Using a speed loader is much like inserting a box magazine into a weapon. Without a speed loader, a firearm with a cylinder magazine must be loaded by hand.
- Internal: Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles.
- Linked: Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.
A Medium or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Huge weapon requires two hands and a bipod or other mount.
A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in your off hand.
Weight: This column gives the weapon's weight when fully loaded.
Cost: The base price of the item, which doesn't include any modifier for purchasing the weapon on the black market.
Restriction: The restriction rating for the object, if any. Remember to apply the appropriate modifier from *Table: Restricted Objects* to the purchase price when attempting to acquire the item on the black market.

Reloading Firearms

Reloading a firearm with an already filled box magazine or speed loader is a move action. Refilling a box magazine or a speed loader, or reloading a revolver without a speed loader or any weapon with an internal magazine, is a full-round action.
Loading a belt of linked ammunition is a full-round action. Linking two belts together is a move action.

Handguns

A handgun is a personal firearm that can be used one-handed without penalty. This includes all pistols and some submachine guns and shotguns. All handguns require the *Personal Firearms Proficiency* feat. Using a handgun without this feat imposes a –4 penalty on attack rolls.
Handguns can be broken down into three smaller groups: autoloaders, revolvers, and machine pistols.

- Autoloaders (sometimes called "automatics") feature removable box magazines, and some models hold quite a lot of ammunition. They work

by using the energy of a shot fired to throw back a slide, eject the shot's shell casing, and scoop the next round into the chamber. They are more complex than revolvers, but nevertheless have become increasingly popular in the modern age.

- Revolvers are relatively simple firearms that store several rounds (usually six) in a revolving cylinder. As the trigger is pulled, the cylinder revolves to bring the next bullet in line with the barrel.
- Machine pistols are automatic weapons small enough to be fired with one hand. Some are autoloader pistols modified to fire a burst of bullets in a single pull of the trigger, while others are modified submachine guns, cut down in size and weight to allow one-handed use.

Ranged weapons that use box magazines come with one full magazine.

Beretta 92F

The standard service pistol of the United States military and many American law enforcement agencies.

Beretta 93R

This close relative of the Beretta 92F looks like a large autoloader but can fire on automatic. It sports a fold-down grip in front of the trigger guard, an extendable steel shoulder stock that is attached to the butt of the pistol, and an extended magazine.

This weapon features a three-round burst setting. When used with the *Burst Fire* feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the *Burst Fire* feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

Colt Double Eagle

Based on the M1911 mechanism, this pistol is an updated civilian version that fires a 10mm round.

Colt M1911

This .45 semiautomatic pistol was used by the United States military for decades until it was recently replaced by the Beretta 92F. Manufactured at three locations in the United States alone, the M1911 can be found all over the world, and is still in use in several other military forces.

Colt Python

The Python has a well-deserved reputation for accuracy. Due to its high quality of manufacture, the Colt Python is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Derringer

This pistol breaks open at the breech like a double-barreled shotgun. The two-shot weapon has one barrel atop the other and is barely 5 inches long, making it easy to conceal.

Desert Eagle

Manufactured by Israeli Military Industries, the Desert Eagle is the king of large-frame, heavy-caliber autoloaders. The version on *Table: Ranged Weapons* fires the massive .50 Action Express round. The Desert Eagle also comes in .357 Magnum and .44 Magnum models.

Glock 17

The Glock is typical of 9mm self-loading pistols carried by many police officers and military personnel.

Due to its high quality of manufacture, the Glock 17 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Glock 20

This slightly larger version of the Glock 17 is chambered for the slightly more powerful 10mm round.

Due to its high quality of manufacture, the Glock 20 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

MAC Ingram M10

No longer in production, about 10,000 of these small submachine guns were made and supplied to United States police forces, the U.S. Army, Cuba, and Peru.

Light pressure on the trigger produces single shots, while increased pressure brings automatic fire.

The M10 accepts a suppressor without modification.

Pathfinder

The Pathfinder is a high-quality weapon used as a concealed backup weapon by police officers or for personal defense. The Pathfinder is typical of a number of short-barreled (3 inches) small-caliber revolvers.

Ruger Service-Six

This revolver, designed specifically for police use, fires the .38 Special round. It was very popular with United States police forces prior to the increasing use of autoloaders in recent decades, and is still in service with many police forces today.

S&W M29

The Smith & Wesson Model 29 .44 Magnum revolver fires one of the most powerful pistol cartridges in the world. The M29 is known for its deafening sound, bright muzzle flash, and powerful recoil.

SITES M9 Resolver

The compact SITES weapon is very narrow, making it easy to conceal.

Skorpion

The CZ61 Skorpion is a Czech machine pistol seen increasingly in the West since the collapse of the Soviet Union. Originally intended for military vehicle crews who

don't have space for an unwieldy longarm, it was widely distributed to Communist countries and in central Africa, and can now be found anywhere in the world.

TEC-9

The Intratec TEC-9 is an inexpensive machine pistol popular with criminals because it can be modified (Repair check DC 15) to fire on automatic. The pistol only works on semiautomatic fire or, if modified, only on automatic. Once modified to fire on automatic, the TEC-9 cannot be changed back to semiautomatic.

Walther PPK

The PPK is a small, simple, and reliable autoloader with a design that dates back to the 1930s. It remains in widespread service among European police, military, and government agencies.

Longarms

Longarms are personal firearms that require two hands to be fired without penalty. This group includes hunting and sniping rifles, assault rifles, shotguns, and most submachine guns.

- The basic longarm is the rifle, a group that includes both hunting rifles and sniper rifles. Most rifles are autoloaders, and they function internally in a manner very similar to autoloader pistols. Some models are operated manually, however, with the user having to work a bolt or lever between each shot. Assault rifles are rifles designed for military use and feature automatic as well as semiautomatic fire.
- Shotguns are large-bore weapons that primarily fire shells full of small projectiles. They tend to be powerful, but only at short range. Reduce shotgun damage by 1 point for every range increment of the attack.
- Submachine guns are relatively compact longarms that generally fire pistol ammunition. They can fire on automatic.

All longarms are covered by the *Personal Firearms Proficiency* feat.

Longarms are not well suited to close combat. A character takes a –4 penalty on the attack roll when firing at an adjacent target.

AKM/AK-47

This assault rifle of the old Soviet Union is one of the most popular firearms in the world, having found common use in scores of bush wars and insurrections—on all sides of such conflicts. The AKM is a slightly more modern version of the AK-47, but functions essentially the same.

Barrett Light Fifty

The heavy but rugged Light Fifty is an incredibly powerful weapon for its size. Although it's a sniper rifle, it fires a .50-caliber machine gun bullet, a round much more powerful than any other rifle ammunition.

Benelli 121 M1

The Benelli 121 M1 semiautomatic shotgun is reliable, simple, and sturdy, with one of the fastest shotgun actions in the world. Many military and law enforcement agencies use this or similar weapons.

Beretta M3P

Designed for police and security work, the M3P can fire either single shots or on semiautomatic. The M3P comes equipped with a tubular steel stock that folds over the top of the weapon to form a carrying handle, and its ammunition feeds from a box magazine—an uncommon feature in a shotgun.

Browning BPS

This heavy longarm fires the largest shotgun round available, the 10-gauge shell.

HK G3

The G3 fires the powerful 7.62mm cartridge, a round used in many light machine guns but increasingly uncommon in assault rifles. At one time, over sixty of the world's armies used this rifle.

HK MP5

The Heckler & Koch MP5 family of weapons is among the most recognizable in the world. Many different designs exist; described here is the most basic model.

Due to its high quality of manufacture, the MP5 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon features a three-round burst setting. When used with the *Burst Fire* feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the *Burst Fire* feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

HK MP5K

A radically shortened version of the MP5, this weapon is optimized to be concealable. The steps taken to reduce the weapon's size and weight negate the benefits of the parent weapon's extraordinary quality, and as a result the MP5K is not a mastercraft weapon.

Although it comes with a 15-round magazine, the MP5K can also accept the same 30-round magazine as the MP5 (use of the larger magazine increases the weapon's size to Large, though).

This weapon features a three-round burst setting.

HK PSG1

This high-precision sniper rifle, based on the design of

the HK G3, has a fully adjustable trigger and stock for individual users. The PSG1 comes with a standard scope. Due to its high quality of manufacture, the PSG1 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

M16A2

Typical of the assault rifles used by militaries around the world, the Colt M16A2 is the current service rifle of the United States military, and is common with other armies and in the civilian world.

This weapon features a three-round burst setting.

M4 Carbine

This is a cut-down version of the Colt M16A2, shortened by about a third by means of a telescoping stock and a shorter barrel.

M-60

Introduced in the Vietnam War era, this medium machine gun is still in widespread use with the U.S. military and that of several other armies.

Mossberg

The Mossberg Model 500 ATP6C is a pump-action shotgun designed for military and police work.

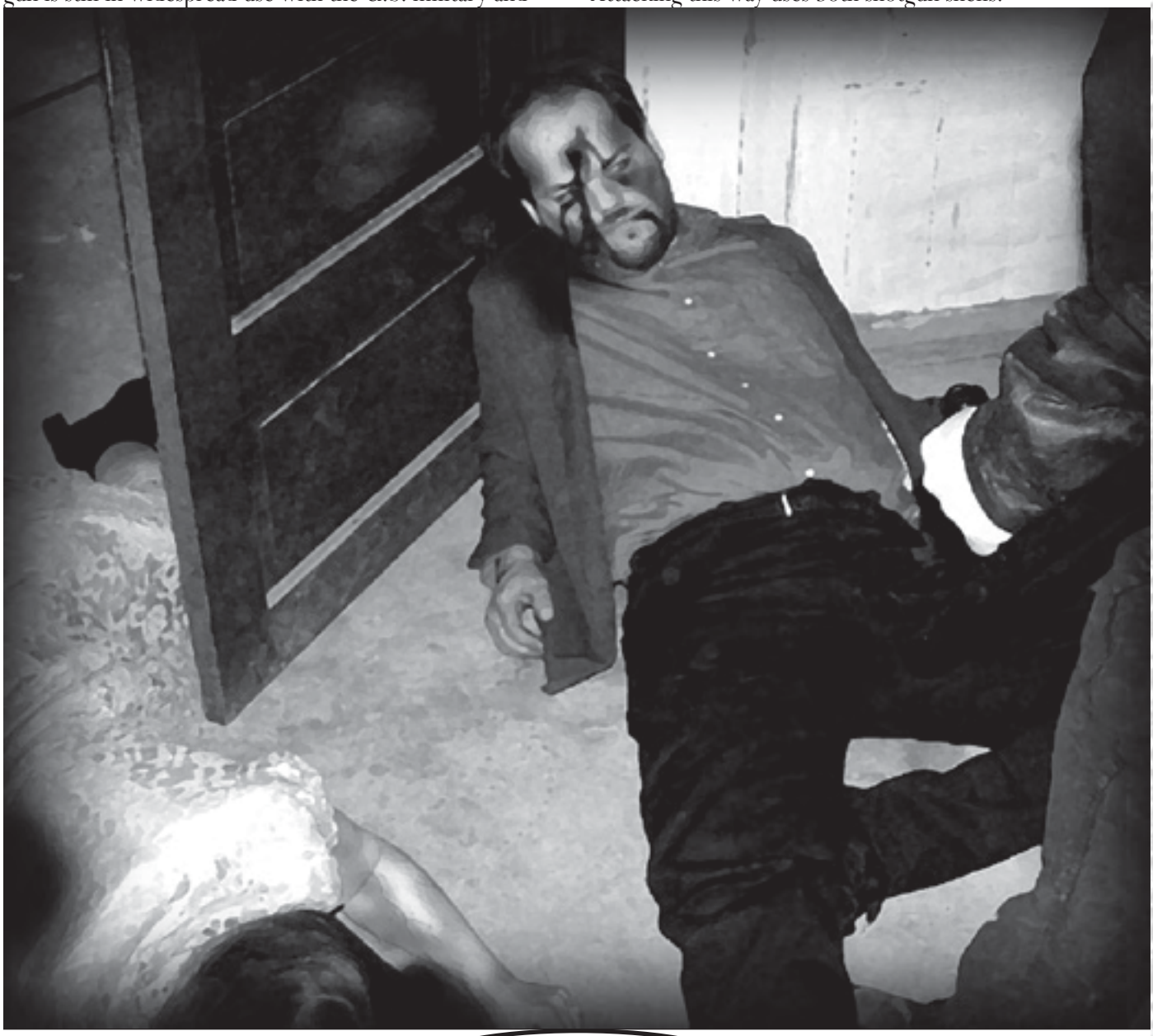
Remington 700

A bolt-action rifle with a reputation for accuracy, the Remington 700 has been popular with hunters and target shooters since its introduction in the 1940s.

Sawed-Off Shotgun

This is a 12-gauge, double-barreled shotgun with the stock and barrels sawed short. All that's left of the stock is a pistol grip, and the barrels are roughly 12 inches long. Sawed-off shotguns are generally illegal; most are homemade by cutting down a standard shotgun.

If this weapon if fully-loaded, a character can fire both barrels at once. The character receives a –2 penalty on the attack but deals +1 die of damage with a successful hit. Attacking this way uses both shotgun shells.



Steyr AUG

An unusual and exotic-looking weapon, the bullpup AUG is the standard rifle of the Austrian and Australian armies. Its completely ambidextrous components make it equally convenient for left- and right-handed users, and it features a built-in optical sight.

This weapon features a three-round burst setting.

Uzi

Designed in the 1950s for the Israeli army, the Uzi has become the most popular submachine gun in the world. It features a collapsible stock, making it extremely compact.

Winchester 94

The Winchester Model 94 Big Bore is a lever-action rifle typical of big-bore hunting rifles found around the world.

Heavy Weapons

The weapons covered in this section fall under the *Exotic Firearms Proficiency* feat. Someone who wields a heavy weapon without the appropriate proficiency takes a –4 penalty on all attack rolls with the weapon.

M2HB

This heavy-duty .50-caliber machine gun has been in service since World War II, and remains a very common vehicle-mounted military weapon around the world. The *Exotic Firearms Proficiency (Heavy Machine Guns)* feat applies to this weapon.

M72A3 LAW

The LAW (light antitank weapon) is a disposable, one-shot rocket launcher. It comes as a short, telescoped fiberglass and aluminum tube. Before using the weapon, the firer must first arm and extend the tube, which is a move action.

When the LAW hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10' radius (Reflex save DC 18 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the LAW ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

The M72 has a minimum range of 30'. If fired against a target closer than 30' away, it does not arm and will not explode.

The *Exotic Firearms Proficiency (Rocket Launchers)* feat applies to this weapon.

M79

This simple weapon is a single-shot grenade launcher. It fires 40mm grenades (see under Grenades and Explosives, below). These grenades look like huge bullets an inch and a half across; they can't be used as hand grenades, and the M79 can't shoot hand grenades.

Attacking with an M79 is identical to throwing an explosive: you make a ranged attack against a specific 5' square (instead of targeting a person or creature).

The differences between using the M79 and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the M79 requires a weapon proficiency to operate without penalty.

The *Exotic Firearms Proficiency (Grenade Launchers)* feat applies to this weapon.

Other Ranged Weapons

Ranged weapons that are not firearms include such diverse objects as crossbows, tazers, and pepper spray. The feat that provides proficiency with these weapons varies from weapon to weapon, as indicated on *Table: Ranged Weapons*.

Compound Bow

Bow hunting remains a popular sport in North America. A character's Strength modifier applies to damage rolls made when using this weapon.

Crossbow

A crossbow requires two hands to use. Pulling a lever draws the bow. Loading a crossbow is a move action that provokes attacks of opportunity.

Flamethrower

A flamethrower consists of a pressurized backpack containing fuel, connected to a tube with a nozzle. It shoots a 5' wide, 30' long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save.

A flamethrower's backpack has hardness 5 and 5 hit points. When worn, the backpack has a Defense equal to 9 + the wearer's Dexterity modifier + the wearer's class bonus. A backpack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in adjacent squares (Reflex save, DC 15, for half damage).

Any creature or flammable object that takes damage from a flamethrower catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10' by 10' area.

A flamethrower can shoot 10 times before the fuel supply

is depleted.

Javelin

This light, flexible spear built for throwing can be used in melee, but since it's not designed for it, characters using it in this manner are always considered nonproficient and take a –4 penalty on their melee attack rolls.

Pepper Spray

A chemical irritant that can temporarily blind a target, pepper spray comes in a single-shot container. To use it, make a ranged touch attack against the target. The target must make a Fortitude saving throw (DC 15) or be blinded for 1d4 rounds. Pepper spray is limited to 5 range increments.

Shuriken

A shuriken is a thrown, star-shaped projectile with four to eight razor-sharp points. A character may draw a shuriken as a free action.

Tazer

A tazer uses springs or compressed air to fire a pair of darts at a target. On impact, the darts release a powerful electrical current. On a successful hit, the darts deal 1d4 points of electricity damage and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds. Reloading a tazer is a full-round action that provokes attacks of opportunity.

Whip

Whips deal a small amount of lethal damage. Although a character doesn't "fire" the weapon, treat a whip as a ranged weapon with a maximum range of 15' and no range penalties.

Because a whip can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a ranged touch attack. The character does not provoke an attack of opportunity when using a whip in this way. If the character is tripped during his or her own trip attempt, the character can drop the whip to avoid being tripped.

When using a whip, a character gets a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).

Table: Ammunition Weight

	Weight per Number of Rounds					
Damage	**10**	**20**	**30**	**40**	**50**	**100**
2d4	0.5lb	0.5lb	0.5lb	0.5lb	1.0lb	1.5lb
2d6	0.5lb	0.5lb	0.5lb	1.0lb	1.0lb	2.0lb
2d8	0.5lb	0.5lb	0.5lb	1.0lb	1.0lb	2.0lb
2d10	0.5lb	1.0lb	1.0lb	1.5lb	1.5lb	3.0lb
2d12	1.0lb	2.0lb	3.0lb	4.0lb	5.0lb	10.0lb

Ammunition

Ammunition for firearms and other ranged weapons is covered on *Table: Ammunition*.

5.56mm, 7.62mm, 7.62mmR, .444, .50

These calibers of ammunition are generally used in rifles, assault rifles, or machine guns, and are sold in boxes of 20 bullets each. The 7.62mmR is used in the AKM and other ex-Soviet weapon types, and is not compatible with the larger 7.62mm cartridge. The .50 caliber is a huge cartridge generally fired from heavy machine guns, but also adapted to a few models of powerful sniper rifles.

9mm, 10mm, .22, .32, .38 S, .357, .44, .45, .50AE

These calibers are generally used in pistols or submachine guns, and are sold in boxes of 50 bullets each. The .50AE pistol round is not compatible with the much larger .50 rifle-caliber cartridge (see above).

10-gauge Buckshot, 12-gauge Buckshot

Shotgun cartridges, also known as buckshot, are sold in boxes of ten.

Arrow

Arrows come in quivers of 12 and are used with the compound bow and other types of archery weapons. These missile weapons consist of a slender shaft and a pointed head.

Crossbow Bolt

A shaft or missile designed to be shot from a crossbow; bolts come in quivers of 12.

Ammunition Weight

To determine how much a loaded magazine weighs, look it up on the table, rounding the number of rounds in the magazine up.

Shotgun shells are a little heavier; use the weight value for one damage step higher.

Explosives and Splash Weapons

These weapons explode or burst, dealing damage to creatures or objects within an area.

Explosives can be thrown or set off in place, depending on the type of explosive device. Dynamite and hand grenades are examples of these weapons.

All explosives must be detonated. Some, such as grenades, include built-in detonators. (Pulling the pin on a grenade is a free action.) Others require timers or other devices to set them off. Detonators are covered in Weapon Accessories.

A splash weapon is a projectile that bursts on impact, spewing its contents over an area and damaging any creature or object within that area. Generally, creatures directly hit by splash weapons take the most damage, while those nearby take less damage. Splash weapons usually

must be thrown to have effect.

Explosives and splash weapons require no feat to use with proficiency unless they are fired or propelled from some sort of launcher or other device, in which case the appropriate Weapon Proficiency feat for the launcher is necessary to avoid the –4 nonproficient penalty.

Explosives and splash weapons are described by a number of statistics, as shown on *Table: Explosives and Splash Weapons*.

Damage/Direct Hit Damage: The primary damage dealt by the weapon. For explosives, the Damage column shows the damage dealt to all creatures within the explosive's burst radius. For splash weapons, the Direct Hit Damage column is used for a target directly struck by the weapon.

Burst Radius/Splash Damage: For explosives, the burst radius is the area affected by the explosive. All creatures or objects within the burst radius take damage from the explosive.

For splash weapons, all creatures within 5' of the weapon's impact point take splash damage equal to the amount shown in this column.

Damage Type: Damage from explosives and splash weapons is classified according to type: energy (of a specific type) or slashing. Some creatures or characters may be resistant or immune to some forms of damage.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Reflex DC: Any creature caught within the burst radius of an explosive may make a Reflex save against the DC given in this column for half damage.

Range Increment: If the weapon can be thrown, its range increment is shown in this column. Explosives with no range increment must be set in place before being detonated. (See the Demolitions skill)

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium or smaller weapon can be used one-handed or two-handed.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.

Weight: This column gives the weapon's weight.

Cost: This is the purchase price to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

Restriction: The restriction rating for the object, if any. Remember to apply the appropriate modifier from *Table: Restricted Objects* to the purchase price when attempting to acquire the item on the black market.

Grenades and Explosives

Many explosives require detonators, which are described in Weapon Accessories.

40mm Fragmentation Grenade

This small explosive device must be fired from a 40mm grenade launcher. It sprays shrapnel in all directions when it explodes.

The 40mm fragmentation grenade has a minimum range of 40'. If fired against a target closer than 40' away, it does not arm and will not explode.

C4/Semtex

So-called "plastic" explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be coaxed to take various shapes. The information on the table represents a 1-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by 2', and requires a Demolitions check (DC 15) to link them. Although the damage statistics on the table represent a 1-pound block, C4 is sold in 4-block packages. The purchase price given represents a package of 4 blocks.

C4/Semtex requires a detonator to set off. It is considered to be a moderate explosive for the purpose of using a Craft (Chemical) check to manufacture it.

Det Cord

Det cord is an explosive in a ropelike form. Technically, det cord doesn't explode—but it burns so fast (4,000 yards per second) that it might as well be exploding. Normally used to string multiple explosive charges together for simultaneous detonation (allowing a single detonator to set them all off), det cord can also be looped around a tree or post or other object to cut it neatly in half.

The information on the table represents a 50' length. A length of det cord can be spread out to pass through up to ten 5' squares. When this is the case, it deals the indicated damage to all creatures in each square through which it passes.

It can also be doubled up; for each additional 5' of cord within a single square, increase the damage by +1d6 to a maximum increase of +4d6.

Det cord requires a detonator to set it off. It is considered to be a simple explosive for the purpose of using a Craft (Chemical) check to manufacture it.

Dynamite

Perhaps one of the most common and straightforward

explosives, dynamite is very stable under normal conditions. A stick of dynamite requires a fuse or detonator to set it off. Additional sticks can be set off at the same time if they are within the burst radius of the first stick, increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5' (maximum 20').

It's possible to wire together several sticks of dynamite for even greater explosive effect. Doing so requires a Demolitions check (DC 10 + 1 per stick). If the character succeeds on the check, the damage or the burst radius of the explosion increases by 50% (the character's choice). Dynamite is sold in boxes of 12 sticks. It is considered to be a simple explosive for the purpose of using a Craft (Chemical) check to manufacture it.

To set off dynamite using a fuse, the fuse must first be lit, requiring a move action (and a lighter or other source of flame). The amount of time until the dynamite explodes depends on the length of the fuse—a fuse can be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade), or long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action.

Fragmentation Grenade

The most common military grenade, this is a small explosive device that sprays shrapnel in all directions when it explodes.

Smoke Grenade

Military and police forces use these weapons to create temporary concealment. On the round when it is thrown, a smoke grenade fills the four squares around it with smoke. On the following round, it fills all squares within 10', and on the third round it fills all squares within 15'. The smoke obscures all sight, including the darkvision ability granted by night vision goggles. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Smoke grenades are available in several colors, including white, red, yellow, green, and purple. As such, they can be used as signal devices.

Tear Gas Grenade

Military and police forces use these weapons to disperse crowds and smoke out hostage takers. On the round that it is thrown, a tear gas grenade fills a 5' radius with a cloud of irritant that causes eyes to fill with tears. On the following round, it fills a 10' radius, and on the third round it fills a 15' radius. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

A character caught in a cloud of tear gas must make a Fortitude save (DC 15) or be nauseated. This effect lasts as long as the character is in the cloud and for 1d6 rounds after he leaves the cloud. Those who succeed at their saves but remain in the cloud must continue to save each round. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus on the Fortitude save.

Thermite Grenade

Thermite does not technically explode. Instead, it creates intense heat meant to burn or melt through an object upon which the grenade is set. Military forces use thermite grenades to quickly destroy key pieces of equipment.

White Phosphorus Grenade

White phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a white phosphorus grenade is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

In addition, a WP grenade creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade (see above), except that it only fills squares within 5' of the explosion point.

Splash Weapons

Many splash weapons, such as Molotov cocktails, are essentially homemade devices (improvised explosives). The purchase price given in *Table: Explosives and Splash Weapons* reflects the typical cost of the necessary components. See the Craft (Chemical) skill for details on making improvised explosives.

Acid, Mild

A character can throw a flask of acid as a grenadelike weapon. A flask is made of ceramic, metal, or glass (depending on the substance it has to hold), with a tight stopper, and holds about 1 pint of liquid. This entry represents any mild caustic substance. Acid may be purchased in many places, including hardware stores.

Molotov cocktail

A Molotov cocktail is a flask containing a flammable liquid, plugged with a rag. A Molotov cocktail is easily made by hand (Craft [Chemical] check DC 10 or Intelligence check DC 15). The purchase price given is for the components. To use it, the rag must first be lit, requiring a move action (and a lighter or other source of flame). The cocktail detonates in 2 rounds or on impact with a solid object, whichever comes first. A target that takes a direct hit

is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

Melee Weapons

Melee weapons are used in close combat, and they are generally among the simplest types of weapons. The feat that provides proficiency with these weapons varies from weapon to weapon; some are considered simple weapons (covered by the *Simple Weapons Proficiency* feat); others are archaic (*Archaic Weapons Proficiency*) or exotic (*Exotic Melee Weapon Proficiency*).

A character's Strength modifier is always added to a melee weapon's attack roll and damage roll.

Melee weapons are described by a number of statistics, as shown on *Table: Melee Weapons*.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Damage Type: Melee weapon damage is classified according to type: bludgeoning (weapons with a blunt striking surface), energy (of a specific type), piercing (weapons with a sharp point), and slashing (weapons with an edged blade). Some creatures or characters may be resistant or immune to some forms of damage.

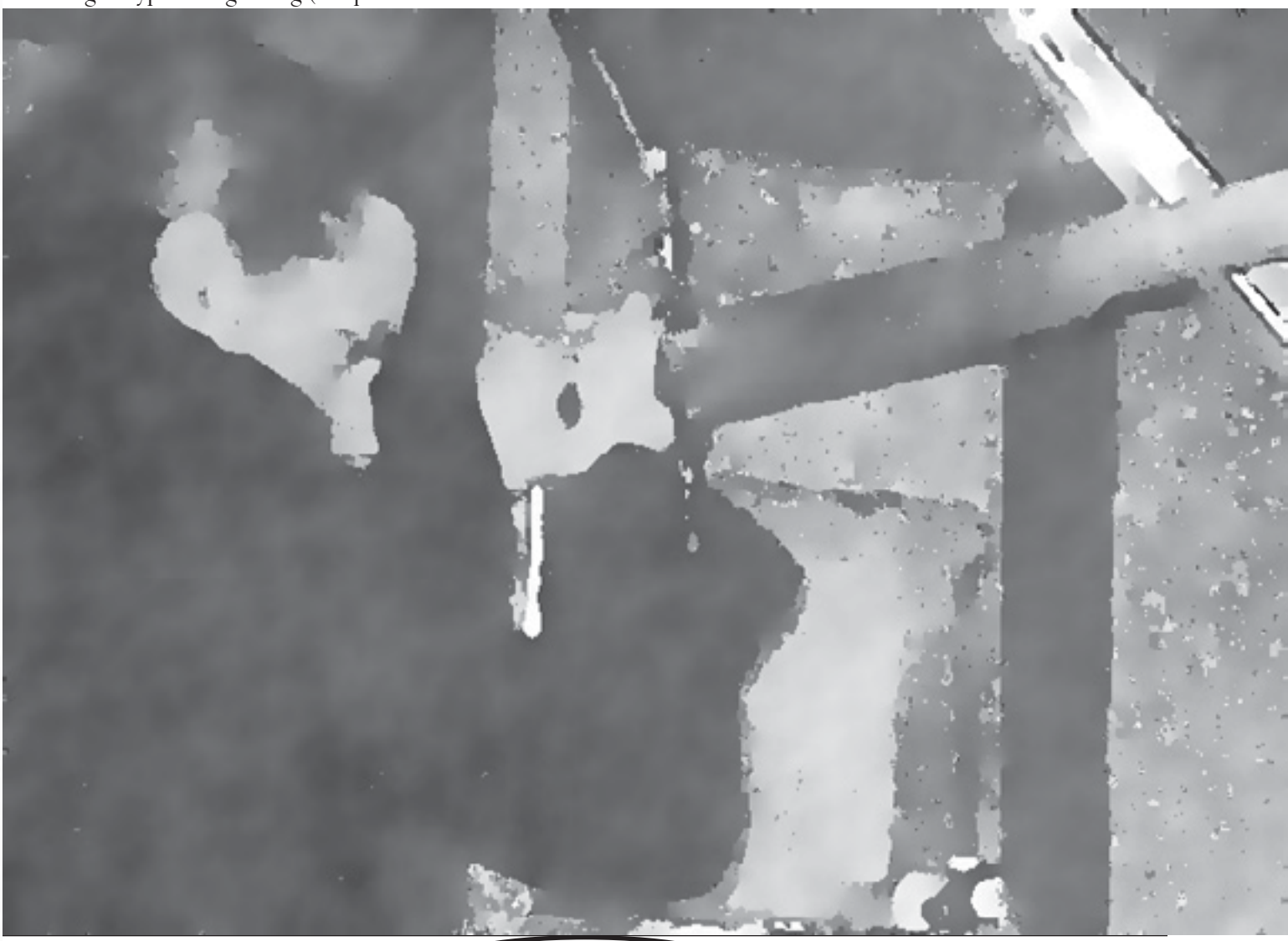
Range Increment: Melee weapons that are designed to be thrown can be used to make ranged attacks. As such, they have a range increment just as other ranged weapons do—but the maximum range for a thrown weapon is five range increments instead of ten.

Any attack at less than the given range increment is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to



use in a character's off hand.

Weight: This column gives the weapon's weight.

Cost: This is the purchase price in USD to acquire the weapon.

Restriction: The restriction rating for the object, if any. Remember to apply the appropriate modifier from *Table: Restricted Objects* to the purchase price when attempting to acquire the item on the black market. Few of the following melee weapons have restrictions on their purchase. It is important to note, that while some of these items may seem innocuous, the law severely penalizes anyone carrying concealed weapons (such as a sword cane) or brandishing garden tools as weapons. Furthermore, cops have no sense of humor about people carrying medieval weapons, and will draw their sidearm on anyone seen with a sword.

Simple Melee Weapons

Generally inexpensive and light in weight, simple weapons get the job done nevertheless.

Brass Knuckles

These pieces of molded metal fit over the outside of a character's fingers and allow him or her to deal lethal damage with an unarmed strike instead of nonlethal damage. A strike with brass knuckles is otherwise considered an unarmed attack.

When used by a character with the *Brawl* feat, brass knuckles increase the base damage dealt by an unarmed strike by +1 and turn the damage into lethal damage. The cost and weight given are for a single item.

Cleaver

Heavy kitchen knives can be snatched up for use as weapons in homes and restaurants. These weapons are essentially similar to the twin butterfly swords used in some kung fu styles.

Club

Almost anything can be used as a club. This entry represents the wooden nightsticks sometimes carried by police forces.

Knife

This category of weapon includes hunting knives, butterfly or "balisong" knives, switchblades, and bayonets (when not attached to rifles). A character can select the *Weapon*

Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a knife.

Metal Baton

This weapon can be collapsed to reduce its size and increase its concealability. A collapsed baton is Small and can't be used as a weapon. Extending or collapsing the baton is a free action.

Pistol Whip

Using a pistol as a melee weapon can deal greater damage than attacking unarmed. No weight or cost is given for this weapon, since both vary depending on the pistol used.

Rifle Butt

The butt of a rifle can be used as an impromptu club.

Sap

This weapon, essentially a smaller version of a club, deals nonlethal damage instead of lethal damage.

Stun Gun

Although the name suggests a ranged weapon, a stun gun requires physical contact to affect its target. (The tazer is a ranged weapon with a similar effect.) On a successful hit, the stun gun deals 1d3 points of electricity damage,(do not add the character's STR bonus) and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds.

Tonfa

This is the melee weapon carried by most police forces, used to subdue and restrain criminals. A character can deal nonlethal damage with a tonfa without taking the usual –4 penalty.

Archaic Melee Weapons

Most of these weapons deal damage by means of a blade or a sharp point. Some of them are moderately expensive, reflecting their archaic nature in modern-day society.

Bayonet (Fixed)

The statistics given describe a bayonet fixed at the end of a longarm with an appropriate mount. With the bayonet fixed, the longarm becomes a double weapon—club like at one end and spear like at the other. A character can fight with it as if fighting with two weapons, but if the character does so, he or she incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.

Hatchet

This light axe is a chopping tool that deals slashing damage when employed as a weapon.

Longsword

This classic, straight blade is the weapon of knighthood and valor.

Machete

This long-bladed tool looks much like a short, lightweight sword.

Rapier

The rapier is a lightweight sword with a thin blade. A character can select the *Weapon Finesse* feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a rapier.

Spear

This primitive device is a reach weapon. A character can strike opponents 10' away with it, but can't use it against an adjacent foe.

Straight Razor

Favored by old-school organized crime "mechanics," this item can still be found in some barbershops and shaving kits.

Sword Cane

This is a lightweight, concealed sword that hides its blade in the shaft of a walking stick or umbrella. Because of this special construction, a sword cane is always considered to be concealed; it is noticed only with a Spot check (DC 18). (The walking stick or umbrella is not concealed, only the blade within.)

Exotic Melee Weapons

Most exotic weapons are either atypical in form or improved variations of other melee weapons. Because each exotic weapon is unique in how it is manipulated and employed, a separate *Exotic Melee Weapon Proficiency* feat is required for each one in order to avoid the –4 nonproficient penalty.

Chain

Also called the manriki-gusari, this is a simple chain with weighted ends. It can be whirled quickly, striking with hard blows from the weights. One end can also be swung to entangle an opponent.

The chain can be used either as a double weapon or as a reach weapon. A character can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon. In this case, the character can only strike at an adjacent opponent.

If a character uses the chain as a reach weapon, he or she can strike opponents up to 10' away. In addition, unlike other weapons with reach, the character can use it against an adjacent foe. In this case, the character can only use one end of the chain effectively; he or she can't use it as a double weapon.

Because a chain can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a melee touch attack. If the character is tripped during his or her own trip attempt, the character can drop the chain to avoid being tripped.

When using a chain, the character gets a +2 equipment bonus on his or her opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm the opponent). A character can select the *Weapon Finesse* feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a chain.

Chain Saw

Military and police units use powered saws to cut through fences and open doors rapidly. They are sometimes pressed into service as weapons, often by sadists, Hellspawn, and people who wish to severely maim their victims.

Kama

A kama is a wooden shaft with a scythe blade extending at a right angle out from the shaft. Kama are traditional weapons in various styles of karate.

Katana

The katana is the traditional Japanese samurai sword. When used with the *Exotic Melee Weapon Proficiency* feat, it can be used with one hand. For a wielder without the feat, the katana must be used with two hands, and the standard –4 nonproficiency penalty applies.

Kukri

This heavy, curved dagger has its sharp edge on the inside of the curve.

Lawnmower

A lawnmower has been known to see service as a weapon of mutilation and dismemberment. Extremely difficult to wield, and inherently deadly, the lawnmower is often harnessed with a rope over the wielder's shoulder to allow the spinning blades to be exposed to oncoming enemies. Any roll of 1 or 2 made while attacking with the lawnmower causes the user to take full damage from the weapon as they lose balance, and expose a limb to the blades.

Nunchaku

A popular martial arts weapon, the nunchaku is made of two wooden shafts connected by a short length of rope or chain.

Three-Section Staff

Originally a farm implement for threshing grain, this weapon is composed of three sections of wood of equal lengths, joined at the ends by chain, leather, or rope. The three-section staff requires two hands to use.

The three-section staff is a double weapon. A character can fight with it as if fighting with two weapons, but if he or she does, the character incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.

Improvised Weapons

Any portable object can be used as a weapon in a pinch. In most cases, an object can be wielded either as a melee weapon or a ranged weapon.

A character takes a –4 penalty on his attack roll when wielding or throwing an improvised weapon. An improvised weapon is not considered simple, archaic, or exotic, so weapon proficiency feats cannot offset the –4 penalty.

A character can effectively wield or throw an object of his size category or smaller using one hand. A character can effectively wield or throw an object one size category larger than himself using two hands. An improvised thrown weapon has a range increment of 10'. Increase the range increment for creatures of Large size or larger as follows: Large 15', Huge 30', Gargantuan 60', Colossal 120'.

Improvised weapons deal lethal damage based on their size, although the GM may adjust the damage of an object that is especially light or heavy for its size. The wielder's Strength modifier applies only to damage from Tiny or larger improvised weapons; do not apply the wielder's Strength modifier to damage from Diminutive objects.

Table: Improvised Weapon Damage by Size gives the damage for improvised weapons of varying size. Improvised weapons threaten a critical hit on a natural roll of 20. Improvised weapons of Fine size deal no damage.

Unlike real weapons, improvised weapons are not designed to absorb damage. They tend to shatter, bend, crumple, or fall apart after a few blows. An improvised weapon has a 50% chance of breaking each time it deals damage to an object larger than itself.

Table: Improvised Weapon Damage by Size

Object Size	Examples	Damage
Diminutive	Ashtray, CD disk case, crystal paperweight	1
Tiny	Fist-sized rock, mug, screwdriver, softball, flashlight, wrench	1d2
Small	Bottle, drill, fire extinguisher, flower pot, helmet, metal hubcap, vase	1d3
Medium	Bar stool, brick, briefcase, bowling ball, garbage can lid, hockey stick, nail gun	1d4
Large	Empty garbage can, guitar, computer monitor, office chair, tire iron	1d6
Huge	10' ladder, mailbox, oil barrel, park bench, sawhorse	1d8
Gargantuan	Desk, dumpster, file cabinet, large sofa, soda machine	2d6
Colossal	Junked vehicle, stoplight, telephone pole	2d8

ARMOR

Body armor comes in a variety of shapes and sizes, providing varying degrees of coverage and varying heaviness of materials.

Three feats cover proficiency in the use of armor: *Armor Proficiency (Light)*, *Armor Proficiency (Medium)*, and *Armor Proficiency (Heavy)*.

Armor is described by a number of statistics, as shown on *Table: Armor*.

Type: Armor comes in four types: archaic, impromptu, concealable, and tactical.

- Archaic armor is old-fashioned armor, such as medieval chainmail and plate mail.
- Impromptu armor includes items that provide protection even though they weren't designed for that purpose, such as leather biker's jackets and football pads.
- Concealable armor is modern body armor designed to fit underneath regular clothing. It can be worn for extended periods of time without fatiguing the wearer.
- Tactical armor is modern body armor that fits over clothing and can't be easily concealed. Its weight and bulk make it impractical to wear all the time, and it's generally only donned when a specific dangerous confrontation is likely. Because it's worn over clothing in tactical situations, tactical armor often has pockets, clips, and Velcro attachment points for carrying weapons, grenades, ammunition, flashlights, first aid kits, and other items.

Equipment Bonus: The protective value of the armor. This bonus adds to the wearer's Defense.

Nonproficient Bonus: The maximum amount of the armor's equipment bonus that can be applied to the wearer's Defense if the wearer is using armor with which he isn't proficient (doesn't have the appropriate feat).

Maximum DEX Bonus: This number is the maximum Dexterity bonus to Defense that this type of armor allows. Heavier armor limits mobility, reducing a character's ability to avoid attacks.

Even if a character's Dexterity bonus drops to +0 because of armor, the character is not considered to have lost his Dexterity bonus.

Armor Penalty: The heavier or bulkier the armor, the more it affects certain skills. This penalty applies to checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble.

Speed: Medium and heavy armor slows a character down. The number in this column is the character's speed while in armor, assuming his base speed is 30' (the normal speed for most human beings).

Weight: This column gives the armor's weight.

Cost: This is the purchase price to acquire the armor. This number reflects the base price and doesn't include any modifier for purchasing the armor on the black market.

Restriction: The restriction rating for the object, if any. Remember to apply the appropriate modifier from *Table: Restricted Objects* to the purchase price when attempting to acquire the item on the black market.

Light Armor

For the character that doesn't want to be bogged down by more cumbersome armor types, a leather garment or some sort of concealable armor is just the ticket.

Leather Jacket

This armor is represented by a heavy leather biker's jacket. A number of other impromptu armors, such as a football pads and a baseball catcher's pads, offer similar protection and game statistics.

Leather Armor

This archaic armor consists of a breastplate made of thick, lacquered leather, along with softer leather coverings for other parts of the body.

Light Undercover Shirt

Designed for deep undercover work in which it's critical that the wearer not appear to be armed or armored, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso.

Pull-Up Pouch Vest

This garment, consisting of a torso apron of light protective material held up by a loop around the neck, can be stored in an innocuous fanny pack. Deploying the apron is a move action. This garment provides no equipment bonus (and has no armor penalty or maximum Dexterity bonus) when undeployed.

Undercover Vest

Covering a larger area of the torso, this vest provides better protection than the light undercover shirt—but it's also more easily noticed. It's best used when the armor should remain unseen but the wearer doesn't expect to face much scrutiny, granting a +2 bonus on Spot checks to notice the armor.

Medium Armor

Most medium armor (except for the archaic chainmail shirt) is not terribly heavy, but nonetheless provides a significant amount of protection—at the expense of some speed.

Concealable Vest

Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing. While it may go unnoticed by a quick glance, it is usually visible to anyone looking for it, granting a +4 bonus on Spot checks to notice the armor.

Chainmail Shirt
This medieval-era armor is a long shirt made of interlocking metal rings, with a layer of padding underneath. It's heavy, making it uncomfortable to wear for long periods of time.

Light-Duty Vest
A lightweight tactical vest designed for extended use by riot police and forces on alert for potential attack, this armor sacrifices a degree of protection for a modicum of comfort—at least compared to other tactical body armors.

Tactical Vest
The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

Heavy Armor

For the best protection money can buy, go with heavy armor, but watch out for the armor penalty.

Plate Mail
This medieval-era armor consists of metal plates that cover the entire body. It's heavy and cumbersome compared to most modern armor, but it does provide a great deal of protection.

Special Response Vest
Built like the tactical vest, but incorporating groin and neck protection as well as a ceramic plate over the chest, this armor provides additional protection in battles against heavily armed opponents.

Forced Entry Unit
The most powerful protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet.

VEHICLES

Vehicles are described by a number of statistics, as shown on *Table:Vehicles*.

Crew: The standard number of crew. In most cases, only one person is needed to drive the vehicle; other crew members serve as gunners or copilots.

Passengers: The number of passengers (in addition to the crew) the vehicle is designed to carry. Vehicles that carry passengers can use that space to carry additional cargo when passengers aren't present. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo.

Cargo Capacity: The amount of cargo the vehicle is designed to carry. Many vehicles can carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity.

Initiative: The modifier added to the driver or pilot's initiative check when operating the vehicle.

Maneuver: The modifier added to any Drive or Pilot checks attempted with the vehicle.

Top Speed: The maximum number of squares the vehicle can cover in 1 round at character scale (with the number of squares at chase scale in parentheses). This is the fastest the vehicle can move.

Defense: The vehicle's Defense.

Hardness: The vehicle's hardness. Subtract this number from any damage dealt to the vehicle.

Hit Points: The vehicle's full normal hit points.

Size: The size of the vehicle.

Cost: The purchase price of the vehicle in USD.

Aircraft

All aircraft, from one-seaters to jumbo jets, are controlled by the use of the Pilot skill. A few examples are provided here from the variety of airgoing vehicles that might be available to characters.

Bell Jet Ranger
This is perhaps the most common civilian helicopter worldwide; many military forces have also adopted it as a light utility helicopter. The Jet Ranger is two squares wide and seven squares long. It provides three-quarters cover for crew and passengers.

Bell Model 212
This is the twin-engine, civilian version of the ubiquitous Huey helicopter. As a civilian aircraft, it is a sturdy, reliable helicopter used for passenger and cargo work all over the world. Military versions are still in use in many countries. The Bell 212 is three squares wide and seven squares long. It provides three-quarters cover for crew and passengers (one-quarter cover for passengers if the cargo doors are open).

Cessna 172 Skyhawk
This common single-engine propeller plane is relatively inexpensive. A Cessna 172 is seven squares wide (including wings; fuselage is one square wide) and six squares long. It provides three-quarters cover for crew and passengers.

Learjet Model 45
This is a sleek business jet introduced in the late 90s. Two turbofans, set on the fuselage above and behind the wings, provide the power. The interior includes luxury accommodations and a lavatory. A Learjet is ten squares wide (including wings; fuselage is two squares wide) and twelve squares long. It provides three-quarters cover for crew and nine-tenths cover for passengers.

Cars

Most new civilian cars include such standard features as air conditioning, air bags, antilock brakes, cruise control, keyless entry, and an AM/FM radio with CD player. Luxury vehicles often also include extras such as heated side mirrors, power seats, leather upholstery, and sunroofs. In general, these luxury amenities can be added to a non-luxury car with a slight increase in cost.

Unless otherwise noted, civilian cars provide three-quarters cover for their occupants (although passengers who lean out of windows or sunroofs, perhaps to fire weapons, may be reduced to one-half or even one-quarter cover).

Acura 3.2TL

The 3.2TL is a four-door luxury sedan. It is two squares wide and four squares long.

Aston-Martin Vanquish

The Vanquish is a two-door luxury sports car powered by a 5.9-liter, 460-horsepower V12 engine. A six-speed manual transmission with overdrive is standard. The Vanquish is two squares wide and four squares long.

BMW M3

The M3 is a two-door luxury sports car equipped with a standard 3.2-liter, 333-horsepower engine. The M3 is two squares wide and three squares long.

Chevrolet Cavalier

A two-door family coupe, the Cavalier is two squares wide and four squares long.

Chevrolet Corvette

The Corvette is a two-door sports car equipped with a 5.7-liter, 350-horsepower V8 engine. The Corvette is two squares wide and three squares long.

Dodge Neon

The Neon is an inexpensive four-door family sedan. It is two squares wide and three squares long.

Ford Crown Victoria

The Crown Victoria is a large four-door family sedan equipped with a 4.6-liter, 220-horsepower V8 engine. Large and durable, it is a favorite of police forces (police cruisers are commonly Crown Vics). The Crown Victoria is two squares wide and four squares long.

Jaguar XJ Sedan

The XJ is a four-door luxury sedan. It is two squares wide

and four squares long.

Lamborghini Diablo

The Diablo is a top-of-the-line exotic sports car—a two-door coupe equipped with a standard 6.0-liter, 550-horsepower V12 engine. The Diablo is two squares wide and three squares long.

Mercedes E55 AMG

The E-Class is a four-door luxury sedan equipped with a powerful 5.5-liter, 349-horsepower V8 engine. It is two squares wide and four squares long.

Volkswagen Jetta

The Jetta is a four-door station wagon. It is two squares wide and three squares long.

Motorcycles

Unlike getting into a car, mounting a motorcycle is a free action. Motorcycles tend to perform better than automobiles, but they provide no cover to their occupants.

Ducati 998R

This is a top-of-the-line street bike with a strong heritage of winning races. The 998R is one square wide and two squares long.

Harley-Davidson FLSTF Fat Boy

This huge motorcycle sports a 1,450cc engine. It's designed to look cool and compete for space on the roads with automobiles. It is one square wide and two squares long.

Yamaha YZ250F

A classic dirt bike, this is very similar to the motorcycle used by United States Army cavalry scouts. The YZ250F is one square wide and two squares long.

Trucks

Trucks include pickups, sport utility vehicles, vans, and minivans. They generally have the same features as civilian cars.

Like cars, trucks generally provide three-quarters cover to their occupants. The rear bed of a pickup truck, however, provides only one-half cover.

AM General Hummer

The four-door Hummer is a civilian version of the military's all-terrain "humvee" utility vehicle. It comes equipped with a powerful 6.5-liter, 195-horsepower V8 turbo diesel engine. The hummer is decked out like a luxury vehicle inside, but this vehicle is every bit as rugged as the military version.

The military version can be configured in a variety of ways, including a two-door pickup, a four-door pickup with a short bed, and a completely enclosed, SUVlike body with a hatchback and four doors. It lacks the luxury accessories of the civilian version, but it is equipped with puncture-resistant tires.

A Hummer is two squares wide and four squares long.

Chevrolet Suburban

One of the largest sport utility vans on the market, the Suburban is a four-door truck equipped with a standard 6.0-liter, 320-horsepower V8 engine. It is two squares wide and four squares long.

Dodge Caravan

The Caravan is a minivan with two conventional doors up front, sliding doors on the side, and a rear hatch-style door. It is two squares wide and four squares long.

Ford Escape XLT

The Escape is a four-door SUV with a 3.0-liter, 201-horsepower V6 engine. It is two squares wide and three squares long.

Ford F-150 XL

This two-door pickup truck has a 4.2-liter, 202-horsepower V6 engine. The F-150 is two squares wide and four squares long.

Toyota Tacoma Xtracab

The Tacoma is a two-door pickup with a back seat in its extended cab. It is two squares wide and four squares long.

Water Vehicles

Piloting a water vehicle is covered by the Drive skill.

Bayliner 1802 Capri

This is a large runabout—a powerboat with an outboard engine and an open cockpit with a tiny cabin (about the size of the interior of an economy car) forward. It comes with a trailer; loading or unloading it requires a paved boat ramp and 10 minutes of work. The Capri provides one-half cover to occupants in the cockpit or stern, full cover to occupants in the cabin, and no cover to those forward of the cockpit. The Capri is two squares wide and four squares long.

Fairline Targa 30

This cabin cruiser is a motor yacht with two internal diesel engines. It comes equipped with four berths and a fully equipped galley. It provides one-half cover to occupants in the cockpit or stern, full cover to occupants below deck, and no cover to those forward of the cockpit. The Targa is three squares wide and six squares long.

Sea-Doo XP

This is a two-seat jet ski that propels itself with a powerful jet of water. The Sea-Doo XP is one square wide and two squares long, and provides no cover for its riders.

Other Vehicles

A few types of vehicles don't fit neatly into the categories covered above. Many of these (such as the armored truck and the limousine) are usually custom built, so the model

name isn't specified as it is with most other vehicles in this section. The description and stats reflect a typical model.

Armored Truck

Used to transport money between businesses and financial institutions, armored trucks are designed to deter would-be thieves. The truck has three doors and firing ports that allow the crew to use their firearms without leaving the vehicle. The armored truck is two squares wide and four squares long. It provides nine-tenths cover for its occupants. It is equipped with puncture-resistant tires.

Honda TRX400FW

This all-terrain vehicle is something like a four-wheeled motorcycle. It is one square wide and two squares long. It provides no cover for its riders.

Limousine

A limousine is a big, comfortable car. The statistics given are for a moderate-sized vehicle, rather than a stretch limo or a conventional car with a professional driver. Limousines feature virtually every available luxury feature, often including televisions and small refrigerators. A partition divides the front seat from the rest of the vehicle. A limousine is two squares wide and five squares long. It provides three-quarters cover for its occupants.

Moving Truck

This is a large cargo truck used to move furniture or deliver freight. Trucks of this sort are often available as rentals. A moving truck is two squares wide and five squares long. It provides three-quarters cover for occupants in the cab and full cover for any in the back.

NABI Model 40LFW

This is a typical city bus. It has a door at the front and a second door about halfway down the right-hand side. This vehicle is two squares wide and eight squares long. It provides three-quarters cover for crew and passengers.

Table: Ammunition

Ammunition Type (Quantity)	Cost
5.56mm (20)	$20
7.62mm (20)	$20
7.62mmR (20)	$20
.444 caliber (20)	$35
.50 caliber (20)	$40
9mm (50)	$20
10mm (50)	$20
.22 caliber (50)	$15
.32 caliber (50)	$25
.38 special (50)	$25
.357 caliber (50)	$30
.44 caliber (50)	$30
.45 caliber (50)	$30
.50AE caliber (50)	$35
10-gauge buckshot (10)	$20
12-gauge buckshot (10)	$20
Arrow (12)	$100
Crossbow bolt (12)	$55

Table: Lifestyle

Item or Service	Cost
Housing	
Small condo	$20000
Large condo	$65000
Small house	$30000
Medium house	$85000
Large house	$150000
Mansion	$500000
Entertainment	
Movie ticket	$10
Theater ticket	$30
Sporting event ticket	$55
Meals	
Fast food	$8
Family restaurant	$15
Upscale restaurant	$40
Fancy restaurant	$100
Transportation	
Airfare	
Domestic, coach	$250
Domestic, first class	$700
International, coach	$1200
International, first class	$3500
Car rental	
Economy car	$60
Mid-size or truck	$100
Luxury	$200
Lodging	
Budget motel	$80
Average hotel	$150
Upscale hotel	$350

Table: General Equipment

Object	Size	Weight	Cost	Restriction
Bags and Boxes				
Aluminum travel case				
10 lb. Capacity	Med	5 lb.	$60	—
40 lb. Capacity	Large	10 lb.	$100	—
75 lb. capacity	Large	15 lb.	$150	—
Briefcase	Med	2 lb.	$60	—
Contractor's field bag	Med	2 lb.	$40	—
Day pack	Small	2 lb.	$40	—
Handbag	Small	1 lb.	$20	—
Range pack				
Standard	Small	2 lb.	$65	—
Oversized	Med	3 lb.	$120	—
Patrol box	Med	4 lb.	$90	—
Clothing				
Clothing outfit				
Business	Med	3 lb.	$200	—
Casual	Med	2 lb.	$70	—
Formal	Med	3 lb.	$500	—
Fatigues	Med	3 lb.	$90	—
Ghillie suit	Med	5 lb.	$80	—
Outerwear				
Coat	Med	2 lb.	$75	—
Fatigue jacket	Med	2 lb.	$65	—
Overcoat	Med	3 lb.	$90	—
Tool belt	Small	2 lb.	$90	—
Computers and Consumer Electronics				
Camera				
35mm	Small	2 lb.	$200	—
Digital	Tiny	0.5 lb.	$350	—
Cell phone	Dim	—	$90	—
Computer				
Desktop	Large	10 lb.	$1000	—
Notebook	Med	5 lb.	$2000	—
Digital audio recorder	Tiny	1 lb.	$120	—
Modem				
Broadband	Tiny	1 lb.	$80	—
Cellular	Tiny	1 lb.	$120	—
PDA	Tiny	0.5 lb.	$350	—
Portable satellite phone	Small	2 lb.	$1100	—
Portable video camera	Small	2 lb.	$350	—
Walkie-talkie				
Basic	Tiny	1 lb.	$50	—
Professional	Tiny	1 lb.	$500	—
Surveillance Gear				
Black box	Tiny	0.5 lb.	$40	Illegal
Caller ID defeater	Tiny	1 lb.	$30	—
Cellular interceptor	Tiny	0.5 lb.	$5000	—
Night vision goggles	Small	3 lb.	$900	—
Tap detector	Tiny	1 lb.	$50	—
Professional Equipment				
Bolt cutter	Med	5 lb.	$40	—
Caltrops (25)	Small	2 lb.	$30	—
Chemical kit	Med	6 lb.	$650	—
Demolitions kit	Med	5 lb.	$275	Licensed
Disguise kit	Med	5 lb.	$200	—
Electrical tool kit				
Basic	Large	12 lb.	$350	—
Deluxe	Huge	33 lb.	$2750	—
Evidence kit				
Basic	Med	6 lb.	$55	—
Deluxe	Med	8 lb.	$500	—
Fake ID	Fine	—	See text	Illegal
First aid kit	Small	3 lb.	$30	—
Forgery kit	Small	3 lb.	$200	—
Handcuffs				
Steel	Tiny	1 lb.	$55	—
Zip-tie (25)	Dim	0.5 lb.	$30	—
Instrument, keyboard	Large	12 lb.	$500	—
Instrument, percussion	Huge	50 lb.	$450	—
Instrument, stringed	Large	7 lb.	$300	—
Instrument, wind	Tiny	1 lb.	$80	—
Lockpicks				
Car opening kit	Tiny	1 lb.	$40	Licensed
Lockpick set	Tiny	1 lb.	$90	Licensed
Lock release gun	Tiny	0.5 lb.	$200	Restricted
Mechanical tool kit				
Basic	Large	22 lb.	$350	—
Deluxe	Huge	45 lb.	$2000	—
Medical kit	Med	5 lb.	$500	—
Multipurpose tool	Tiny	0.5 lb.	$75	—
Pharmacist kit	Med	6 lb.	$900	Restricted
Survival Gear				
Backpack	Med	3 lb.	$80	—
Binoculars				
Standard	Small	2 lb.	$50	—
Electro-optical	Small	4 lb.	$650	—
Climbing gear	Large	10 lb.	$300	—
Compass	Dim	0.5 lb.	$30	—
Fire extinguisher	Med	3 lb.	$70	—
Flash goggles	Tiny	2 lb.	$500	—
Flashlight				
Penlight	Dim	0.5 lb.	$12	—
Standard	Tiny	1 lb.	$20	—
Battery flood	Small	2 lb.	$40	—
Gas mask	Small	5 lb.	$200	—
GPS receiver	Tiny	1 lb.	$400	—
Weapon Accessories				
Box magazine	Tiny	0.5 lb.	$30	—
Detonator				
Blasting cap	Tiny	0.5 lb.	$20	Licensed
Radio controlled	Tiny	0.5 lb.	$120	Licensed
Timed	Tiny	0.5 lb.	$55	Licensed
Wired	Tiny	1 lb.	$40	Licensed
Holster				
Hip	Tiny	1 lb.	$30	—
Concealed carry	Tiny	0.5 lb.	$30	—
Laser sight	Tiny	0.5 lb.	$500	—
Scope				
Standard	Tiny	0.5 lb.	$150	—
Electro-optical	Small	3 lb.	$1200	—
Speed loader	Tiny	0.5 lb.	$12	—
Suppressor				
Pistol	Tiny	1 lb.	$200	Military
Rifle	Small	4 lb.	$400	Military

Table: Services

Service	Cost
Auto repair	
1 to 10 HP damage	$500
11 to 20 HP damage	$1200
21 to 30 HP damage	$2750
30+ HP damage	$6500
Towing	$75
Bail bonds	
Property crime	$300
Assault crime	$800
Death crime	$5000
Medical services	
Long-term care	$2500
Restore hit points	$200
Surgery	$500
Treat poison/disease	$120

Table: Armor

Armor	Type	Equipment Bonus	Nonprof. Bonus	Maximum DEX Bonus	Armor Penalty	Speed	Weight	Cost	Restriction
Light Armor									
Leather jacket	Impromptu	+1	+1	+8	–0	30	4 lb.	$100	—
Leather armor	Archaic	+2	+1	+6	–0	30	15 lb.	$200	—
Light undercover shirt	Concealable	+2	+1	+7	–0	30	2 lb.	$275	Licensed
Pull-up pouch vest	Concealable	+2	+1	+6	–1	30	2 lb.	$275	Licensed
Undercover vest	Concealable	+3	+1	+5	–2	30	3 lb.	$350	Licensed
Medium Armor									
Concealable vest	Concealable	+4	+2	+4	–3	25	4 lb.	$500	Licensed
Chainmail shirt	Archaic	+5	+2	+2	–5	20	40 lb.	$1200	—
Light-duty vest	Tactical	+5	+2	+3	–4	25	8 lb.	$650	Licensed
Tactical vest	Tactical	+6	+2	+2	–5	25	10 lb.	$900	Licensed
Heavy Armor									
Special response vest	Tactical	+7	+3	+1	–6	20	15 lb.	$1200	Licensed
Plate mail	Archaic	+8	+3	+1	–6	20	50 lb.	$5000	—
Forced entry unit	Tactical	+9	+3	+0	–8	20	20 lb.	$2000	Licensed

Table: Explosives and Splash Weapons

Weapon	Damage	Critical	Damage Type	Burst Radius	Reflex DC	Range Increment	Size	Weight	Cost	Restriction
Grenades and Explosives										
40mm fragmentation grenade	3d6	—	Slashing	10’	15	—	Tiny	1 lb.	$650	Military
C4/Semtex	4d6	—	Concussion	10’	18	—	Small	1 lb.	$200	Military
Det cord	2d6	—	Fire	See text	12	—	Med	2 lb.	$100	Restricted
Dynamite	2d6	—	Concussion	5’	15	10’	Tiny	1 lb.	$200	Licensed
Fragmentation grenade	4d6	—	Slashing	20’	15	10’	Tiny	1 lb.	$500	Military
Smoke grenade	—	—	—	See text	—	10’	Small	2 lb.	$120	—
Tear gas grenade	See text	—	—	See text	—	10’	Small	2 lb.	$200	Restricted
Thermite grenade	6d6	—	Fire	5’	12	10’	Small	2 lb.	$800	Military
White phosphorus grenade	2d6	—	Fire	20’	12	10’	Small	2 lb.	$500	Military
Splash Weapons										
Weapon	Direct Hit Damage	Splash Damage	Critical‡	Damage Type	Reflex DC	Range Increment	Size	Weight	Cost	Restriction
Acid, mild	1d6	1	20	Acid	—	10’	Tiny	1 lb.	$25	—
Molotov cocktail†	1d6	1	20	Fire	—	10’	Small	1 lb.	$5	—

†This weapon cannot be purchased as an item; the cost given is for the weapon’s components.

‡Threat range applies to direct hits only; splash damage does not threaten a critical hit.

Table:Vehicles

Name	Crew	Pass	Cargo	Init	Man.	Top Speed	DEF	Hard.	Hit Points	Size	Cost	Restriction
Aircraft												
Bell Jet Ranger (helicopter)	1	4	250 lb.	–4	–4	245 (25)	6	5	28	G	$500000	Licensed
Bell Model 212 (helicopter)	2	13	5,000 lb.	–4	–4	200(20)	6	5	36	G	$2750000	Restricted
Cessna 172 Skyhawk (prop plane)	1	3	120 lb.	–4	–4	210 (21)	6	5	30	G	$200000	Licensed
Learjet Model 45 (corporate jet)	2	10	500 lb.	–4	–4	1,100 (110)	6	5	44	G	$650000	Licensed
Cars												
Acura 3.2 TL (mid-size sedan)	1	4	300 lb.	–2	–1	265 (26)	8	5	34	H	$27500	Licensed
Aston-Martin Vanquish (sports coupe)	1	1	175 lb.	–2	+0	335 (33)	8	5	34	H	$200000	Licensed
BMW M3 (sports coupe)	1	4	200 lb.	–2	+1	275 (27)	8	5	32	H	$35000	Licensed
Chevrolet Cavalier (economy coupe)	1	4	275 lb.	–1	–1	185 (18)	9	5	30	L	$12000	Licensed
Chevrolet Corvette (sports coupe)	1	1	250 lb.	–2	+0	310 (31)	8	5	32	H	$45000	Licensed
Dodge Neon (economy sedan)	1	4	275 lb.	–1	–1	220 (22)	9	5	30	L	$12000	Licensed
Ford Crown Victoria (mid-size sedan)	1	5	425 lb.	–2	–1	185 (18)	8	5	34	H	$20000	Licensed
Jaguar XJS (luxury sedan)	1	4	275 lb.	–2	–1	230 (23)	8	5	34	H	$65000	Licensed
Lamborghini Diablo (sports coupe)	1	1	100 lb.	–2	+1	360 (36)	8	5	34	H	$275000	Licensed
Mercedes E55 AMG (luxury sedan)	1	4	325 lb.	–2	+0	280 (28)	8	5	34	H	$65000	Licensed
Volkswagen Jetta (mid-size wagon)	1	4	275 lb.	–2	+0	230 (23)	8	5	32	H	$20000	Licensed
Motorcycles												
Ducati 998R (racing bike)	1	0	0 lb.	+0	+3	370 (37)	10	5	18	M	$15000	Licensed
Harley Davidson FLSTF (street bike)	1	1	0 lb.	–1	+1	275 (27)	9	5	22	L	$12000	Licensed
Yamaha YZ250F (dirt bike)	1	1	0 lb.	+0	+2	165 (16)	10	5	18	M	$5000	Licensed
Trucks												
AM General Hummer (SUV)	1	3	1,000 lb.	–2	–2	140 (14)	8	5	38	H	$65000	Licensed
Chevrolet Suburban (SUV)	1	8	500 lb.	–2	–2	175 (17)	8	5	38	H	$35000	Licensed
Dodge Caravan (minivan)	1	4	325 lb.	–2	–2	195 (19)	8	5	34	H	$20000	Licensed
Ford Escape XLT (SUV)	1	4	300 lb.	–2	–2	200 (20)	8	5	32	H	$27500	Licensed
Ford F-150 XL (pickup)	1	2	1,700 lb.	–2	–2	175 (17)	8	5	36	H	$23000	Licensed
Toyota Tacoma Xtracab (pickup)	1	3	1,600 lb.	–2	–2	185 (18)	8	5	34	H	$13000	Licensed
Water Vehicles												
Bayliner 1802 Capri (runabout)	1	5	2,100 lb.	–2	–2	55 (5)	8	5	28	H	$20000	Licensed
Fairline Targa 30 (cabin cruiser)	1	3	2,100 lb.	–4	–4	80 (8)	6	5	40	G	$65000	Licensed
Sea-Doo XP (personal watercraft)	1	1	60 lb.	–1	+1	105 (10)	9	5	22	L	$7000	Licensed
Other Vehicles												
Armored truck	2	0	3,600 lb.	–2	–2	175 (17)	8	10	36	H	$120000	Restricted
Honda TRX400FW (4-wheel ATV)	1	0	675 lb.	–1	+1	95 (9)	9	5	22	L	$5000	Licensed
Limousine	1	7	425 lb.	–4	–4	195 (19)	6	5	38	G	$200000	Licensed
Moving truck	1	2	33,000 lb.	–4	–4	165 (16)	6	5	44	G	$120000	Licensed
NABI Model 40LFW (city bus)	1	39	0 lb.	–4	–4	120 (12)	6	5	48	G	$350000	Licensed

Table: Ranged Weapons

Weapon	Damage	Critical	Damage Type	Range	RoF	Magazine	Size	Weight	Cost	Restriction
Handguns										
Beretta 92F (9mm autoloader)	2d6	20	Ballistic	40'	S	15 box	Small	3 lb.	$650	Licensed
Beretta 93R (9mm machine pistol)	2d6	20	Ballistic	30'	S,A	20 box	Med	3 lb.	$1800	Restricted
Colt Double Eagle (10mm autoloader)	2d6	20	Ballistic	30'	S	9 box	Small	3 lb.	$650	Licensed
Colt M1911 (.45 autoloader)	2d6	20	Ballistic	30'	S	7 box	Small	3 lb.	$500	Licensed
Colt Python (.357 revolver) †	2d6	20	Ballistic	40'	S	6 cyl.	Med	3 lb.	$500	Licensed
Derringer (.45)	2d6	20	Ballistic	10'	Single	2 int.	Tiny	1 lb.	$350	Licensed
Desert Eagle (.50AE autoloader)	2d8	20	Ballistic	40'	S	8 box	Med	4 lb.	$900	Licensed
Glock 17 (9mm autoloader) †	2d6	20	Ballistic	30'	S	17 box	Small	2 lb.	$750	Licensed
Glock 20 (10mm autoloader) †	2d6	20	Ballistic	40'	S	15 box	Small	3 lb.	$900	Licensed
MAC Ingram M10 (.45 machine pistol)	2d6	20	Ballistic	40'	S, A	30 box	Med	6 lb.	$1500	Restricted
Pathfinder (.22 revolver)	2d4	20	Ballistic	20'	S	6 cyl.	Tiny	1 lb.	$350	Licensed
Ruger Service-Six (.38S revolver)	2d6	20	Ballistic	30'	S	6 cyl.	Small	2 lb.	$350	Licensed
S&W M29 (.44 magnum revolver)	2d8	20	Ballistic	30'	S	6 cyl.	Med	3 lb.	$500	Licensed
SITES M9 (9mm autoloader)	2d6	20	Ballistic	30'	S	8 box	Tiny	2 lb.	$500	Licensed
Skorpion (.32 machine pistol)	2d4	20	Ballistic	40'	S, A	20 box	Med	4 lb.	$1200	Restricted
TEC-9 (9mm machine pistol)	2d6	20	Ballistic	40'	S or A	32 box	Med	4 lb.	$350	Restricted
Walther PPK (.32 autoloader)	2d4	20	Ballistic	30'	S	7 box	Small	1 lb.	$500	Licensed
Longarms										
AKM/AK-47 (7.62mmR assault rifle)	2d8	20	Ballistic	70'	S, A	30 box	Large	10 lb.	$500	Restricted
Barrett Light Fifty (.50 sniper rifle)	2d12	20	Ballistic	120'	S	11 box	Huge	35 lb.	$3500	Licensed
Benelli 121 M1 (12-gauge shotgun)	2d8	20	Ballistic	40'	S	7 int	Large	8 lb.	$900	Licensed
Beretta M3P (12-gauge shotgun)	2d8	20	Ballistic	30'	S	5 box	Large	9 lb.	$650	Licensed
Browning BPS (10-gauge shotgun)	2d10	20	Ballistic	30'	Single	5 int.	Large	11 lb.	$650	Licensed
HK G3 (7.62mm assault rifle)	2d10	20	Ballistic	90'	S, A	20 box	Large	11 lb.	$1500	Restricted
HK MP5 (9mm submachine gun) †	2d6	20	Ballistic	50'	S, A	30 box	Large	7 lb.	$5000	Restricted
HK MP5K (9mm submachine gun)	2d6	20	Ballistic	40'	S, A	15 box	Med	5 lb.	$3500	Restricted
HK PSG1 (7.62mm sniper rifle) †	2d10	20	Ballistic	90'	S	5 box	Large	16 lb.	$3500	Licensed
M16A2 (5.56mm assault rifle)	2d8	20	Ballistic	80'	S, A	30 box	Large	8 lb.	$650	Restricted
M4 Carbine (5.56mm assault rifle)	2d8	20	Ballistic	60'	S, A	30 box	Large	7 lb.	$650	Restricted
M-60 (medium machine gun)	2d10	20	Ballistic	100'	A	Linked	Huge	22 lb.	$10000	Military
Mossberg (12-gauge shotgun)	2d8	20	Ballistic	30'	Single	6 int.	Large	7 lb.	$500	Licensed
Remington 700 (7.62mm hunting rifle)	2d10	20	Ballistic	80'	Single	5 int.	Large	8 lb.	$500	Licensed
Sawed-off shotgun (12-ga shotgun)	2d8	20	Ballistic	10'	S	2 int.	Med	4 lb.	$900	Illegal
Steyr AUG (5.56mm assault rifle)	2d8	20	Ballistic	80'	S, A	30 box	Large	9 lb.	$7000	Restricted

Weapon	Damage	Critical	Damage Type	Range	RoF	Magazine	Size	Weight	Cost	Restriction
Uzi (9mm submachine gun)	2d6	20	Ballistic	40’	S, A	20 box	Large	8 lb.	$2500	Restricted
Winchester 94 (.444 hunting rifle)	2d10	20	Ballistic	90’	S	6 int.	Large	7 lb.	$500	Licensed
Heavy Weapons										
M2HB (heavy machine gun)	2d12	20	Ballistic	110’	A	Linked	Huge	75 lb.	$14000	Military
M72A3 LAW (rocket launcher)	10d6‡	—	—	150’	1	1 int.	Large	5 lb.	$500	Military
M79 (grenade launcher)	Varies‡	—	—	70’	1	1 int.	Large	7 lb.	$350	Military
Other Ranged Weapons										
Compound bow (Archaic) ‡	1d8	20	Piercing	40’	1	—	Large	3 lb.	$250	—
Crossbow (Simple)	1d10	19–20	Piercing	40’	1	1 int.	Med	7 lb.	$150	—
Flamethrower (no feat needed) ◊	3d6	—	Fire	—	1	10 int.	Large	50 lb.	$900	Military
Javelin (Simple)	1d6	20	Piercing	30’	1	—	Med	2 lb.	$20	—
Pepper spray (Simple)	Special‡	—	Special‡	5’	1	1 int.	Tiny	0.5 lb.	$30	—
Shurlken (Archaic)	1	20	Piercing	10’	1	—	Tiny	0.5 lb.	$10	—
Tazer (Simple)	1d4‡	—	Electricity	5’	1	1 int.	Small	2 lb.	$60	—
Whip (Simple)	1d2	20	Slashing	15’◊	1	—	Small	2 lb.	$20	—

†This mastercraft weapon grants a +1 bonus on attack rolls.
‡This weapon does special damage. See the weapon description.
◊See the description of this weapon for special rules.

Table: Melee Weapons

Weapon	Damage	Critical	Damage Type	Range	Size	Weight	Cost	Restriction
Simple Weapons								
Brass knuckles	1	20	Bludgeoning	—	Tiny	1 lb.	$20	—
Cleaver	1d6	19–20	Slashing	—	Small	2 lb.	$10	—
Club	1d6	20	Bludgeoning	10’	Med	3 lb.	$5	—
Knife	1d4	19–20	Piercing	10’	Tiny	1 lb.	$25	—
Metal baton	1d6	19–20	Bludgeoning	—	Med	2 lb.	$40	—
Pistol whip	1d4	20	Bludgeoning	—	Small	—	—	—
Rifle butt	1d6	20	Bludgeoning	—	Large	—	—	—
Sap	1d61	20	Bludgeoning	—	Small	3 lb.	$5	—
Stun gun†	1d3	20	Electricity	—	Tiny	1 lb.	$40	—
Tonfa†	1d4	20	Bludgeoning	—	Med	2 lb.	$40	—
Archaic Weapons								
Bayonet (fixed) †	1d4/1d6	20	Piercing	—	Large	1 lb.	$55	—
Hatchet	1d6	20	Slashing	10’	Small	4 lb.	$20	—
Longsword	1d8	19–20	Slashing	—	Med	4 lb.	$100	—
Machete	1d6	19–20	Slashing	—	Small	2 lb.	$30	—
Rapier	1d6	18–20	Piercing	—	Med	3 lb.	$110	—
Spear	1d8	20	Piercing	—	Large	9 lb.	$40	—
Straight razor	1d4	19–20	Slashing	—	Tiny	0.5 lb.	$20	—
Sword cane†	1d6	18–20	Piercing	—	Med	3 lb.	$90	—
Exotic Melee Weapons								
Chain†	1d6/1d6	20	Bludgeoning	—	Large	5 lb.	$20	—
Chain saw	3d6	20	Slashing	—	Large	10 lb.	$250	—
Kama	1d6	20	Slashing	—	Small	2 lb.	$30	—
Katana	2d6	19–20	Slashing	—	Large	6 lb.	$200	—
Kukri	1d4	18–20	Slashing	—	Small	1 lb.	$30	—
Lawnmower†	3d6	18-20	Slashing	—	Large	10 lb.	$250	
Nunchaku	1d6	20	Bludgeoning	—	Small	2 lb.	$20	—
Three-section staff†	1d10/1d10	20	Bludgeoning	—	Large	3 lb.	$25	—

†See the description of this weapon for special rules.

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REAL WIZARD PROTESTS "JEFFY HOPPER" BOOKS

Shintaro Matsuo, to all appearances a 35 year old businessman from Las Bocas, NV, has come out in protest against the popular series of childrens' books- "Jeffy Hopper,The Lil' Wizard" by H.R. Kroft. The reason Matsuo is so upset by what he calls "the unrealistic portrayal of great power being haphazardly wielded by foolish children" is because Mr. Matsuo claims to be a true practicing magic user, or, as he puts it- "Initiate of the Arcane Arts," -himself.

"In times of great strife, such as those in which we find ourselves now," says Matsuo, "it is base and wrong to mock the true power of magic."

Mr. Matsuo believes that the popularizing of "false" magics hinders the energies of true practitioners, stating- "if the average person thinks of magic as just so much silly, cartoon-ish nonsense, it simply makes it harder for those of us who are true Initiates to be taken seriously. People can't possibly appreciate the kind of strength and energy magic takes, not to mention the basic dangers involved in dealing with real magical energies."

Matsuo further cautions others who feel they may have magical apptitude.

"I think that the saddest thing that comes of all of this 'Hopper' ridiculousness, are the talented few who take too much of it to heart and think they can be all big and bombastic with the Arts. Too many end up burning out, or worse, getting themselves or others harmed or even killed by

Continued on page D1

Shintaro Matsuo shows his disdain for "Jeffy Hopper, The Lil' Wizard"

INSIDE!

THE BROTHERHOOD OF BIGFOOT VS. CETS CUSTODY BATTLE: THE LATEST UPDATES!

Arcane and divine spells are all representative of abilities beyond the scope of most ordinary individuals. Spells are features of a few classes. Truly extraordinary powers can be unleashed via magic, from summoning tornadoes to raising the dead. GMs should be cautious that spells and magic do not unbalance the game.

SPELL BASICS

A spell is a one-time magical effect. Magic is used by individuals with magical power, which include spellcasters and creatures with spells and spell-like abilities. Spells can be arcane or divine.

Arcane spells involve direct manipulation of mystic energies. These manipulations require long study, and tend to produce dramatic results.

Divine spells draw power from an unworldly source, be it from within the caster's own beliefs or some greater entity of power. Pagan spells are considered divine. Divine spellcasting requires meditation and provides more utilitarian effects, including the ability to heal the wounded. Some spells may be cast by both arcane and divine caster, functioning as arcane spells when cast by arcane casters and divine spells when cast by divine casters.

Most spells require the caster to speak some utterance, make complex gestures, or sometimes expend an object or a small quantity of some substance. The spellcaster's activity is visible to others, and the effects often are too, but the magic itself is not.

Each spellcasting class learns and casts spells differently. See the class description for more details.

Casting a Spell

To cast a spell, the character must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate some material (if it has a material component) or focus (if any). Additionally, the character must concentrate to cast a spell. (See the Concentration skill) If a spell has multiple versions, the character chooses which version to use when he casts it.

Spells and Critical Hits

A spell that requires an attack roll can score a critical hit. A spell attack that requires no attack roll cannot score a critical hit.

Interrupting Spellcasters

Distracting Spellcasters

A character can ready an attack against a character or creature with the trigger "if he starts casting a spell." If the attack succeeds in damaging the character or otherwise distracting him, he may lose the spell he was trying to use (as determined by his Concentration check result).

Readying a Counterspell

A character may ready a counterspell against a spellcaster (often with the trigger "if he starts casting a spell"). In this case, when the spellcaster starts a spell, the character gets a chance to identify it with a Spellcraft check (DC 15 + spell level). If the character does, and if he can cast that same spell (able to cast it or have it prepared), the character can cast the spell as a counterspell and automatically ruin the other spellcaster's spell. Counterspelling works even if one spell is divine and the other arcane.

Spell Failure

If a caster ever tries to cast a spell in conditions where the characteristics of the spell (range, area, and so forth) cannot be made to conform, the effort fails and the spell is wasted.

Spells also fail if the caster's concentration is broken.

Arcane Spells

Arcane spells involve the direct manipulation of mystic energies. These manipulations require natural talent and long study. Compared to divine spells, arcane spells are more likely to produce dramatic results, such as flight, explosions, or transformations.

Arcane Magical Writings

An arcane magical writing is a detailed explanation of the theory behind a spell's function. To decipher an arcane magical writing, a character must make a successful Spellcraft check (DC 20 + the spell's level). If successful, the character may learn the spell, provided that he is of sufficient class and level, as well as having available spell slots. If the check fails, the character cannot attempt to read that particular spell until the next day. If the person who created the magical writing is on hand to help the reader, success is automatic.

Once a character deciphers a particular magical writing, he does not need to decipher it again. Deciphering a magical writing allows the reader to identify the spell and gives some idea of its effects (as explained in the spell description). If the magical writing was a scroll and the reader can cast arcane spells, he can attempt to use the scroll. Scrolls are not always considered magical writings, and a Spellcraft check is only required if the scroll also confers the ability to learn the spell.

Divine Spells

Unlike arcane spells, divine spells draw power from the strength of the spellcaster's beliefs. Divine spells tend to be less flashy, destructive, and disruptive than arcane spells.

Divine MagicalWritings

Divine spells can be written down and deciphered just as arcane spells can (see **Arcane Magical Writings**, above). Any character with the Spellcraft skill can attempt to decipher the divine magical writing and identify it. However, only characters that are capable of casting the spell in its divine form can cast a divine spell from a scroll. (The character does not have to have the spell prepared; he only has to be capable of preparing and casting it in general.)

MAGIC ITEMS

Magic can be channeled into items and objects, elevating them beyond their mundane uses. Some spells (such as *magic bullets*) can infuse material goods with temporary magical properties. Magic items are altered permanently, working magical energy into their structures and crating truly wondrous items.

Magic Items are divided into the following categories:

Armor

Magic armor provides enhancement bonuses that stack with the equipment bonuses provided by the armor. Further, all armor penalties for magic armor are reduced by 1. In addition to an enhancement bonus, armor may have spell effects. Armor with spell effects must have at least a +1 enhancement bonus. Magic armor confers its enhancement bonus to Defense for as long as it's worn. If armor has a special quality that the wearer needs to activate, then the wearer needs to utter a command word (a move action). Magical armor may have a number of spells attached equal to its enhancement bonus. These spells must be of a level equal to or lower than the enhancement bonus (i.e. a +2 suit of padded armor can have up to two spells of level two or lower.) These spells operate at the creator's caster level, though the creator may choose to lower the effective caster level of the effects, provided that the reduced caster level is sufficient to cast the spells.

The purchase price for the materials needed to create magic armor is equal to $100 x the armor's enhancement bonus x caster level. Upon creating magic armor, the creator must spend XP equal to 1/25th the purchase price.

Potions

A potion is an elixir concocted with a spell that affects only the drinker. A potion is a single-use item that can only duplicate spells of 3rd level or lower. The spell must target a character or characters. Brewing a potion takes one day. When the character creates a potion, he sets the caster level. The caster level must be sufficient to cast the spell in question and no higher than the character's own level.

The purchase price of the raw materials to brew a potion is $15 x the potion's spell level x the potion's caster level. The creator must also spend experience points to brew a potion. The XP cost for a potion is equal to 1/15th the purchase cost of the raw materials.

To brew a potion, the caster makes a Craft (Chemical) skill check. The DC for the check is 10 + the spell level + the caster level. If the check fails, the raw materials are used up but the XP are not spent. The character can try again the next day.

When creating a potion, the caster makes any choices that he would normally make when casting the spell. Whoever drinks the potion is the target of the spell. Any potion that stores a spell with a costly material component or an experience point cost also carries a commensurate cost. In addition to the raw materials cost, the character must expend the material component or pay the XP cost when creating the potion. A typical potion vial has a Defense of 12, hardness 1, 1 Hit Point, and a break DC of 12. A vial holds 1 ounce of liquid. Drinking a potion takes an attack action and provokes attacks of opportunity.

Rings

A ring is a circular metal band worn on the finger that contains a spell (often an effect that persists as long as the ring is worn). A ring has a Defense of 13, hardness 10, 2 hit points, and a break DC of 25. Activating a ring (when necessary) is a move action and does not provoke attacks of opportunity. A ring may only contain one spell, though multiple rings can be worn to achieve multiple effects. The purchase price to create a ring is $100 x the ring's spell level x the ring's caster level.

Upon creating a ring, the creator must pay a cost in XP equal to 1/25th the purchase price. Any fractions are rounded up when determining the XP cost of a ring.

Rods

A rod is a 4' to 7' long, ornately wrought shaft of wood enhanced to cast a number of different spells. These spells must be of the same school and level, and must all be known to the creator. Most rods easily double as walking sticks or cudgels. A rod has a Defense of 7, hardness 5, 10 Hit Points, and a break DC of 24.

If the user isn't high enough level to cast the spells within the rod normally, he must succeed at a Will save (DC = the caster level of the rod +1) or take 1d10 Hit Points of damage per level of the spell as magical energies pour free from the rod. If the rod's user is not normally able to cast spells, they receive a -2 penalty to this Will save. Note that levels in the Arcane Student class are considered caster levels for any attempt to use or create a rod. The purchase

price to create a rod is $100 x the rod's spell level x the rod's caster level.

Upon creating a rod, the creator must pay a cost in XP equal to 1/25th the purchase price. Any fractions are rounded up when determining the XP cost of a rod.

Using a rod is an attack action and does not provoke attacks of opportunity. A rod has a number of charges equal to the XP cost of the rod when new. When a rod runs out of charges, the ritual used to create the rod must be repeated, and the person recharging the rod must be able to create rods as well as know the spells contained within the rod. The ritual to recharge a rod requires components with a purchase price equal to ½ the purchase price of the rod. No XP expenditure is required to recharge a rod.

Scrolls

A scroll is a spell magically inscribed onto paper or parchment so that it can be used later. Once the spell is cast, the scroll may not be used again for a number of rounds equal to the creator's caster level. During this "dormant" time, the scroll must reabsorb ambient magical energy in order to recharge itself. If an effect interferes with ambient magical energies (such as an antimagic circle), the scroll may not recharge while within the area of the offending effect. A scroll has a Defense of 9, hardness 0, 1 Hit Point, and a break DC of 8.

No preparation time is needed to cast a spell written on a scroll. The reader must simply read the text to release the magic within. Often magic users will collect scrolls together in spellbooks, binding a collection of ready to cast spells together for ease of use and storage.

To activate a scroll, the reader must be able to clearly see and read the writing. This can be done automatically if the character knows the language that the scroll is written in. Some spellcasters confound their scrolls in arcane doubletalk and magic theory, requiring any reader that is not the scroll's author to make a successful Decipher Script check (DC 15 + the spell's level) in order to use the scroll. If the user isn't high enough level to cast the spell normally, he must succeed at a Will save (DC = 10+ the caster level of the scroll +1) or take 1d4 Hit Points of damage per level of the spell as magical energies pour free from the scroll. If the scroll's user is not normally able to cast spells, they receive a -2 penalty to this Will save. Note that levels in the Arcane Student class are considered caster levels for any attempt to use or create a scroll. Using a scroll is an attack action that provokes attacks of opportunity.

The purchase price to create a scroll is $15 x the scroll's spell level x the scroll's caster level.

Upon creating a scroll, the scribe must pay a cost in XP equal to 1/5th the purchase price. Any fractions are rounded up when determining the XP cost of a scroll. Any scroll that stores a spell with a costly material component or an experience point cost also carries a commensurate cost. In addition to the raw materials cost, the character must expend the material component or pay the XP cost when creating the scroll.

Tattoos

Tattoos are single-use "items" containing a spell effect that affects only the bearer. They can be drawn or imprinted just about anywhere on the body; however, the bearer of a magic tattoo must touch it (and speak a command word) to activate its power, so tattoos are normally placed in easy-to-reach places.

Magic tattoos are permanent until activated or dispelled. Once a tattoo is used, the marking fades away in 1d4 rounds.

Activating a tattoo is an attack action, requires the utterance of a command word, and does not provoke attacks of opportunity.

The purchase price to create a tattoo is $15 x the tattoo's spell level x the tattoo's caster level.

Upon creating a tattoo, the scribe must pay a cost in XP equal to 1/10th the purchase price. Any fractions are rounded up when determining the XP cost of a tattoo. Any tattoo that stores a spell with a costly material component or an experience point cost also carries a commensurate cost. In addition to the raw materials cost, the character must expend the material component or pay the XP cost when creating the tattoo.

Wands

A wand is a short stick imbued with the power to cast a specific spell. The spell must be 3rd level or lower. A typical wand has a Defense of 7, hardness 5, 5 Hit Points, and a break DC of 16.

Using a wand is an attack action and does not provoke attacks of opportunity. Wands follow the same rules as rods regarding creation and use (see above), with the following exception: the damage dealt from a failed Will save while using a wand is 1d6 per level of the spell.

Weapons

As with armor, magic weapons have enhancement bonuses. The enhancement bonus applies both to attack rolls and damage rolls when the weapon is used in combat. All magic weapons are considered mastercraft items, but a weapon's mastercraft bonus does not stack with its enhancement bonus.

In addition to an enhancement bonus, weapons may have

spell effects. A weapon with a spell effect must have a +1 or better enhancement bonus.
If a weapon has a spell effect that the user needs to activate, then the user must speak a command word (a move action).
Magical weapons use the same purchase price and XP costs as magical armor, as well as operating under the same rules and restrictions.

Wondrous Items

Wondrous items include anything that doesn't fall into the other groups, including tools, books, and gadgets.
Unless noted otherwise, activating a wondrous item takes an attack action and does not provoke attacks of opportunity. Wondrous items are activated by command word or use-activated. Use the formulas for creating magic armor to determine XP costs, spell capabilities, and enhancement bonuses for wondrous items.

Sample Magic Items

The following list is a small sample of possible magic items that characters can encounter, use, or create. This list is by no means exhaustive, and GMs and players are encouraged to create their own items.

Air Shoes

These enchanted tennis shoes give the wearer the ability to walk on air. Furthermore, the wearer may call gusts of wind to protect himself while utilizing the shoes.
Properties: As a wondrous item, these shoes have a +4 enhancement bonus for the purpose of generating spell slots. The wearer of the shoes has access to the spells *air walk* and *wind armor*. The caster level of the shoes is 9th.
Purchase Price: The components required to create this item cost $3600
XP Cost: The shoes cost 144 XP to create.

Blade of the Righteous

This sword is used by righteous warriors against Hellspawn and demons. Often these swords are passed down from mentor to student among the few societies that hunt Hellspawn.
Properties: This is a longsword with a +4 enhancement bonus. The following spells have been worked into the blade: *center*, *cure critical wounds*, *divine heart*, and *water walk*. The caster level is 9th.
Purchase Price: The components required to create this item cost $3600
XP Cost: The sword costs 144 XP to create.

Freedom Ring

This potent ring allows the wearer to undo vile magics with a touch.
Properties: This magical ring grants the user access to the spell *break enchantment*, which requires activation. The user must touch the target of the spell. The caster level of

this ring is 10th.
Purchase Price: The components required to create this item cost $5000
XP Cost: The ring costs 200 XP to create.

Lazarus Scroll
This rare scroll contains the secrets of reviving the dead.
Properties: This scroll contains the spell *raise dead*. The caster level is 10th.
Purchase Price: The components required to create this item cost $750
XP Cost: The scroll costs 150 XP to create.

Potion of Plant's Counsel
This brew grants the user the ability to converse with local flora.
Properties: This potion contains the spell *speak with plants*. The caster level of this potion is 5th.
Purchase Price: The components required to create this item cost $225
XP Cost: The potion costs 15 XP to create.

Rod of L'Un
Arguably the most potent magical item in existence, this rod belonged to the ancient Magus L'Un of the Order of Ouroboros. It is rumored that the bearer of this rod is granted control over transformation and form. The current whereabouts of this legendary item are unknown, though rumors persist that a powerful elf has acquired the rod to assist in her quest to reverse the elven curse.
Properties: While the rumors of this rod's capabilities are exaggerated, it is an inconceivably powerful item. L'Un was an Archmage, and incredibly skilled in the school of Transmutation. This rod grants the user access to the following spells: *baleful polymorph* (an arcane version), *brothers in arms*, *celestial remedy* (an arcane version), *control winds*, *disrupting weapon*, *fabricate*, and *telekinesis*. There are rumored to be other effects attached to the rod, though no known user has discovered them. The caster level of this rod is 15th.
Purchase Price: The components required to create this item cost $7500
XP Cost: The rod costs 300 XP to create.

Suit of Armor
This magical armor is commonly used by businessmen and members of Department 7. Special rituals and effects are woven into a finely tailored suit offering the user protection, as well as an aura of power and charm.
Properties: This suit of clothing is considered magical armor and has a +2 enhancement bonus to Defense. The spells *aura of glory* and *charm person* are available to the wearer. The caster level of the armor is 6th.
Purchase Price: The components required to create this item cost $1200
XP Cost: The suit costs 48 XP to create.

Survival Markings
This tattoo allows the wearer to withstand harsh environmental conditions for a time.
Properties: This tattoo contains the spell *endure elements*. The caster level is 4th.
Purchase Price: The components required to create this item cost $60
XP Cost: The tattoo costs 6 XP to create.

Talking Wand
The user of this wand can command the undivided attention of all present parties. The simple black wand is held as the user speaks.
Properties: This wand contains the spell *enthrall*. The wand's caster level is 5th.
Purchase Price: The components required to create this item cost $1000
XP Cost: The wand costs 40 XP to create.

SPELL LIST

How to Read a Spell Description

Spells have a number of defining characteristics that distinguish each spell from the others. Each spell description includes most or all of the following pieces of information.

School
The word in parenthesis ( ) after the spell's name provides the school (and perhaps also a subschool) that the spell belongs to. Schools provide a way of grouping together spells that have certain characteristics in common.
Abjuration: Spells of this school are protective spells. They create physical or magical barriers or negate magical or physical abilities.
Conjuration (Creation): This type of spell manipulates matter to create an object or creature in a place the spellcaster designates. If the spell has a duration other than Instant, magic holds the creation together, and when the spell ends or is dispelled, the conjured creature or object vanishes without a trace. If the spell has an Instant duration, the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence.
Conjuration (Healing): Certain divine conjuration spells can heal creatures or even bring them back to life.
Conjuration (Summoning): A summoning spell instantly brings a creature or an object to a place the caster designates. When the spell ends or is dispelled, the

summoned creature is instantly sent back to where it came from, but a summoned object is not sent back unless the spell description specifically indicates this. A summoned creature also goes away if it is killed.

Conjuration (Teleporting): A spell of this type transports one or more creatures or objects a great distance.

Divination: These spells enable you to learn information, to find hidden things, or to foil deceptive spells.

Enchantment: An enchantment spell affects the minds of others, influencing or controlling their behavior. All enchantment spells have the mind-affecting descriptor (see below for more on spell descriptors).

Evocation: These spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

Illusion: Illusion spells deceive the senses or minds of others.

Necromancy: Necromancy spells manipulate the power of death, unlife, and the life force. Spells involving undead creatures belong to this school, as do spells that utilize negative energy to deal damage.

Transmutation: Transmutation spells change the properties of some creature, thing, or condition.

Universal: A small number of spells belong to no school and are designated as universal. The type of magic they involve does not fall into one of the above categories.

Descriptors

Descriptors are a way of classifying spells (often from different schools) that have some common characteristic. A spell's descriptors, if any, appear in brackets [ ] on the line identifying the school. Descriptors used for spells include cold, electricity, fear, fire, force, language-dependent, light, mind affecting, and sonic.

Level

Its level indicates the relative power of a spell. A spell's level also indicates whether a particular spellcaster is capable of preparing and casting the spell.

Components

Every spell has at least one type of component that the spellcaster must provide at the time of casting.

Verbal (V): To cast a spell with a verbal component, a character must speak in a firm voice. If the character cannot speak, he can't cast such a spell. A spellcaster who has been deafened has a 20% chance to spoil any spell he tries to cast if that spell has a verbal component.

Somatic (S): To cast a spell with a somatic component, a character must gesture freely with at least one hand. A character can't cast a spell that has a somatic component while bound, grappled, or with both hands full or occupied.

Material (M): A material component is an object or a small amount of some substance that the caster must have on hand. It is expended and disappears when the spell is cast. Preparing these materials is a free action. The purchase costs for expensive material components are included in the spell descriptions; if no value is given, assume a purchase cost of $5.

Focus (F): A focus is similar to a material component, except that it is not expended when the spell is cast.

Divine Focus (DF): Some divine spells require the caster to provide a divine focus. Unless some other focus is specified in the spell description this is a holy symbol. Sometimes the Components entry of a spell description contains the entry "M/DF". This indicates a spell that can be cast as either an arcane spell or a divine spell—an arcane caster casting it needs the specified material component, while a divine caster needs to provide a divine focus.

Casting Time

This entry tells how much time is needed to complete the casting of a spell once it is begun.

Casting a spell with a casting time of 1 action is an attack action. The spell takes effect immediately.

Casting a spell with a casting time of 1 round is a full-round action. A character can take a 5' step before, during, or after casting, but he cannot otherwise move. The spell takes effect at the beginning of that character's turn in the round after he began to cast it. The character then acts normally after the casting is completed.

A spell that takes 1 minute to cast comes into effect just before the character's turn 1 minute later (the character spends each of those 10 rounds casting as a full-round action).

When a character begins a spell that takes 1 round or longer to cast, he must continue the invocations, gestures, and/or concentration from one round to just before his turn in the next round (at least). If the character loses concentration after starting the casting and before it is complete, the spell is lost (see the Concentration skill).

Range

A spell's range indicates how far from the caster it can reach—the maximum distance from the caster that the spell's effect can occur, as well as the maximum distance at which the caster can designate the spell's point of origin. If any portion of the spell's area would extend beyond

Touch Attacks

Since the character only needs to touch the enemy, he makes a touch attack instead of a regular attack. Touching an opponent with a touch spell is considered to be an armed attack and therefore does not provoke attacks of opportunity when it is discharged on an armed opponent. However, the act of casting a spell does provoke attacks of opportunity.

Touch attacks come in two types: melee touch attacks (for touches made with the character's hand) and ranged touch attacks (for touches made with projectile and ray effects). The caster can score critical hits with either type of attack. The opponent's Defense against a touch attack does not include any equipment bonus or natural armor bonus. The opponent's size modifier and Dexterity modifier both apply normally.

Holding the Charge

The caster does not have to touch the target immediately after casting a touch spell. Instead, he can "hold the charge," waiting to discharge the spell at a later time. If the character touches anything with his hand while holding a charge, the spell discharges. Otherwise, the character can make touch attacks round after round, until he succeeds (and thus discharge the spell). A character can touch one friend (or himself) as an attack action or up to six friends as a full-round action. If the character casts another spell, the touch spell dissipates.

the range, that area is wasted.

A spell's range usually falls into one of the following categories.

Personal: The spell affects only the caster.

Touch: The caster must touch a creature or object to affect it. To use a touch spell, the caster casts the spell and then touches the subject, either in the same round or any time later. In the same round that the character casts the spell, he may also touch (or attempt to touch) the target. The caster may take his move before casting the spell, after touching the target, or between casting the spell and touching the target. A character can automatically touch one friend or use the spell on himself, but to touch an opponent, the character must succeed on an attack.

Close: The spell reaches up to 25' away from the caster. The maximum range increases by 5' for every two full spellcasting class levels.

Medium: The spell reaches up to 100' + 10' per class level.

Long: The spell reaches up to 400' + 40' per class level.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in a unit of measurement (usually feet).

Target

Some spells have a specific target or targets. A caster uses these spells directly on creatures or objects, as defined by the spell itself. The caster must be able to see or touch the target, and must specifically choose that target. The caster does not have to select his target until he finishes casting the spell.

If the character casts a targeted spell on the wrong sort of target the spell has no effect.

If the target of a spell is the caster ("**Target:** Self"), the caster does not receive a saving throw, and spell resistance does not apply.

Subject

The descriptive text of spells makes a distinction between "target" and "subject." The target of a spell is the creature(s) or object(s) it is directed against. A target becomes a subject if it fails a saving throw against the spell and is thus affected by the magic.

Effect

Some spells create or summon things rather than affecting things that are already present. The caster must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move regardless of the spell's range.

Ray: Some effects are rays. The caster aims a ray as if using a ranged weapon, though typically the character makes a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, the character can fire into the dark or at an invisible creature and hope to hit something. A character doesn't have to see the creature he is trying to hit, as with a targeted spell. Intervening creatures and obstacles, however, can block the caster's line of sight or provide cover for the creature being aimed at.

If a ray has duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

Spread: Some effects, notably clouds and fogs, spread out from a point of origin to a distance given in the spell description. The effect can extend around corners and into areas the caster can't see. Figure distance by actual distance traveled, taking into account turns the spell effect takes. The caster must designate the point of origin, but need not have line of effect (see below) to all portions of the effect.

Area

Some spells affect an area. The caster selects where the spell starts, but otherwise doesn't control which creatures or objects the spell affects. Sometimes a spell describes a

specially defined area, but usually an area falls into one of the following categories.

Burst: As with an effect, the caster selects the spell or power's point of origin. The spell or power bursts out from this point, affecting whatever it catches in its area.

A burst spell has a radius that indicates how far from the point of origin the spell's effect extends.

Cone: A cone shoots away from the caster in the direction he designates. A cone starts in a square adjacent to the caster and widens out as it goes. A cone's width at a given distance from the caster equals that distance. Its far end is as wide as the effect is long.

Creatures: Some spells affect creatures directly (as a spell with a target does), but they affect creatures in an area of some kind rather than individual creatures the caster selects. The area might be a burst, a cone, or some other shape.

Many spells affect "living creatures," which means all creatures other than constructs and undead.

Cylinder: As with a burst, the caster selects the spell's point of origin. This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder.

Emanation: Some spells have an area like a burst except that the effect continues to radiate from the point of origin for the duration of the spell.

Quarter-Circle: Some spells have a quarter-circle-shaped area. Like a cone, the effect starts in a square adjacent to the caster and widens out as it goes.

Spread: Some spells spread out like a burst but can turn corners. The caster selects the point of origin, and the spell spreads out a given distance in all directions. Figure distance by actual distance traveled, taking into account turns the spell effect takes.

Other: A spell or power can have a unique area, as defined in its description.

(S): If an Area or Effect entry ends with "(S)" (standing for "shapeable"), the caster can shape the spell. A shaped effect or area can have no dimension smaller than 10'.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a spell can affect. A solid barrier cancels a line of effect. It's like line of sight for ranged weapons, except it's not blocked by fog, darkness, and other factors that limit normal sight.

A caster must have a clear line of effect to any target that he uses a spell on, or to any space in which he wishes to create an effect. The caster must have a clear line of effect to the point of origin of any spell he casts or power he manifests. For bursts, cones, cylinders, and emanation spells, the spell only affects areas, creatures, or objects to which it has line of effect from its origin (a burst's point, a cone's starting point, a cylinder's circle, or an emanation spell's point of origin).

A hole of at least 1 square foot is sufficient to allow a line of effect through an otherwise solid barrier. If any given 5' length of barrier contains such an opening, that 5' length is not considered a barrier for purposes of a spell's line of effect (though the rest of the barrier still counts as normal).

Directing or Redirecting Effects: Some spells allow the caster to redirect the effect to new targets or areas after casting the spell. Redirecting a spell requires a move action that does not provoke attacks of opportunity. It also doesn't require concentration.

Duration

The Duration entry of a spell description tells how long the effect of the spell lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magical energy goes away and the spell ends. If a spell's duration is variable, the GM rolls it secretly.

Instant: The spell energy comes and goes the instant the spell is cast, though the consequences of the spell might be long-lasting.

Permanent: The effect remains indefinitely, but is sustained by lingering magical energy. If the energy goes away, so does the effect.

Concentration: The spell or power lasts as long as the caster concentrates on it, possibly up to a specified maximum amount of time. Concentrating to maintain a spell is an attack action that does not provoke attacks of opportunity. Anything that could break the character's concentration when casting a spell can also break his concentration while maintaining one, causing the spell to be ruined (see Concentration, below). A character can't cast a spell while concentrating on another one.

Sometimes a spell lasts for a short time after the character ceases concentrating. In these cases, the spell keeps going for the stated length of time after the character stops concentrating.

Subjects, Effects, and Areas: If a spell affects creatures directly, the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to the end of its duration. If the spell affects an area, the spell stays with that area for the spell's duration. Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

Discharge: A few spells last for a set duration or until triggered or discharged. The spell remains in place until the triggering condition is met (at which point it takes effect) or the maximum duration is reached (at which point it dissipates, with no effect).

(D): If the Duration entry ends with "(D)" (standing for "dismissible"), the caster can dismiss the spell at will. The caster must be within range of the effect of the spell to dismiss it. Dismissing a spell is an attack action that does not provoke attacks of opportunity. A spell that depends on concentration is dismissible by its very nature, and dismissing it does not require an action (since all the caster has to do to end the spell is to stop concentrating).

Saving Throw

Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: This term means the spell has no effect on a creature that makes a successful saving throw.

Saving Throw Difficulty Class

A saving throw against a spell has a DC equal to 10 + the level of the spell + the spellcaster's bonus for the relevant ability (Intelligence for Arcane Students, Wisdom for Clergy or Charisma for Pagans.)

Succeeding at a Saving Throw

A creature that successfully saves against a spell without obvious physical effects feels a hostile force or a tingle but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell the caster senses that the spell has failed. The caster does not sense when creatures succeed at saving throws against effect and area spells.

Voluntarily Giving Up a Saving Throw

A creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this resistance if he wants to.

Items Surviving After a Saving Throw

Unless the descriptive text for the spell specifies otherwise, all items carried and worn are assumed to survive a magical attack.

If an item is not carried or worn and is not magical, it does not get a saving throw. It is simply dealt the appropriate damage.

Saving Throws and Illusions (Disbelief)

Creatures encountering an illusion effect usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion. This allows them to disbelieve the illusion. If any viewer successfully disbelieves an illusion and communicates this fact to other viewers, each such viewer gains a saving throw with a +4 bonus.

Partial: The spell causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Disbelief: A saving throw is not allowed purely on the basis of encountering the spell. Rather, the creature gets a saving throw only after interacting with or carefully studying the spell. A successful save lets the subject ignore the effect.

(object): The spell can be cast on objects, which receive saving throws only if they are magical in nature, or if they are attended (held, worn, or grasped) by a creature resisting the spell, in which case the object gets the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a spell can only be cast on objects. Some spells of this sort can be cast on creatures or objects.)

(harmless): The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it wishes.

Spell Resistance

Spell resistance is a special defensive ability that protects against spells.

Each spell description includes an entry that indicates whether spell resistance applies to the spell. In general, whether spell resistance applies depends on what the spell does.

Targeted Spell: If the spell is targeted at a creature, spell resistance applies. If the spell targets multiple specific creatures, spell resistance applies to those individuals that have it.

Area Spell: If the target is within the area of a spell, its spell resistance applies. The spell resistance protects the resistant creature without affecting the spell itself.

Effect Spell: Most effect spells summon or create something and are not subject to spell resistance. Effect spells that affect a creature more or less directly are sometimes subject to spell resistance.

Level Check: If a spell is being resisted by a creature

with spell resistance, the caster must make a level check (1d20 + caster level) and get a result at least equal to the creature's spell resistance for the spell to affect that creature. If the caster fails the check, the spell doesn't affect the defender. The defender's spell resistance is like a Defense score against magical attacks.

(harmless) and **(object)**: These terms mean the same thing in a spell resistance entry as they do for saving throws. A creature with spell resistance must voluntarily drop the resistance in order to receive the effects of a spell noted as harmless without the level check described above. Doing so is an attack action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn, at the beginning of which it automatically returns. A creature's spell resistance never interferes with its own spells, powers, items, or abilities.

Only spells and spell-like abilities are subject to spell resistance. Extraordinary and supernatural abilities (including enhancement bonuses on magic weapons) are not. A creature can have some abilities that are subject to spell resistance and others that are not.

Descriptive Text

A spell's descriptive text explains how the spell works or what it does and includes necessary information such as the spell's material component. Some spells have material components listed in their description: these are merely suggestions, as many magic users have developed multiple versions of the same spell, each with a different material component that better suits their magical style.

Aegis of the Gods (Abjuration)

Level: Arcane 1, Clergy 1, Pagan 1, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Touch, **Target:** Up to one creature touched per three caster levels, **Duration:** 10 minutes/level, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)

You surround the subjects with a magical aura that helps protect them from harm. The subjects gain a +4 resistance bonus to one saving throw type, chosen by you while casting the spell. A person may benefit from more than one active *aegis of the gods*, but each must apply to a different type of saving throw.

Aid (Enchantment [Mind-Affecting])

Level: Arcane 2, Clergy 2, Pagan 2, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Touch, **Target:** Living creature touched, **Duration:** 1 minute/level, **Saving Throw:** None, **Spell Resistance:** Yes (harmless)

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus a number of temporary hit points equal to 1d8 +1 per caster level (maximum 1d8+10 temporary hit points).

Air Supply (Conjuration (Creation))

Level: Arcane 1, Pagan 1, **Components:** V, S, F/DF, **Casting Time:** 1 round, **Range:** Touch, **Effect:** Mask of air over 1 living creature's face, **Duration:** 10 minutes/level, **Saving Throw:** None, **Spell Resistance:** Yes

With this spell, you create a mask of air over the target's face (or whatever portion of the creature's body contains the eyes and respiratory openings). The air is fresh and pure, and contains all elements required for the recipient to breathe healthily. The mask holds back gases and vapors that are not under great pressure. The mask provides no protection against liquids, or against directed gases, such as those from a breath weapon. If holding one's breath and closing one's eyes would not provide protection from a given condition, neither would the mask created by this spell.

Material Component: A small, stopped flask or vial.

Air Walk (Transmutation [Air])

Level: Arcane 4, Pagan 4, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature (Gargantuan or smaller) touched, **Duration:** 10 min./level, **Saving Throw:** None, **Spell Resistance:** Yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45°, at a rate equal to one-half the air walker's normal speed.

A strong wind (21+ mph) can push the subject along or hold it back. At the end of its turn each round, the wind blows the air walker 5' for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60' per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10' of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if an antimagic field negates it.

You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (counts as a trick; see Handle Animal skill) with one week of work and a DC 25 Handle Animal check.

Animal Trance (Enchantment (Compulsion) [Mind-Affecting, Sonic])

Level: Pagan 2, **Components:** V, S, **Casting Time:** 1 round, **Range:** Close, **Target:** Animals or magical beasts with Intelligence 1 or 2, **Duration:** Concentration, **Saving Throw:** Will negates; see text, **Spell Resistance:** Yes

Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you. Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected.

A magical beast, a dire animal, or an animal trained to attack or guard is allowed a saving throw; an animal not trained to attack or guard is not.

Aura of Glory (Transmutation)

Level: Arcane 2, Clergy 2, Pagan 2, **Components:** V, S, M/DF, **Casting Time:** 1 round, **Range:** Touch, **Target:** One person, **Duration:** 1 hour/level, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes

The caster surrounds the target with an awe-inspiring aura, granting an enhancement bonus to Charisma of 1d4 + 1 points. This spell may not be cast multiple times on the same creature in order to stack bonuses.

Material Component: The feather of a peacock.

Awaken Element (Transmutation)

Level: Arcane 3, Pagan 3, **Components:** V, S, M/DF, **Casting Time:** 1 hour, **Range:** Close, **Target:** 5 ft. cube of an element/4 levels, **Duration:** 1 day/level, **Saving Throw:** None (Object), **Spell Resistance:** No

The caster gives human-like sentience to an element. The caster targets a volume of air, earth, fire, or water no bigger than a 5' cube per four caster levels, and it awakens as if becoming an elemental. It has all the statistic of an elemental of small size for its element type, except that it's Intelligence score is 3d6.

The creature is friendly toward the caster and, although it is not bound to the caster, will perform any reasonable task the caster asks of it until the duration of the spell ends and the creature collapses or disperses back into its material. An intelligent element remembers what happened around it for one week per caster level before it was awakened, and can answer questions about what took place.

When a caster uses this spell to awaken an air, earth, fire, or water creature, it is a spell of that type. For example, awaken element is a fire spell when cast to awaken a fire creature.

Material Component: A fistful of crushed crystal powder.

Awakening (Enchantment)

Level: Arcane 1, Clergy 1, Pagan 1, **Components:** S, **Casting Time:** 1 round, **Range:** Medium, **Area:** 60' radius centered on the caster, **Duration:** Instant, **Saving Throw:** None, **Spell Resistance:** Yes

This spell quickly and silently awakens all sleeping creatures within the burst. Most often, it is used to rouse sleeping comrades to face a threat. It can also be used to counteract spells and abilities that cause victims to sleep, granting the victims a new saving throw if the original effect allowed a save.

Awe (Transmutation)

Level: Clergy 5, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Close, **Target:** One or more creatures, no two of which can be more than 25' apart, **Duration:** 1 round + (1d4 + 2 rounds) (see text), **Saving Throw:** Will negates, **Spell Resistance:** Yes

The caster surrounds her foes with negative energy and doubt, enabling herself or another Clergy to turn or rebuke them as if turning or rebuking undead of the same hit dice value. The act of turning must be completed no more than one round after the spell is cast or the effect passes. The negative energy remains for 1d6 rounds, causing all affected creatures to suffer a –1 penalty to attack rolls. When the spell expires, the targets instantly break out of their cowering and fleeing state. The caster can never destroy a creature with this effect regardless of her level.

The exact nature of this spell is left to great theological debate. The negative energy theory is most popular among non-Clergy members. However, the Clergy believe that the indisputable, overwhelming presence of God causes fear, shame, and horror to the targets of this spell.

Baleful Polymorph (Transmutation)

Level: Pagan 5, **Components:** V, S, **Casting Time:** 1 round, **Range:** Close, **Target:** One creature, **Duration:** Permanent, **Saving Throw:** Fort negates, Will partial; see text, **Spell Resistance:** Yes

With this spell, the caster changes the target into a Small or smaller animal of no more than 1 HD. If the new form would somehow prove fatal, 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.
Gaseous creatures are immune to being polymorphed, and a werewolf can revert to its natural form as a standard action.

Bear's Endurance (Transmutation)

Level: Pagan 2, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** 1 min./level, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes
The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to Hit Points, Fortitude saves, Constitution checks, and so forth.
Hit points gained by a temporary increase in Constitution score are not temporary Hit Points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary Hit Points are. This spell does not function on creatures with Constitution as a nonability.

Bless (Enchantment [Mind-Affecting])

Level: Arcane 1, Clergy 1, Pagan 1, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** 50', **Area:** All allies within 50', **Duration:** 1 minute/level, **Saving Throw:** None, **Spell Resistance:** Yes (harmless)
The caster's allies gain a morale bonus of +1 on their attack rolls and a morale bonus of +1 on saving throws against fear effects.

Blight (Necromancy)

Level: Pagan 4, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Touch, **Duration:** Instant, **Saving Throw:** Fort half (see text), **Spell Resistance:** Yes
This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a Fortitude saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies.
This spell has no effect on the soil or surrounding plant life.

Blood for Blood (Evocation)

Level: Arcane 2, Pagan 2, **Components:** V, S, **Casting Time:** 1 round, **Range:** Close, **Target:** All allies within 25', **Duration:** 3 rounds + 1 round/level (D), **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)
When the target of this spell scores a critical hit in melee combat, he immediately heals Hit Points equal to half the Hit Point damage dealt to the target.

Blood Trail (Divination)

Level: Pagan 1, **Components:** V, S, **Casting Time:** 1 round, **Range:** Personal, **Target:** Self, **Duration:** 1 hour/level, **Saving Throw:** None, **Spell Resistance:** No
Blood trail grants the caster preternatural ability to track a wounded foe; so long he witnesses the injury. If any creature suffers Hit Point damage by any means while in sight of the caster, the caster may use *blood trail* as long as the wounded party remains in his line of sight. Thereafter, for the duration of the spell, the caster receives a +20 insight bonus to all Search, Spot, and Survival checks to locate the wounded individual. Further, the caster is considered to have the *Track* feat while using *blood trail*.

Break Enchantment (Abjuration)

Level: Arcane 5, Clergy 5, Pagan 5, **Components:** V, S, **Casting Time:** 1 minute, **Range:** Close, **Target:** Up to one creature per level, all within 30' of each other, **Duration:** Instant, **Saving Throw:** See text, **Spell Resistance:** No
This spell frees creatures from enchantments, transmutations, curses, and petrification (as well as other magical transformations). *Break enchantment* can reverse even an instantaneous effect. For each such effect, the caster makes a check of 1d20 + caster level (maximum +10) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For cursed magic items, the DC is 25.
If the effect comes from some permanent magic item, *break enchantment* does not remove the curse from the item but merely frees the victim from the item's effects, leaving the item cursed. This spell cannot be used to remove the curses that created elves, vampires, and werewolves, or any derivative race thereof.

Brothers in Arms (Transmutation)

Level: Arcane 5, Clergy 5, Pagan 5, **Components:** V, S, M/DF, **Casting Time:** 1 round, **Range:** Close, **Target:** One creature per 3 caster levels, **Duration:** 1 round/level (D), **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)
Any targets affected by *brothers in arms* may donate a number of Hit Points per round equal to the caster's level to other targets of the spell that are in the donor's line of sight. The donor suffers those Hit Points as damage, while the recipient receives the Hit Points first as healing and then as additional temporary Hit Points, to a maximum of the caster's level. One point of Strength may be similarly donated, with the donor taking a temporary

loss of Strength and the recipient gaining a +1 Strength enhancement. Strength enhancements are cumulative, to a maximum bonus of half the caster's level. Hit Points are not returned to the donor when the spell expires (they must be healed normally), but Strength returns to the donor. Temporary Hit Points are lost when the spell ends.
Material Component: A drop of blood from a hero who died honorably. The hero must be dead; using the blood of one who has been resurrected will not work.

Bull's Strength (Transmutation)

Level: Pagan 2, **Components:** V, S, M/DF, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** 1 min./level, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)
The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier. This spell may not be cast on a creature with Strength as a nonability.
Material Component: A few hairs, or a pinch of dung, from a bull.

Calm Animals (Enchantment (Compulsion) [Mind-Affecting])

Level: Pagan 1, **Components:** V, S, **Casting Time:** 1 round, **Range:** Close, **Target:** Animals within 30' of each other, **Duration:** 1 min. /level, **Saving Throw:** Will negates; see text, **Spell Resistance:** Yes
This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30' apart. The maximum number of Hit Dice of animals you can affect is equal to 2d4 + caster level.
A dire animal or an animal trained to attack or guard is allowed a saving throw; other animals are not.
The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures. This spell does not work on werewolves.

Calm Emotions (Enchantment (Compulsion) [Mind-Affecting])

Level: Arcane 2, Clergy 2, Pagan 2, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Medium, **Area:** Creatures in a 20' radius spread, **Duration:** Concentration, up to 1 round/level (D), **Saving Throw:** Will negates, **Spell Resistance:** Yes
This spell calms agitated creatures. You have no control over the affected creatures, but *calm emotions* can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) nor do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.
This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as *bless*, as well as negating emotion based class abilities. It also suppresses any fear effects and removes the *confused* condition from all targets. While the spell lasts, a suppressed spell or effect has no effect. When the *calm emotions* spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.
Werewolves receive a +10 bonus to the Will save to resist this spell. Furthermore, a werewolf cannot relent to the effects of this spell and must make the Will save to resist, regardless of the werewolf's current form.

Cat's Grace (Transmutation)

Level: Pagan 2, **Components:** V, S, M, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** 1 min./level, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes
The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to Defense, Reflex saves, and other uses of the Dexterity modifier. This spell does not function on creatures that have Dexterity as a nonability.
Material Component: A pinch of cat fur.

Cause Fear (Necromancy [Fear, Mind-Affecting])

Level: Arcane 1; **Components:** V, S; **Casting Time:** 1 round; **Range:** Close; **Target:** One living creature; **Duration:** 1d4 rounds; **Saving Throw:** Will negates; **Spell Resistance:** Yes
The affected creature suffers a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws. It flees from the caster as well as it can. If unable to flee, the creature may fight. Creatures with 6 or more Hit Dice are immune.
Cause fear counters *remove fear*.

Celestial Remedy (Conjuration [Healing])

Level: Clergy 5, Pagan 5, **Components:** V, S, **Casting Time:** 1 round, **Range:** Close, **Target:** Living creature touched, **Duration:** 4 rounds (D) (see text), **Saving Throw:** Fort negates (harmless), **Spell Resistance:** Yes (harmless)
The caster channels benevolent energies through the target of the spell, which are held within the target until released

by the caster. The spell may be carried by the target for up to 1 minute per level of the caster, and no more than one spell of this kind may be stored in this manner at one time. Activating the spell requires a free action by the caster, and the spell then heals the target for 5d10 Hit Points immediately, and then the same amount each round for the next 3 rounds. The healing occurs on the caster's initiative each round, before any actions are taken. The target can never gain more Hit Points with this spell than his normal maximum. Hit Points of potential healing are available over the course of 4 rounds; they may not be used sooner and are not carried over if they are not used in the round they become available. This spell may not be cast upon a creature with Constitution as a nonability.

Center (Abjuration)

Level: Clergy 3, Pagan 3, **Components:** V, **Casting Time:** 1 round, **Range:** Close, **Target:** One creature, **Duration:** 10 minutes/level (D), **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)
This functions as *courage*, except this spell grants a +1 bonus to DEF and +13 temporary Hit Points.

Chameleon Skin (Illusion)

Level: Arcane 1, Pagan 1, **Components:** S, M, **Casting Time:** 1 round, **Range:** Personal, **Target:** Self, **Duration:** 1 hour/level (D)
This spell adds a +1 bonus per caster level (max +10) to any Hide roll for the duration of the spell. The spell alters the caster's appearance, including her equipment, such that she blends into whatever background is behind her.
Material component: A lizard tail that is swallowed.

Charm Animal (Enchantment (Charm) [Mind-Affecting])

Level: Pagan 1, **Components:** V, S, **Casting Time:** 1 round, **Range:** Close, **Target:** One animal, **Duration:** 1 hour/level, **Saving Throw:** Will negates, **Spell Resistance:** Yes
This spell functions like *charm person*, except that it affects a creature of the animal type.

Charm Person (Enchantment (Charm) [Mind-Affecting])

Level: Arcane 1, **Components:** V, S, **Casting Time:** 1 round, **Range:** Close, **Target:** One humanoid creature, **Duration:** 1 hour/level, **Saving Throw:** Will negates, **Spell Resistance:** Yes
This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.
The spell does not enable you to control the charmed person as if it was an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Circle of Sounds (Divination)

Level: Pagan 2, **Components:** V, S, M, **Casting Time:** 1 round, **Range:** Touch, **Target:** One creature/level, **Duration:** 10 minutes/level, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)
All creatures touched during the casting of this spell may henceforth communicate with one another in the languages of the fauna native to the area. Their shouts will be heard as bird cries. Their conversation will sound like the chattering of squirrels. No one but those touched during the casting will be able to decipher what is being said without the ability to speak with animals or the use of *tongues*.
The voices of those affected will not carry farther than their normal voices, but they can shout to one another even when in a forest of enemies and stand little chance of raising the suspicions of others nearby. If they talk and shout a great deal, the sheer volume of natural sounds could cause suspicion, but even then, it might be overlooked.
Anyone affected by the spell may choose to speak in her normal voice and language instead of the animal sounds.
Material Component: A castoff from a local bird or animal, such as a feather, bone, or droppings.

Command (Enchantment [Language-Dependent, Mind-Affecting])

Level: Arcane 1, Clergy 1, Pagan 1, **Components:** V, **Casting Time:** 1 round, **Range:** Close, **Target:** One living creature, **Duration:** 1 round, **Saving Throw:** Will negates, **Spell Resistance:** Yes
The caster gives the subject a single *command*, which he obeys to the best of his ability at his earliest opportunity. The caster may select from the following options.
Approach: On the subject's turn, the subject moves toward the caster as quickly and directly as possible for 1 round. The subject may do nothing but move during his turn, and he incurs attacks of opportunity for this movement as

normal.

Drop: On the subject's turn, he drops whatever he is holding. The subject can't pick up any dropped item until his next turn.

Fall: The subject immediately falls to the ground and remains prone for 1 round. He may act normally while prone, but takes any appropriate penalties.

Flee: On the subject's turn, he moves away from the caster as quickly as possible for 1 round. The subject may do nothing but move during his turn.

Halt: The subject stands in place for 1 round. The subject may not take any actions, but may defend him or herself normally.

If the subject can't carry out the caster's *command* on his next turn, the spell automatically fails. Werewolves suffering from Rage receive a +10 bonus to resist this spell.

Command, Greater (Enchantment (Compulsion) [Language-Dependent, Mind-Affecting])

Level: Arcane 5, Clergy 5, Pagan 5, **Components:** V, **Casting Time:** 1 round, **Range:** Close, **Target:** One creature/level, no two of which can be more than 30' apart, **Duration:** 1 round/level, **Saving Throw:** Will negates, **Spell Resistance:** Yes

This spell functions like *command*, except that up to one creature per level may be affected, and the activities continue beyond 1 round. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell. Each creature must receive the same *command*.

Command Plants (Transmutation)

Level: Pagan 4, **Components:** V, **Casting Time:** 1 round, **Range:** Close, **Target:** Up to 2 HD/level of plant creatures, no two of which can be more than 30' apart, **Duration:** One day/level, **Saving Throw:** Will negates, **Spell Resistance:** Yes

This spell allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly). They will not attack you while the spell lasts. You can try to give a subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

You can affect a number of plant creatures whose combined level or HD does not exceed twice your level.

Commune with Nature (Divination)

Level: Pagan 5, **Components:** V, S, **Casting Time:** 10 minutes, **Range:** Personal, **Target:** Self, **Duration:** Instant

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings—caves, caverns, and the like—the radius is limited to 100' per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in cities and towns.

Compel Animal (Enchantment)

Level: Pagan 3, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Close, **Target:** One animal of Medium size or smaller, **Duration:** 1 day/level, **Saving Throw:** None, **Spell Resistance:** Yes

Caster may compel a single animal of Medium size or smaller to perform a single task for the caster. This task may take only a single round (run away in one direction to create a distraction), a day (hunt and bring food), or the entire duration (deliver a message to an individual thirty miles away).

This spell affects only mundane animals, not magical beasts, vermin, werewolves, or any dire version of a mundane animal regardless of size. Animals under the influence of this spell may risk their lives for the caster (attacking a foe, for example), but succumb to instinct and flee if injured or if frightened, e.g., by fire.

Compel Truth (Enchantment)

Level: Arcane 3, Clergy 3, Pagan 3, **Components:** V, **Casting Time:** 1 round, **Range:** 25', **Target:** One sentient creature, **Duration:** 10 minutes/level, **Saving Throw:** Will negates, **Spell Resistance:** Yes

The target of a *compel truth* spell may not lie for the duration of the spell. She may not fail to answer any question directed to him. He may try to dissemble and mislead listeners, however, provided that he does not speak a falsehood.

As far as the spell is concerned, truth depends on the target's knowledge. If he believes something to be true and speaks of it, he is not considered to be lying even if he is incorrect. Skilled users of the spell ensure that their questions are clear and unambiguous so as to narrow the

target's responses. This spell will function on incorporeal creatures, provided that the caster is aware of the creature's presence and able to detect it.

Comprehend Languages (Divination)

Level: Arcane 1, Clergy 1, **Components:** V, S, M/DF, **Casting Time:** 1 round, **Range:** Personal, **Target:** Self, **Duration:** 10 minutes/level

The caster can understand words spoken or written in a language he does not know. In either case, the caster must touch the speaker or the writing. Note that the ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables the caster to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. This spell can be foiled by certain warding magic. It does not decipher codes or reveal messages concealed in otherwise normal text.

Material Component: A salve composed of ground eyeglass lenses and ear wax.

Consecrate (Evocation [Good])

Level: Clergy 2, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Close, **Area:** 20' radius emanation, **Duration:** 2 hours/level, **Saving Throw:** None, **Spell Resistance:** No

This spell blesses an area with positive energy. Each Charisma check made to turn undead within this area gains a +3 sacred bonus. Every undead creature entering a consecrated area suffers minor disruption, giving it a –1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a consecrated area.

If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to God or Christ, the modifiers given above are doubled (+6 sacred bonus on turning checks, –2 penalties for undead in the area).

If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than the God of Abraham, the *consecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Consecrate counters and dispels *desecrate*.

Divine Focus: A vial of holy water, which must be sprinkled around the area.

Continual Flame (Evocation [Light])

Level: Arcane 3, Clergy 3, Pagan 3, **Components:** V, S, M, **Casting Time:** 1 hour, **Range:** Touch, **Target:** Object touched, **Effect:** Magical, heatless flame, **Duration:** Permanent, **Saving Throw:** None, **Spell Resistance:** No

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered and hidden but not smothered or quenched.

Light spells counter and dispel darkness spells of an equal or lower level.

Material Component: You sprinkle ruby dust on the item that is to carry the flame.

Control Water (Transmutation [Water])

Level: Arcane 2, Clergy 2, Pagan 2, **Components:** V, S, M/DF, **Casting Time:** 1 round, **Range:** Long, **Area:** Volume of water 10'/level by 10'/level by 2'/level (S), **Duration:** 10 min./level (D), **Saving Throw:** None; see text, **Spell Resistance:** No

Depending on the version you choose, the *control water* spell raises or lowers water.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2' per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10' long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell (Will negates). The spell has no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

Material Component: A drop of water (for raise water) or a pinch of dust (for lower water).

Control Winds (Transmutation [Air])

Level: Arcane 5, Pagan 5, **Components:** V, S, **Casting Time:** 3 rounds, **Range:** 40'/level, **Area:** 40'/level radius cylinder 40' high, **Duration:** 10 min. /level, **Saving Throw:** Fort negates, **Spell Resistance:** No

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner,

increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires concentration. You may create an "eye" of calm air up to 80' in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit.

Wind Direction: You may choose one of four basic wind patterns to function over the spell's area.

A downdraft blows from the center outward in equal strength in all directions.

An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.

A rotation causes the winds to circle the center in clockwise or counterclockwise fashion.

A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Strength: For every three caster levels, you can increase or decrease wind strength by one level. Each round on your turn, a creature in the wind must make a Fortitude save or suffer the effect of being in the windy area.

Strong winds (21+ mph) make sailing difficult.

A severe wind (31+ mph) causes minor ship and building damage.

A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.

Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder.

A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.

Courage (Abjuration)

Level: Clergy 1, **Components:** V, **Casting Time:** 1 round, **Range:** Close, **Target:** One creature, **Duration:** 10 minutes/level (D), **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)

This spell grants the target a +1 divine bonus to DEF and a divine bonus of +3 temporary hit points.

Create Crawling Claw (Transmutation [Evil])

Level: Arcane 3, **Components:** V, S, M, **Casting Time:** 1 hour, **Range:** Close, **Target:** Severed human left hands within a 5' radius circle, **Duration:** Instant, **Saving Throw:** None, **Spell Resistance:** Yes (harmless)

You create a number of crawling claws up to twice your caster level. The hands to be transformed must all be within a 5' radius circle. Once created, the group of crawling claws obeys your telepathic commands as long as the instructions are simple and you are within 100'. If you give the crawling claws simple standing orders before moving out of range, they obey these orders to the best of their ability until you return and issue new orders. Otherwise, they mill about aimlessly, attacking anything that moves into their space.

For statistics and more information on crawling claws, see **Chapter 11: Hellspawn**.

Material Component: Clippings from a ghul's fingernails, and a ring that someone else lost.

Create Food and Water (Conjuration (Creation))

Level: Arcane 3, Clergy 3, Pagan 3, **Components:** V, S, **Casting Time:** 10 minutes, **Range:** Close, **Effect:** Food and water to sustain three humans/level for 24 hours, **Duration:** 24 hours (see text), **Saving Throw:** None, **Spell Resistance:** No

The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland. Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a purify food and water spell on it. The water created by this spell is just like clean rainwater, and it doesn't go bad as the food does.

Create Water (Conjuration (Creation))

Level: Arcane 0, Clergy 0, Pagan 0, **Components:** V, S, **Casting Time:** 1 round, **Range:** Close, **Effect:** Up to 2 gallons of water/level, **Duration:** Instant, **Saving Throw:** None, **Spell Resistance:** No

This spell generates wholesome, drinkable water, just like clean rainwater. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large.

Note: This spell cannot create water within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Cure Critical Wounds (Conjuration (Healing))

Level: Arcane 4, Clergy 4, Pagan 4, **Components:** V, S, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** Instant, **Saving Throw:** Will half (harmless) (see text), **Spell Resistance:** Yes (harmless)

This spell functions as *cure light wounds*, except that the damage healed is 4d8 +1 point per caster level (up to +10).

Cure Light Wounds (Conjuration (Healing))

Level: Arcane 1, Clergy 1, Pagan 1, **Components:** V, S, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature

touched, **Duration:** Instant, **Saving Throw:** Will half (harmless) (see text), **Spell Resistance:** Yes (harmless)
The caster lays his hand upon a living creature and channels positive energy that cures 1d8 points of damage +1 point per caster level (up to +5).
Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds.
An undead creature can attempt a Will save to take half damage. This spell has no effect on vampires.

Cure Light Wounds, Mass (Conjuration (Healing))

Level: Arcane 5, Clergy 5, Pagan 5, **Components:** V, S, **Casting Time:** 1 round, **Range:** Close, **Target:** One creature/level, no two of which can be more than 30' apart, **Duration:** Instant, **Saving Throw:** Will half (harmless) or Will half; see text, **Spell Resistance:** Yes (harmless) or Yes; see text
You channel positive energy to cure 1d8 points of damage +1 point per caster level (maximum +25) in each selected creature.
Like other cure spells, *mass cure light wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage. This spell has no effect on vampires.

Cure Minor Wounds (Conjuration (Healing))

Level: Arcane 0, Clergy 0, Pagan 0, **Components:** V, S, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** Instant, **Saving Throw:** Will negates (harmless) (see text), **Spell Resistance:** Yes (harmless)
This spell functions like *cure light wounds*, except that it treats only 1 point of damage.

Cure Moderate Wounds (Conjuration (Healing))

Level: Arcane 2, Clergy 2, Pagan 2, **Components:** V, S, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** Instant, **Saving Throw:** Will half (harmless) (see text), **Spell Resistance:** Yes (harmless)
This healing spell cures 2d8 points of damage +1 point per caster level (up to +10). In all other respects, it operates like *cure light wounds*.

Cure Serious Wounds (Conjuration (Healing))

Level: Arcane 3, Clergy 3, Pagan 3, **Components:** V, S, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** Instant, **Saving Throw:** Will half (harmless) (see text), **Spell Resistance:** Yes (harmless)
The caster lays his hand upon a living creature and channels positive energy that cures 3d8 points of damage +1 point per caster level (up to +10), functioning like *cure light wounds* in all other regards.

Death Ward (Necromancy)

Level: Arcane 4, Clergy 4, Pagan 4, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Touch, **Target:** Living creature touched, **Duration:** 1 min./level, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)
The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects. This spell doesn't remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level.
Death ward does not protect against other sorts of attacks even if those attacks might be lethal.

Delay Poison (Conjuration (Healing))

Level: Arcane 2, Clergy 2, Pagan 2, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** 1 hour/level, **Saving Throw:** Fort negates (harmless), **Spell Resistance:** Yes (harmless)
The subject becomes temporarily immune to poison. Any poison in the subject's system, or any poison the subject is exposed to during the spell's duration, does not affect the subject until the spell has expired. *Delay poison* does not cure any damage that a poison may have already dealt.

Detect Magic (Divination)

Level: Arcane 0, Clergy 0, Pagan 0, **Components:** V, S, **Casting Time:** 1 round, **Range:** 60', **Area:** Cone-shaped emanation, **Duration:** Concentration, up to 1 min./level (D), **Saving Throw:** None, **Spell Resistance:** No
You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.
1st Round: Presence or absence of magical auras.
2nd Round: Number of different magical auras and the power of the most potent aura.
3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the spell school involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)
Magical areas, multiple types of magic or strong local magical emanations may distort or conceal weaker auras.
Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.
Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in

Table: Aura Strength

	Aura Power			
Spell or Object	**Faint**	**Moderate**	**Strong**	**Overwhelming**
Functioning spell (spell level)	1st or lower	2nd – 3rd	4th	5th (deity- level)
Magic item (caster level)	3rd or lower	4th – 6th	7th – 9th	10th + (artifact)

the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power: Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to *detect magic* in a new area. The spell can penetrate barriers, but 1' of stone, 1 inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

Detect Poison (Divination)

Level: Arcane 0, Clergy 0, Pagan 0, **Components:** V, S, **Casting Time:** 1 round, **Range:** Close, **Target or Area:** One creature, one object, or a 5' cube, **Duration:** Instant, **Saving Throw:** None, **Spell Resistance:** No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (Chemical) skill may try a DC 20 Craft (Chemical) check if the Wisdom check fails, or may try the Craft (Chemical) check prior to the Wisdom check. The spell can penetrate barriers, but 1' of stone, 1 inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

Detect Spirits (Divination)

Level: Pagan 1, **Components:** V, S, M/DF, **Casting Time:** 1 round, **Range:** 60', **Area:** Quarter circle emanating from caster, **Duration:** Concentration, up to 1 minute/level (D), **Saving Throw:** None, **Spell Resistance:** No

The caster can detect the presence of active and latent spirits and incorporeal creatures within range. The amount of information revealed depends on how long the caster concentrates on a particular area.

1st Round: Presence or absence of spirits or incorporeal creatures.

2nd Round: Number of different targets and the spell level of the strongest spirit or creature.

3rd Round: The strength and location of each spirit or creature. If targets are in line of sight, caster can make Knowledge (Theology and Philosophy) checks to determine the nature of each spirit or creature. Make one check per target at DC 15 + the creature's number of Hit Dice.

The spell does not detect the presence of spirits or creatures that might currently possess a victim inside of the area.

Material Component: A small piece of fur.

Discern Lies (Divination)

Level: Arcane 4, Clergy 4, Pagan 4, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Close, **Target:** One creature/level, no two of which can be more than 30' apart, **Duration:** Concentration, up to 1 round/level, **Saving Throw:** Will negates, **Spell Resistance:** No

Each round, the caster concentrates on one subject, who must be in range and seen by the caster. If the subject leaves the caster's sight, or the spell's range, then the spell ceases to function on that subject. The caster knows if the subject deliberately and knowingly speaks a lie. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, the caster may concentrate on a different subject.

Dismissal (Abjuration)

Level: Arcane 4, Clergy 4, Pagan 4, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Close, **Target:** One outsider or incorporeal creature, **Duration:** Instant, **Saving Throw:** Will negates; see text, **Spell Resistance:** Yes

This spell forces an outsider, such as an angel or demon, back to its proper plane if it fails a special Will save (DC = spell's save DC – creature's HD + your caster level). If the spell is successful, the creature is instantly whisked away. If this spell is cast on an incorporeal creature, the incorporeal creature must save as above or be forced to leave the area of the spell's range.

Dispel Evil (Abjuration [Good])

Level: Arcane 5, Clergy 5, Pagan 5, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Touch, **Target:** Self and a touched demon; or Self and an enchantment or evil spell on a touched creature or object, **Duration:** 1 round/level or until discharged, whichever comes first, **Saving Throw:** See text, **Spell Resistance:** See text

Shimmering, white, holy energy surrounds you. This power has three effects. First, you gain a +4 deflection

Table: Lingering Auras

Original Strength	**Duration**
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

bonus to DEF against attacks by evil creatures. Second, on making a successful melee touch attack against a demon, you can choose to drive that demon back to Hell. The demon can negate the effects with a successful Will save (spell resistance applies). This use discharges and ends the spell. Third, with a touch you can automatically dispel any one enchantment spell cast by an evil creature or any one spell cast by an evil caster.

Exception: Spells that can't be dispelled by *dispel magic* also can't be dispelled by *dispel evil*. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

Dispel Magic (Abjuration)

Level: Arcane 3, Clergy 3, Pagan 3, **Components:** V, S, **Casting Time:** 1 round, **Range:** Medium, **Target or Area:** One spellcaster, creature, or object; or 30' radius burst, **Duration:** Instant, **Saving Throw:** None, **Spell Resistance:** No

A caster can use *dispel magic* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area. A dispelled spell ends as if its duration had expired. *Dispel magic* cannot dispel the ongoing effects of supernatural abilities. *Dispel magic* affects spell-like effects just as it affects spells.

Note: The effects of spells with Instant duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

The caster chooses to use *dispel magic* in one of two ways: a targeted dispel or an area dispel:

Targeted Dispel: One object, creature, or spell is the target of the spell. The caster makes a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20 +1 per caster level (maximum +10) against a DC of 11 + the spell's caster level.

If the spellcaster targets an object or creature that is the effect of an ongoing spell, he makes a dispel check to end the spell.

If the object that is targeted is a magic item, the caster makes a dispel check against the item's caster level. If the caster succeeds, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. The item's physical properties are unchanged:

A caster automatically succeeds on his dispel check against any spell that he cast.

Area Dispel: The spell affects everything within a 30' radius.

For each creature that is the target of one or more spells, the caster makes a dispel check against the spell with the highest caster level. If that fails, the caster makes dispel checks against progressively weaker spells until he dispels one spell (which discharges the dispel so far as that target is concerned) or fails all the checks. The creature's magic items are not affected.

For each object that is the target of one or more spells, the caster may make dispel checks as with creatures. Magic items are not affected by area dispels.

For each ongoing area or effect spell centered within the dispel magic's area, the caster makes a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the dispel, the caster makes a dispel check to end the effect, but only within the area of *dispel magic*.

A caster may choose to automatically succeed on dispel checks against any spell that he has cast.

Disrupting Weapon (Transmutation)

Level: Arcane 5, Clergy 5, Pagan 5, **Components:** V, S, **Casting Time:** 1 round, **Range:** Touch, **Target:** One melee weapon, **Duration:** 1 minute/level, **Saving Throw:** Will negates harmless, object); see text, **Spell Resistance:** Yes (harmless, object)

This spell makes a melee weapon deadly to undead. Any undead creature with HD equal to or less than your caster level must succeed on a Will save or be destroyed utterly if struck in combat with this weapon. Spell resistance does not apply against the destruction effect. If this weapon is used on vampires, the weapon simply deals and additional 3d6 damage to the vampire (subject to normal vampiric immunities gained from the vampire's Variable Constitution Score). A weapon under the effects of *disrupting weapon* is able to affect incorporeal creatures, though when attacking an incorporeal creature the weapon only deals standard weapon damage.

Divine Eminence (Transmutation)

Level: Clergy 4, Pagan 4, **Components:** V, S, **Casting Time:** 1 round, **Range:** Touch, **Target:** One creature touched, **Duration:** 1 round/level, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)

The caster chooses one ability score. The subject's score for that ability is changed to 18, plus one rank per three caster levels (maximum 30). If the subject's current ability score is higher than this amount, the spell has no effect. *Divine eminence* cannot grant a creature a score in any nonability.

Divine Favor (Evocation)

Level: Clergy 1, **Components:** V, S, DF, **Casting Time:**

1 round, **Range:** Personal, **Target:** Self, **Duration:** 1 minute
Calling upon the strength and wisdom of the Lord, you gain a +1 sacred bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +6). The bonus doesn't apply to spell damage.

Divine Heart (Necromancy)

Level: Arcane 2, Clergy 2, Pagan 2, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Touch, **Target:** Living creature touched, **Duration:** 10 minutes/level, **Saving Throw:** None, **Spell Resistance:** Yes (harmless)
Divine heart makes the subject immune to all fear effects, both magical and mundane.

Eagle Eyes (Transmutation)

Level: Pagan 1, **Components:** V, S, M/DF, **Casting Time:** 1 round, **Range:** Personal, **Target:** Self, **Duration:** 10 minutes/level
This spell grants the caster a +10 circumstance bonus to all Spot checks for the duration of the spell. This may allow the caster to spot a hidden adversary or see a distant campfire more easily.
Material Component: A lens from a set of eyeglasses.

Ears of the Prey (Transmutation)

Level: Pagan 1, **Components:** M, S, **Casting Time:** 1 round, **Range:** Touch, **Target:** One creature touched, **Duration:** 1 minute/level, **Saving Throw:** Fort negates (harmless), **Spell Resistance:** No
The target's ears elongate and expand, similar in appearance to the ears of a deer. The target's hearing becomes incredibly sharp, granting him a +10 enhancement bonus to all Listen checks for the duration of the spell.
Material Component: Rock salt, which must be licked.

Ease Pain (Conjuration (Healing))

Level: Arcane 1, Clergy 1, Pagan 1, **Components:** V, S, **Casting Time:** 1 round, **Range:** Touch, **Target:** One creature, **Duration:** Instant, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)
By laying hands on a living being, the caster channels the subject's pain through himself and dispels it, reinvigorating the target. *Ease pain* immediately heals 1d6 subdual damage per caster level.

Elemental Weapon (Transmutation)

Level: Arcane 1, Pagan 1, **Components:** V, S, F, **Casting Time:** 1 round, **Range:** Touch, **Target:** One weapon, **Duration:** 1 round/level, **Saving Throw:** None, **Spell Resistance:** No
Casting this spell sheaths one weapon in an elemental energy of the caster's choice. For the duration of the spell, the enchanted weapon causes an additional 1d6 points of damage of the elemental type chosen. The elemental energy imbued does not harm the caster, but it may affect surrounding objects (for example, a flaming sword could be used to ignite a pool of oil).

Endure Elements (Abjuration)

Level: Arcane 1, Clergy 1, Pagan 1, **Components:** V, S, **Casting Time:** 1 minute, **Range:** Touch, **Target:** Creature touched, **Duration:** 24 hours, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)
A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between –50° and 140° Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.
Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Entangle (Transmutation)

Level: Pagan 1, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Long, **Area:** Plants in a 40' radius spread, **Duration:** 1 min. /level (D), **Saving Throw:** Ref partial; see text, **Spell Resistance:** No
Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex save is not entangled but can still move at only half speed through the area. Each round on your turn, the plants once again attempt to *entangle* all creatures that have avoided or escaped entanglement.

Enthrall (Enchantment (Charm) [Language Dependent, Mind-Affecting, Sonic])

Level: Arcane 2, Clergy 2, Pagan 2, **Components:** V, S, **Casting Time:** 1 round, **Range:** Medium, **Target:** Any number of creatures, **Duration:** 1 hour or less, **Saving Throw:** Will negates; see text, **Spell Resistance:** Yes
If you have the attention of a group of creatures, you can use this spell to hold them spellbound. To cast the spell, you must speak or sing without interruption for 1 round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion

unfriendly to yours gets a +4 bonus on the saving throw. A creature with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing.

If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

Expunge (Evocation [Good or Evil])

Level: Clergy 4, Pagan 4, **Components:** V, **Casting Time:** See text, **Range:** Personal, **Target:** Self, **Duration:** See text, **Saving Throw:** None, **Spell Resistance:** No

Casting this spell is a free action, but you may not cast another spell in the same round that you cast *expunge*. If the caster channels positive or negative energy in the same round that he attempts to turn or rebuke undead, the turning damage is +1d6, in addition to normal turning damage. If the caster channels positive energy, this is a good spell. If the caster channels negative energy, this is an evil spell.

Flame Blade (Evocation [Fire])

Level: Arcane 2, Pagan 2, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** 0', **Effect:** Sword-like beam, **Duration:** 1 min. /level (D), **Saving Throw:** None, **Spell Resistance:** Yes

A 3' long, blazing beam of red-hot fire springs forth from your hand. You wield this bladelike beam as if it were a melee weapon. The appearance of the blade is determined by the caster, and may resemble a fiery version of any one handed melee weapon. Attacks with the *flame blade* are melee touch attacks. The blade deals 1d8 points of fire damage +1 point per two caster levels (maximum +10). Since the blade is pure flame, and has no substance, your Strength modifier does not apply to the damage. A *flame blade* can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

The spell does not function underwater.

Floor of Fire (Evocation [Fire])

Level: Arcane 4, Pagan 4, **Components:** V, S, M/DF, **Casting Time:** 1 round, **Range:** Medium, **Effect:** Horizontal sheet of flames with radius of 10' + 5' /2 levels, **Duration:** 1 round/level, **Saving Throw:** Fort half, **Spell Resistance:** Yes

The caster creates an immobile, horizontal sheet of flame that burns 2 inches above the ground. The flames reach a height of 1'. The flames are hot, but not as damaging as a *wall of fire*. They inflict 1d6 + 1 points of fire damage per round to any creature within the area of effect. Those within 10' of the sheet of flame, but not within it, suffer 1d3 points of damage per round. These flames are particularly damaging to undead, causing double damage to such creatures.

Material Component: A vial of alchemist's fire.

Glimmer Warning (Evocation [Light])

Level: Arcane 1, Pagan 1, **Components:** V, S, **Casting Time:** 1 round, **Range:** Personal, **Target:** Self, **Duration:** 1 minute/level

This spell provides both a moment's early warning and a tiny bit of illumination when the caster becomes the target of a spell or spell-like ability. While this spell is in effect, any time the caster is targeted by a spell, a 5' circle of light surrounds him. This spell suppresses *darkness* or similar spells during the round in which it creates light.

Guidance (Divination)

Level: Clergy 0, Pagan 0, **Components:** V, S, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** 1 minute or until discharged, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes

This spell imbues the subject with a touch of divine *guidance*. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Hallow (Evocation [Good])

Level: Clergy 5, Pagan 5, **Components:** V, S, M, DF, **Casting Time:** 24 hours, **Range:** Touch, **Area:** 40' radius emanating from the touched point, **Duration:** Instant, **Saving Throw:** See text, **Spell Resistance:** See text

Hallow makes a particular site, building, or structure a holy

site. This has five major effects.

First, the site or structure is guarded by a *protection circle* effect.

Second, all Charisma checks made to turn undead gain a +4 sacred bonus, and Charisma checks to command undead take a –4 penalty. Spell resistance does not apply to this effect. (This provision does not apply to the Pagan version of the spell.)

Third, any dead body interred in a hallowed site cannot be turned into an undead creature.

Finally, you may choose to fix a single spell effect to the hallowed site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *hallow* again.

Spell effects that may be tied to a hallowed site include *aid*, *bless*, *cause fear*, *death ward*, *detect evil*, *detect magic*, *discern lies*, *dispel magic*, *endure elements*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *hallow* spell (and its associated spell effect) at a time. *Hallow* counters but does not dispel *unhallow*.

Material Component: Herbs, oils, and incense.

Hold Person (Enchantment [Mind-Affecting])

Level: Clergy 2, Pagan 2, **Components:** V, S, F/DF, **Casting Time:** 1 round, **Range:** Medium, **Target:** One Medium-size or smaller humanoid, **Duration:** 1 round/level (D), **Saving Throw:** Will negates, **Spell Resistance:** Yes

The subject freezes in place, standing helpless. The subject is aware and breathes normally but cannot take any physical actions, even speech. The subject can, however, execute purely mental actions.

A winged creature that is held cannot flap its wings and falls. A swimmer can't swim and may drown.

Holy Channel (Conjuration (Healing))

Level: Clergy 4, Pagan 4, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Touch, **Target:** One living creature, **Duration:** 1 hour/level (D), **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)

Holy channel binds the caster and her chosen recipient with a divine bond of positive life energy. Once established, the caster may use the channel to cast any single-target healing or curing spells on the recipient of the *holy channel*. Such spells are cast normally, except that instead of needing to touch the recipient, the caster simply sends the curative magic through the *holy channel*. As long as the recipient of the established *holy channel* is within Long range of the caster, the curing spell takes effect as normal.

The *holy channel* also provides the caster with an empathic sense of the condition of the recipient, which allows the caster to sense the recipient's state of health (current Hit Points) and anything afflicting the recipient, such as disease, poison, blindness, and so on.

The *holy channel* has its side effects as well. Just as the bond can transmit positive life force, so too can it transmit negative energy. If either the caster or the recipient of the bond is affected by a negative life force attack (such as the energy- or ability-draining attacks of undead or the effects of most necromancy spells), then there is a chance that both will be afflicted by the effect of the attack, regardless of which one was the original target. In this case, the original target saves vs. the attack normally. The other member of the bond must make a Will save, as determined by the spell save DC. If this save fails, the spell has full effect on both parties.

An individual may have only one *holy channel* active at any time. A caster may not establish a *holy channel* with a nonliving creature, as it has no life force to anchor the channel.

Imbue Elemental Energy (Transmutation)

Level: Arcane 0, Pagan 0, **Components:** V, S, F, **Casting Time:** 1 round, **Range:** Touch, **Target:** Weapon touched, **Duration:** 1 minute/2 levels, **Saving Throw:** None, **Spell Resistance:** No

This spell allows the caster to temporarily increase the damage of any melee weapon by charging it with elemental energy. For the duration of the spell, the weapon inflicts an additional 2 points of damage, with the source of this damage being either heat or cold (the extra damage may be increased or negated, based on the level of vulnerability creatures may have to particular types of damage.)

The caster determines the type of elemental energy he wishes to imbue at the time of casting. If heat is chosen, tiny flames seem to run up and down the weapon's blade or head, and the weapon is slightly warm to the touch. If the damage source is cold, a thin coat of frost seems to appear on the weapon, and it is slightly cold to the touch. If electricity is chosen, the weapon seems to faintly glow with a blue aura and electricity sparks randomly from its face.

Table: Imbue with Spell Ability	
HD of Recipient	**Spells Imbued**
2 or lower	One 1st level spell
3 - 4	One or two 1st level spells
5 or higher	One or two 1st level spells and one 2nd level spell

Imbue with Spell Ability

(Evocation)

Level: Clergy 4, Pagan 4, **Components:** V, S, DF, **Casting Time:** 10 minutes, **Range:** Touch, **Target:** Creature touched; see text, **Duration:** Permanent until discharged (D), **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)

You transfer some of your spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal. Only divine spells from the schools of abjuration, divination, and conjuration (healing) can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of *imbue with spell ability* can't exceed this limit.

The transferred spell's variable characteristics (range, duration, area, and the like) function according to your level, not the level of the recipient.

Once you cast *imbue with spell ability*, you remain responsible to your deity or your principles for the use to which the spell is put. If the number of 4th level spells you can cast decreases, and that number drops below your current number of active *imbue with spell ability* spells, the more recently cast imbued spells are dispelled.

To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must have humanlike hands. To cast a spell with a material component or focus, it must have the materials or focus.

Know Direction (Divination)

Level: Arcane 0, Pagan 0, **Components:** V, S, **Casting Time:** 1 round, **Range:** Personal, **Target:** Self, **Duration:** Instant

You instantly know the direction of north from your current position. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Light (Evocation [Light])

Level: Arcane 0, Pagan 0, **Components:** V, M/DF, **Casting Time:** 1 round, **Range:** Touch, **Target:** Object touched, **Duration:** 10 minutes/level (D), **Saving Throw:** None, **Spell Resistance:** No

This spell causes an object to glow, shedding *light* in a 20' radius from the point the caster touches. The effect is immobile, but it can be cast on a movable object. *Light* taken into an area of magical darkness does not function.

Material Component: The target of the spell.

Longstrider (Transmutation)

Level: Pagan 1, **Components:** V, S, M, **Casting Time:** 1 round, **Range:** Personal, **Target:** Self, **Duration:** 1 hour/level (D)

This spell increases your base land speed by 10' (This adjustment counts as an enhancement bonus.) It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Material Component: A pinch of dirt.

Mage Armor (Conjuration (Creation) [Force])

Level: Arcane 1, **Components:** V, S, F, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** 1 hour/level (D), **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)

An invisible but tangible field of force surrounds the subject of *mage armor*, providing a +4 equipment bonus to Defense. Unlike mundane armor, *mage armor* carries no armor penalty, maximum Dexterity bonus or Speed reduction.

Mage Hand (Transmutation)

Level: Arcane 0, **Components:** V, S, **Casting Time:** 1 round, **Range:** Close, **Target:** Nonmagical, unattended object weighing up to 5 lb., **Duration:** Concentration, **Saving Throw:** None, **Spell Resistance:** No

The caster can lift an object and move it at will from a distance. As a move action, the caster can move the object up to 15' in any direction, though the spell ends if the distance between the caster and the object ever exceeds the spell's range.

Magic Bullets (Transmutation)

Level: Arcane 4, **Components:** V, S, F, **Casting Time:** 1 round, **Range:** Touch, **Target:** 50 bullets, all of which must be in contact with each other at the time of casting, **Duration:** 1 hour/level, **Saving Throw:** Will negates (harmless, object), **Spell Resistance:** Yes (harmless, object)

You enhance up to 50 individual bullets of the same caliber or a single magazine of up to 50 rounds with the power of a 1st level spell you already know. The bullets must be fired from a gun for the subsidiary magical effects to take hold. Some related spells you must know to create *magic bullets* of a particular type are listed below, though GMs are encouraged to come up with other combinations or unique

Table: Magic Bullets

Bullet Type	Spell Needed	Effect
Curing bullet	*cure light wounds*	Bullet deals no damage and instead cures 1d8+5 points of damage.
Destructive bullet	*magic missile*	Creatures damaged by a destructive bullet take an additional 4d4+4 points of damage.
Knock-out bullet	*sleep*	Creatures damaged by a knockout bullet must succeed at a Will save (DC 14) or fall into a comatose slumber. Creatures with 5 or more Hit Dice are immune to this effect.
Panic bullet	*cause fear*	Creatures damaged by a panic bullet must succeed at a Will save (DC 14) or be panicked (–2 morale penalty on attack rolls, weapon damage rolls, and saves) for 1d4 rounds.

effects.

Each time you cast the spell, all the bullets receive the same enchantment, but afterward it is possible to mix *magic bullets* with different effects in the same magazine. Be sure to note the order in which the bullets are loaded to correctly track the effect of each shot. Unless otherwise noted, *magic bullets* deal normal damage before they impart their magical effect. This spell can be used to create one type of bullet (as noted in the chart below) or others at the GM's discretion.

Magic ID (Illusion)

Level: Arcane 0, **Components:** V, S, F, **Casting Time:** 1 round, **Range:** Touch, **Effect:** Illusory identification card, **Duration:** See description, **Saving Throw:** Will disbelief (if interacted with), **Spell Resistance:** No

With this glamour, you make a small card or slip of paper appear to be a valid identification card of your choosing. The card bears your name, likeness, and all other data expected by anyone examining such a card. However, it is only visually accurate and does not contain any valid machine-readable data or electronic coding. You cannot use this spell to make an electronic passkey. The illusion lasts only as long as you touch the card, to a maximum of 5 rounds.

Focus: A small card or slip of paper.

Magic Message (Illusion)

Level: Arcane 2, **Components:** V, S, M, **Casting Time:** 1 round, **Range:** Close, **Target:** One object (see text), **Duration:** Permanent until discharged, **Saving Throw:** Will negates (object), **Spell Resistance:** Yes (object)

This spell imbues a modern device such as a television, radio, computer monitor, or news ticker with a message you set that's delivered when a specified event occurs. The message, which must be 25 words or less, is delivered in a manner appropriate to the device targeted by the spell. A newscaster on a targeted television will appear to speak the message. A stereo plays the message as a repetitive song lyric. An electronic traffic sign displays the message for all motorists to see.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or specific as desired, although only visual and audible triggers can be used such as the following: "Deliver the message when a man in a dark suit walks past with a gun drawn."Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger (it's common for a television to flicker to life in a dark apartment, delivering a *magic message*). Magical darkness and invisibility will defeat a visual trigger, however, and silent movement and magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises (footsteps, elevator music) or to a specific noise or a spoken word. Actions can serve as triggers if they are visible or audible. For example, "Deliver the message when any creature picks up the talking doll" is an acceptable command if the creature is visible. A *magic message* cannot distinguish class, level, Hit Dice, or alignment.

The range limit of a trigger is 15' per caster level, so a 6th level caster can command a *magic message* to respond to triggers up to 90' away. Regardless of range, the *magic message* can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Material Component: A carved jade figurine (purchase price $80).

Magic Missile (Evocation [Force])

Level: Arcane 1, **Components:** V, S, **Casting Time:** 1 round, **Range:** Medium, **Target:** Up to five creatures, no two of which can be more than 15' apart, **Duration:** Instant, **Saving Throw:** None, **Spell Resistance:** Yes

A missile of magical energy shoots from the caster and unerringly strikes its target, dealing 1d4+1 points of damage.

The missile strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every two levels of experience past 1st, the caster gains an additional missile. He has two at 3rd level, three at 5th level, four at 7th level, and the maximum of five missiles at 9th level. If the caster shoots multiple missiles, they

can be targeted at a single creature or several creatures. A single missile can strike only one creature. The caster must designate targets before rolling for spell resistance or rolling damage.

Magic Vestment (Transmutation)

Level: Arcane 3, Clergy 3, Pagan 3, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Touch, **Target:** Armor, clothing, or shield touched, **Duration:** 1 hour/level, **Saving Throw:** Will negates (harmless, object), **Spell Resistance:** Yes (harmless, object)

You imbue a suit of armor or a shield with an enhancement bonus of +1 per three caster levels (maximum +3 at 9th level).

An outfit of regular clothing counts as armor that grants no natural DEF bonus for the purpose of this spell.

Magic Weapon (Transmutation)

Level: Arcane 1, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Touch, **Target:** Weapon touched, **Duration:** 1 minute/level, **Saving Throw:** Will negates (harmless, object), **Spell Resistance:** Yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.

This spell cannot be cast on a natural weapon, such as an unarmed strike or the claws of a werewolf.

Mass Revelation (Divination)

Level: Pagan 2, **Components:** V, S, **Casting Time:** 1 round, **Range:** 20', **Area:** Emanates 20' from caster, **Duration:** 10 minutes/level, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)

All creatures standing within 20' of the caster are able to see all spirits and incorporeal creatures within their own range of sight. The caster bestows upon them a powerful vision; spirits are visible and neither the caster nor any of the creatures affected by *mass revelation* need to roll Spot checks to see them. Should anyone move out of the radius of the spell he loses the benefits of the spell and cannot see spirits anymore unless he has other means to do so. The ability is not restored if a creature reenters the spell's radius.

Mending (Transmutation)

Level: Arcane 0, Pagan 0, **Components:** V, S, **Casting Time:** 1 round, **Range:** 10 ft., **Target:** One object of up to 1 pound/level, **Duration:** Instant, **Saving Throw:** Will negates (harmless, object), **Spell Resistance:** Yes (harmless, object)

Mending repairs small breaks or tears in objects (not warps). In metallic objects, it will weld a broken chain link, a necklace, or a knife, providing but one break exists. Ceramic or wooden objects with multiple breaks can be rejoined to be as strong as new. A hole in a backpack or garment is completely healed over by *mending*. The spell can repair a magic item, but the item's magical abilities are not restored. The spell has no effect on creatures (even constructs).

Neutralize Poison (Conjuration (Healing))

Level: Arcane 4, Clergy 4, Pagan 4, **Components:** V, S, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature or object of up to 1' cubed/level touched, **Duration:** 10 minutes/level, **Saving Throw:** Will negates (harmless, object), **Spell Resistance:** Yes (harmless, object)

The caster detoxifies any sort of venom in the creature or object touched. A poisoned creature suffers no additional damage or effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with *delay poison*, such effects aren't postponed until after the duration—the creature is simply immune to all poison effects for the length of the spell.

This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option.

Owl's Wisdom (Transmutation)

Level: Arcane 2, Clergy 2, Pagan 2, **Components:** V, S, M/DF, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** 1 min./level, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Wisdom-based spellcasters who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase. Creatures that have Wisdom as a nonability may not benefit from the use of this spell.

Material Component: A few feathers, or a pinch of droppings, from an owl.

Prayer (Conjuration (Creation))

Level: Clergy 3, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** 30', **Area:** All allies and foes within a 30' radius burst centered on you, **Duration:** 1 round/level, **Saving Throw:** None, **Spell Resistance:** Yes

The caster brings special favor upon him- or herself and allies while bringing disfavor to his enemies. The caster and allies gain a +1 luck bonus on attack rolls, weapon damage

rolls, saves, and skill checks, while foes take a –1 penalty on such rolls.

Prestidigitation (Universal)

Level: Arcane 0, **Components:** V, S, **Casting Time:** 1 round, **Range:** 10', **Target, Effect, or Area:** See text, **Duration:** 1 hour, **Saving Throw:** See text, **Spell Resistance:** No

Once cast, the *prestidigitation* spell enables the caster to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. Prestidigitations can slowly lift 1 pound of material. They can color, clean, or soil items in a 1' cube each round. They can chill, warm, or flavor 1 pound of nonliving material. They cannot deal damage or affect the concentration of spellcasters. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by a *prestidigitation* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a *prestidigitation* spell lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Protection from Energy (Abjuration)

Level: Arcane 3, Clergy 3, Pagan 3, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** 10 min. /level or until discharged, **Saving Throw:** Fort negates (harmless), **Spell Resistance:** Yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Note: *Protection from energy* overlaps (and does not stack with) *resist energy*. If a character is warded by *protection from energy* and *resist energy*, the protection spell absorbs damage until its power is exhausted.

Protection (Abjuration)

Level: Arcane 1, Clergy 1, Pagan 1, **Components:** V, S, M/DF, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** 1 min./level (D), **Saving Throw:** Will negates (harmless), **Spell Resistance:** No; see text

This spell wards a creature from attacks by creatures of a specific alignment (chosen when the spell is cast), from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1'. The barrier moves with the subject and has several major effects.

First, the subject gains a +2 deflection bonus to DEF and a +2 resistance bonus on saves. Both these bonuses apply only against attacks made by creatures with the specified alignment.

Second, the barrier blocks any attempt to possess the warded creature or to exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as *greater command*). The *protection* does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the *protection* effect. If the *protection* effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature.

Third, the *protection* spell prevents any attempt to possess the warded creature. This barrier keeps out a possessing entity but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Fourth, the spell prevents bodily contact by summoned or conjured creatures of the specified alignment. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The *protection* against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this *protection* and touch the warded creature.

Material Component: A little powdered silver with which you trace a 3' diameter circle on the floor (or ground) around the creature to be warded.

Protection Circle (Abjuration)

Level: Arcane 3, Clergy 3, Pagan 3, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Touch, **Area:** 10' radius emanation from touched creature, **Duration:** 10 minutes/level, **Saving Throw:** Will negates (harmless), **Spell Resistance:** No (see text)

This spell wards an area from attacks by creatures of a specific allegiance or alignment (chosen when the spell is cast), from mental control, and from summoned or conjured creatures. It creates a magical barrier around the subject at a distance of 10'. The barrier moves with the subject and functions exactly like the *protection* spell, granting the benefits of protection to all creatures within the circle.

Spell resistance can allow a creature to overcome this protection and reach and step inside the *protection circle*.

Purify Food and Drink (Transmutation)

Level: Clergy 0, Pagan 0, **Components:** V, S, **Casting**

Time: 1 round, **Range:** 10', **Target:** 1 cu. ft./level of contaminated food and water, **Duration:** Instant, **Saving Throw:** Will negates (object), **Spell Resistance:** Yes (object)

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type or upon magic potions.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Raise Dead (Conjuration (Healing))

Level: Arcane 5, Clergy 5, **Components:** V, S, M, DF, **Casting Time:** 1 minute, **Range:** Touch, **Target:** Dead creature touched, **Duration:** Instant, **Saving Throw:** None (see text), **Spell Resistance:** Yes (harmless)

The spellcaster restores life to a deceased creature. The caster can raise creatures that have been dead up to one day per caster level.

Raise dead cures hit point damage up to a total of 1 Hit Point per Hit Die. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature that has been turned into an undead creature can't be raised by this spell, nor can a vampire. Constructs, elementals, outsiders, and undead creatures that are killed can't be raised. The spell cannot bring back a creature that has died of old age.

The subject of the spell loses one level when it is raised, just as if it had lost a level to an energy-draining creature. This level loss cannot be repaired by any spell. If the subject is 1st level, it loses 1 point of Constitution instead.

Material Component: Various herbs, incense and candles, as well as other esoteric components with a purchase price $2500.

Razor Claws (Transmutation)

Level: Pagan 1, **Components:** V, F, **Casting Time:** 1 round, **Range:** Personal, **Target:** Self, **Duration:** 2 rounds/level

Razor claws causes the caster's natural fingernails to transform into long, sharp claws. The claws are effective weapons, but they make it difficult for the caster to use her hands for actions other than attacks.

During this spell's duration, the caster may attack with the claws as if armed with a weapon, causing 1d6 damage on a successful hit. Attacks are rolled using the character's base attack bonus. If desired the caster may make an additional attack using her off-hand claws. Doing this results in a –5 penalty to the attack but grants an additional attack using the caster's highest base attack bonus. This option may be used only with the full-round attack action.

The claws interfere with any actions that require precise dexterity. When using Disable Device, Forgery and Treat Injury, the claws cause a –4 circumstance penalty to the skill check.

Remove Blindness/Deafness (Conjuration (Healing))

Level: Arcane 3, Clergy 3, Pagan 3, **Components:** V, S, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** Instant, **Saving Throw:** Fort negates (harmless), **Spell Resistance:** Yes (harmless)

Remove blindness/deafness cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Remove Curse (Abjuration)

Level: Arcane 4, Clergy 3, Pagan 3, **Components:** V, S, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature or item touched, **Duration:** Instant, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)

Remove curse instantaneously removes any curses on a creature. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher, as detailed in the descriptive text of said spells and curses, or at GM's discretion.

Remove Disease (Conjuration (Healing))

Level: Arcane 3, Clergy 3, Pagan 3, **Components:** V, S, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** Instant, **Saving Throw:** Fort negates (harmless), **Spell Resistance:** Yes (harmless)

Remove disease cures all treatable diseases afflicting the subject. It does not rid the subject of a disease for which no cure exists. Since the spell's duration is Instant, it does not prevent reinfection after a new exposure to the same disease at a later date.

Remove Fear (Abjuration)

Level: Arcane 1, Clergy 1, Pagan 1, **Components:** V, S, **Casting Time:** 1 round, **Range:** Close, **Target:** One creature plus one additional creature/four levels,

no two of which can be more than 30' apart, **Duration:** 10 minutes (see text), **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)
The caster grants the target a +4 morale bonus against fear effects for 10 minutes. If the subject is suffering from a fear effect when receiving the spell, it gets a new save with a +4 morale bonus.
Remove fear counters and dispels *cause fear*.

Remove Paralysis (Conjuration (Healing))

Level: Arcane 2, Clergy 2, Pagan 2, **Components:** V, S, **Casting Time:** 1 round, **Range:** Close, **Target:** Up to four creatures, no two of which can be more than 30' apart, **Duration:** Instant, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)
The caster can free one or more creatures from the effects of any temporary paralysis or related magic, including a hold spell or a similar effect. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.
The spell does not restore ability scores reduced by penalties, damage, or loss.

Resist Energy (Abjuration)

Level: Arcane 2, Clergy 2, Pagan 2, **Components:** V, S, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** 10 minutes/level, **Saving Throw:** Fort negates (harmless), **Spell Resistance:** Yes (harmless)
This abjuration grants a creature limited protection to damage from whichever one of five energy types the caster selects: acid, cold, electricity, fire, or sonic/concussion. The creature gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's Hit Points. The value of the energy resistance granted increases by 5 points for every three caster levels above 3rd. The spell protects the recipient's equipment as well.

Resistance (Abjuration)

Level: Arcane 0, Clergy 0, Pagan 0, **Components:** V, S, M/DF, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** 1 minute, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)
The subject is granted a +1 resistance bonus on saving throws.
Material Component: A four- leafed clover.

Restoration (Conjuration (Healing))

Level: Arcane 4, Clergy 4, Pagan 4, **Components:** V, S, M, **Casting Time:** 3 rounds, **Range:** Touch, **Target:** Creature touched, **Duration:** Instant, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)
Restoration cures all temporary ability damage and restores all points permanently drained from a single ability score (caster's choice if more than one score is drained). This spell also dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level.
Restoration does not restore level loss or Constitution point loss as a result of being raised from the dead.
Material Component: Purchase cost $200.

Restoration, Lesser (Conjuration (Healing))

Level: Arcane 2, Clergy 2, Pagan 2, **Components:** V, S, **Casting Time:** 3 rounds, **Range:** Touch, **Target:** Creature touched, **Duration:** Instant, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)
Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Restful Death (Necromancy)

Level: Arcane 3, Clergy 3, Pagan 3, **Components:** V, S, **Casting Time:** 1 round, **Range:** Touch, **Target:** One corpse per two caster levels, **Duration:** Permanent, **Saving Throw:** None, **Spell Resistance:** Yes
This spell protects a corpse from reanimation.
When cast upon a dead body, that corpse may not be forcibly turned into undead. Any spells or effects that artificially create undead do not function upon this corpse. The spell does not prevent corpses from turning into vampires or any forms of self-willed undead, provided that their undeath does not come from a spell or spell-like ability. This spell has no effect on a corpse's ability to be revivified.

Sanctuary (Abjuration)

Level: Arcane 1, Clergy 1, Pagan 1, **Components:** V, S, M/DF, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** 1 round/level, **Saving Throw:** Will negates, **Spell Resistance:** No
Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that

casting of the spell. If the save fails, the opponent can't follow through with the attack that part of the attacker's action is lost and the attacker can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected.
This spell does not prevent the warded creature from being attacked or affected by area effects or spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act. This allows a warded Clergy to heal wounds, for example, or to *bless*.
Material Component: Pearl and obsidian dust (cost: $100).

Scent of the Hound (Transmutation)

Level: Pagan 1, **Components:** V, S, **Casting Time:** 1 round, **Range:** Personal, **Target:** Self, **Duration:** 1 hour/level
You can enhance your senses to superhuman levels, tracking your foes like a hunting animal. For the duration of the spell, you gain a +4 competence bonus on all checks to track an opponent using Survival as well as other sense-related skills such as Listen, Search, and Spot. At the GM's discretion, this spell also gives you a chance to detect things that would normally be out of range for human senses, such as smoke on the wind several miles away.

Scrying (Divination)

Level: Arcane 4, Pagan 4, **Components:** V, S, F, **Casting Time:** 1 hour, **Range:** See text, **Effect:** Magical sensor, **Duration:** 1 minute/level, **Saving Throw:** Will negates, **Spell Resistance:** Yes
You can see and hear some creature, which may be at any distance. If the subject succeeds at a Will save, the *scrying* attempt fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is in another dimension (like Hell, for example) it cannot be sensed through this spell. If the save fails, you can see the subject and the subject's immediate surroundings (approximately 10' in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150'.

Table: Scrying

Knowledge of Subject	Will Save Modifier
None†	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	–5
Connection	
Likeness or picture	–2
Possession or garment	–4
Body part, lock of hair, nail clippings, etc.	–10

†You must have some sort of connection to a creature you have no knowledge of.

The following spells, if active on the caster during the *scrying*, operate through the sensor: *tongues*, and *true seeing*. *Detect magic* has a 5% chance per caster level of operating correctly through the sensor.
Focus: A mirror of finely wrought silver (at least 2' by 4') or an orb of polished crystal (at least 5 inches in diameter). Either item has a purchase cost of $1500.

Shield of Faith (Abjuration)

Level: Clergy 1, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** 1 minute/level, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)
This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus, with an additional +1 to the bonus at 6th caster level.

Shield Other (Abjuration)

Level: Clergy 2, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Close, **Target:** One creature, **Duration:** 1 hour/level (D), **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)
This spell creates a mystic connection between you and the subject so that some of the subject's wounds are transferred to you. The subject gains a +1 deflection bonus to Defense and a +1 resistance bonus on saving throws. Additionally, the subject takes only half damage from all wounds and attacks (including damage dealt by special abilities) that deal Hit Point damage. You take the amount of damage not taken by the warded creature. Forms of harm that do not involve Hit Points, such as charm effects, temporary ability damage, and level draining are not affected. If the subject suffers a reduction of Hit Points from a lowered Constitution score, the reduction is not split with you because it is not Hit Point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.
If you and the subject of the spell move out of range of each other, the spell ends.

Silence (Illusion)

Level: Arcane 2, Clergy 2, Pagan 2, **Components:** V, S, **Casting Time:** 1 round, **Range:** Long, **Area:** 15' radius emanation centered on a creature, object, or point in space, **Duration:** 1 minute/level, **Saving Throw:** Will negates or none (object), **Spell Resistance:** Yes or no (object)

Upon the casting of this spell, complete *silence* prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks.

Skin Like Wood (Abjuration)

Level: Pagan 1, **Components:** V, S, **Casting Time:** 1 round, **Range:** Close, **Target:** One creature, **Duration:** 10 minute/level (D), **Saving Throw:** Will negates (harmless), **Spell Resistance:** No

Wherever exposed, the target's skin appears to harden and crack – it thickens, darkens, and dries, taking on the sturdiness of wood while maintaining the flexibility of flesh. This grants a +1 bonus to Defense and a bonus of +3 hit points for the duration of the spell.

Sleep (Enchantment [Mind-Affecting])

Level: Arcane 1, **Components:** V, S, M, **Casting Time:** 1 round, **Range:** Medium, **Area:** Living creatures within a 15' radius burst, **Duration:** 1 minute/level, **Saving Throw:** Will negates, **Spell Resistance:** Yes

A *sleep* spell causes a comatose slumber to come upon one or more creatures. Roll 2d4 to determine how many total HD of creatures can be affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. No creature with 5 or more HD is affected, and HD that are not sufficient to affect a creature are wasted.

Sleeping creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. Awakening a creature is a move action.

Sleep does not affect unconscious creatures, constructs, elves, or undead creatures.

Material Component: Eight ounces of warm milk.

Sneeze (Enchantment (Compulsion) [Mind-Affecting])

Level: Arcane 0, Pagan 0, **Components:** S, M, **Casting Time:** 1 round, **Range:** Close, **Target:** One creature within range, **Duration:** 1 round, **Saving Throw:** Fort negates, **Spell Resistance:** Yes

Amateur spellcasters often use this spell to play tricks on one another. It can also be useful as a distraction or to foil someone's attempt at stealth.

This spell causes the target to *sneeze* loudly unless he succeeds his Fortitude save.

Material Component: A pinch of pepper.

Spark (Evocation)

Level: Arcane 0, Pagan 0, **Components:** V, S, **Casting Time:** 1 round, **Range:** Close, **Target:** One flammable object, **Duration:** Instant, **Saving Throw:** Ref negates (object), **Spell Resistance:** Yes (object)

Even the simplest apprentice can light a candle or spark a torch with a wave of the hand and a snap of the fingers. While such magic may be beneath the attention of powerful spellcasters, the *spark* parlor trick has myriad uses to adventurers and apprentices alike. Whether lighting torches, combusting oil, setting dry wood aflame, or just creating tiny flashes of light, various *spark* spells can impress or even be used for battle.

The caster simply points at a target within range, and a *spark* of flame erupts. This is little more than a brief flash, but it's enough to light a candle, a puddle of oil, a piece of paper, dry grass, or similar targets.

A *spark* does not inflict damage by itself; although a creature or person suddenly caught in a burning building may suffer normal damage from the fire.

Speak with Plants (Divination)

Level: Pagan 3, **Components:** V, S, **Casting Time:** 1 round, **Range:** Personal, **Target:** Self, **Duration:** 1 min. /level

You can comprehend and communicate with plants, including both normal plants and plant creatures. You are able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly toward you, it may do some favor or service for you.

Spell Immunity (Abjuration)

Level: Arcane 4, Clergy 4, Pagan 4, **Components:** V, S, DF, **Casting Time:** 1 hour, **Range:** Touch, **Target:** Creature touched, **Duration:** 1 hour/level, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)

The warded creature is immune to the effects of one

specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, such immunity doesn't protect a creature from spells for which spell resistance doesn't apply.

Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks. Only a particular spell can be protected against, not a school of spells or a group of spells that are similar in effect.

A creature can have only one *spell immunity* spell in effect on it at a time.

Spell Resistance (Abjuration)

Level: Arcane 5, Clergy 5, Pagan 5, **Components:** V, S, DF, **Casting Time:** 10 minutes, **Range:** Touch, **Target:** Creature touched, **Duration:** 1 hour/level, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)

The creature gains *spell resistance* equal to 12 + your caster level.

Spider Climb (Transmutation)

Level: Arcane 2, Pagan 2, **Components:** V, S, M, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** 10 minutes/level, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20' and need not make Climb checks to scale a surface.

Material component: a spider.

Spirit of Wolf (Transmutation)

Level: Pagan 4, **Components:** V, S, **Casting Time:** 1 round, **Range:** Close, **Target:** One creature, **Duration:** 10 minutes/level, **Saving Throw:** Fort negates (harmless), **Spell Resistance:** Yes (harmless)

The target of this spell has its base speed increased by 50%.

Stick Servant (Conjuration (Summoning))

Level: Pagan 2, **Components:** V, S, M, **Casting Time:** 1 round, **Range:** Touch, **Target:** One pile of sticks, **Duration:** 1 hour/level (D), **Saving Throw:** None, **Spell Resistance:** No

This spell requires a small pile of sticks – about enough for a campfire. It summons a nature spirit that animates the sticks, which take the form of a 2' tall humanoid. The *stick servant* will perform simple tasks for the caster upon verbal command. In addition to these tasks, the *stick servant* can be directed to fight. It is also possible for a *stick servant* to attempt to drive a limb through a vampire's heart. It has the following statistics: HD 1 (5 HP), Initiative +2, Speed 20, DEF 14, +2 Claw attack (1d3 – 1), Face/reach 5'/5'; STR 9, DEX 13, CON 10, INT 9, WIS 10, CHA –.

The *stick servant* can travel as far as it needs to in order to perform tasks, but it cannot understand complex tasks that involve any form of civilized human behavior. It cannot identify specific creatures or persons other than the caster, and, being mute, it makes a poor herald. The caster can leave the *stick servant*, which will continue to perform its tasks as commanded.

Material Component: A pile of sticks to animate.

Strangled Steel (Abjuration)

Level: Arcane 0, Pagan 0, **Components:** S, **Casting Time:** 1 round, **Range:** Close, **Area:** 5' radius/level, **Duration:** See text, **Saving Throw:** Ref negates, **Spell Resistance:** Yes

Strangled steel enchants the weapons of your foes such that they stick in sheathes or holsters, and are difficult to draw. *Strangled steel* remains in effect on each subject until he next draws his weapon, which requires a full round action (rather than a move equivalent action). Once a weapon is unsheathed, that weapon may be stowed and drawn normally.

Summon Sentinel (Abjuration)

Level: Arcane 3, Pagan 3, **Components:** V, S, F, **Casting Time:** 1 round, **Range:** Touch, **Area:** 50' radius, **Duration:** 1 round/level (D)

When you cast this spell, a nonliving sentinel in the area, designated by your touch, guards you. You choose an inanimate object (such as a tree or boulder) when the spell is cast; it becomes an animated object. The object gains an otherworldly sense of its surroundings. If another living creature or creatures are not named during the casting enters the area and is at least Small size, the object animates and moves to attack the first intruder. A tree will uproot, a small boulder will roll and so on to attack immediately by the quickest route possible, but will not leave the area of effect.

The sentinel continues to attack for all but the final round of the spell. On the final round, the animated object returns to its place of origin by the quickest route possible and deanimates, ending the spell.

A sentinel retains hardness and Hit Points of the inanimate object, is considered a 3 HD construct, and has the following statistics: Initiative +2, Speed 20, DEF 5, Face/reach 5'/5'; STR (equal to object hardness x3, or 3 for an

object with hardness 0), DEX 13, CON 10, INT 2, WIS 10, CHA –. Special attacks are available for some objects at GM discretion.
Focus: The inanimate object.

Surface (Transmutation)

Level: Arcane 2, Pagan 2, **Components:** V, S, **Casting Time:** 1 round, **Range:** Long, **Target:** One creature, **Duration:** 1 round/level, **Saving Throw:** Fort negates, **Spell Resistance:** Yes
This spell makes it impossible for a creature to submerge itself in water, regardless of its weight or physical properties. It causes swimming creatures to float on the surface of the water until the spell's duration ends. This spell can be used to save a drowning comrade by making it impossible for him to go under the water. Creatures already under the water when this spell is cast rise at a rate of 30' per round until they break the surface. Attempting to cast this spell while underwater makes it impossible to fulfill the spell's verbal component.

Tattoo Item (Transmutation)

Level: Arcane 4, Pagan 4, **Components:** V, S, M, **Casting Time:** 1 hour, **Range:** Touch, **Target:** One object (up to 1 cu. ft./level), **Duration:** Permanent (D), **Saving Throw:** Special (see text), **Spell Resistance:** Yes (harmless)
Spellcasters use this spell for a variety of reasons. The most common is to have access to items in the event of an emergency. However, this spell is also useful for smuggling.
This spell converts one object into a small tattoo upon the body of the recipient. The size of the object is reduced to about 1/12 of its normal dimensions, and it appears on the recipient at the location touched during casting. The new tattoo has no weight. The item is preserved in this form until it is returned to its normal form or the spell is dispelled. The *tattoo item* can be returned to its normal form by having either the recipient or the caster touch the tattoo and will the spell to end.
Tattooing works automatically for nonmagical items, but if the spellcaster tries to work this incantation upon a magical item, the spell recipient must succeed a Fortitude save; otherwise the magic item does not transform into a tattoo, and the material components are wasted. Magic items have all of their properties suppressed while in tattoo form.
A maximum of three *tattoo items* can affect one creature at any time.
Material Component: This spell requires the item to be tattooed and tattooing pigments. If a magical item is being tattooed upon the recipient, a mixture of powdered amber is also required in the tattooing inks.

Tongues (Divination)

Level: Arcane 4, Clergy 4, Pagan 4, **Components:** V, M/DF, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** 10 minutes/level, **Saving Throw:** Will negates (harmless), **Spell Resistance:** No
This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a species language or a regional dialect. *Tongues* does not enable the subject to speak with creatures that don't speak. The subject can make himself understood as far as his voice carries. This spell does not predispose any creature addressed toward the subject in any way.
Material Component: a severed human tongue.

Tree Stride (Conjuration (Teleportation))

Level: Pagan 5, **Components:** V, S, **Casting Time:** 1 minute, **Range:** Personal, **Target:** Self, **Duration:** 1 hour/level or until expended; see text

Table: Tree Stride

Type of Tree	Transport Range
Oak, ash, yew	3,000'
Elm, linden	2,000'
Other deciduous	1,500'
Any coniferous	1,000'
All other trees	500'

You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on *Table: Tree Stride*. You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action. You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

True Seeing (Divination)

Level: Arcane 5, Clergy 5, Pagan 5, **Components:** V, S, M, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** 1 minute/level, **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes

(harmless)
The caster confers on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic or other special abilities, sees invisible and incorporeal creatures or objects normally, sees through illusions, and sees the true form of changed or transmuted things. The range of *true seeing* conferred is 120'.
True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not cancel concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret panels hidden by mundane means. The effects cannot be combined with other spells and powers.
Material Component: An ointment with components costing $150.

Virtue (Transmutation)

Level: Arcane 0, Clergy 0, Pagan 0, **Components:** V, S, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** 1 minute, **Saving Throw:** Yes (harmless), **Spell Resistance:** Yes (harmless)
The subject gains 1 temporary Hit Point.

Water Breathing (Transmutation)

Level: Arcane 3, Pagan 3, **Components:** V, S, **Casting Time:** 1 round, **Range:** Touch, **Target:** Living creatures touched, **Duration:** 2 hours/level (see text), **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)
The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures touched. The spell does not make creatures unable to breathe air.

Water Walk (Transmutation [Water])

Level: Clergy 3, **Components:** V, S, **Casting Time:** 1 round, **Range:** Touch, **Target:** One touched creature/level, **Duration:** 10 min./level (D), **Saving Throw:** Will negates (harmless), **Spell Resistance:** Yes (harmless)
The targets can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat because they are near it.) The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.
If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60' per round until they can stand on it.

Wall of Earth (Conjuration (Creation))

Level: Arcane 4, Pagan 4, **Components:** V, S, **Casting Time:** 1 round, **Range:** Medium, **Effect:** Earth wall with area up to one 5' square/level, **Duration:** Instant, **Saving Throw:** None, **Spell Resistance:** No
This spell creates a *wall of earth* that springs forth from the ground. The target area must be an area of exposed earth, otherwise the wall fails to materialize and the spell is lost. The *wall of earth* is 1 inch thick per three caster levels and forms one 5' square per level. The caster may double the wall's area by halving its thickness. The *wall of earth* cannot be conjured to occupy the same space as a creature or another object.
This wall can be destroyed by normal means such as digging. Each 5' square has 5 Hit Points per inch of thickness and hardness of 4. Any attacks on the wall hit automatically. When a section of the wall drops to 0 Hit Points, it is considered breached. If a creature tires to break through the wall with a single attack, the DC for the Strength check is 15 + 2 per inch of thickness.

Wall of Fire (Evocation [Fire])

Level: Arcane 4, Pagan 4, **Components:** V, S, M, **Casting Time:** 1 round, **Range:** Medium, **Effect:** Opaque sheet of flame up to 20' long/caster level or a ring of fire with a radius of up to 5'/two caster levels; either form 20' high, **Duration:** Concentration + 1 round/level, **Saving Throw:** See text, **Spell Resistance:** Yes
An immobile curtain of fire springs into existence. One side of the wall, selected by the caster, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10' and 1d4 points of fire damage to those past 10' but within 20'. The wall deals this damage when it appears and each round that a creature enters or remains in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level to any creature passing through it. The wall deals double damage to undead creatures.
If the caster evokes the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall by making a successful Reflex save. (If the creature ends up on the hot side of the wall, it takes 2d4 points of damage, as normal.)
If any 5' length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)

Whispering Branches (Divination)

Level: Pagan 1, **Components:** V, S, M, **Casting Time:** 1 round, **Range:** Personal, **Target:** Self, **Duration:** 10

minutes/level
This spell allows you to hear about recent events from the wind blowing through tree branches. It functions only when cast in an area with at least six trees. The conditions need not be windy for the spell to function, however. You can learn of events that recently took place in the area, including the presence of creatures and their general demeanor. All events that took place within 100' of your location within the past two hours may be divined by this spell. It does not identify specific markings, colors, equipment, or people, but may discern different types of creatures, their numbers, and the actions they took while in the area.
This spell is a useful investigative tool, as it can be used to learn the details of a recent fight or other activity.
Material Component: A special leaf that must be used as a whistle during the spell's casting.

Wind Armor (Evocation [Air])

Level: Arcane 2, Pagan 2, **Components:** V, S, M/DF, **Casting Time:** 1 round, **Range:** Touch, **Target:** Creature touched, **Duration:** 1 hour/level (D), **Saving Throw:** Ref negates (harmless), **Spell Resistance:** Yes (harmless)
Strong, swirling winds surround the target creature, granting it a deflection bonus to DEF of +4 against melee attacks and +6 against ranged weapon attacks. The target suffers a –2 penalty to its own ranged weapon attacks. The winds are so strong that if the creature suffered falling damage, the height would be considered 10' less.
Material Component: A thin piece of paper.

Wind Bindings (Evocation [Air])

Level: Arcane 5, Pagan 5, **Components:** V, S, M/DF, **Casting Time:** 1 round, **Range:** Medium, **Target:** One creature, **Duration:** 1 round/level (D), **Saving Throw:** Special, **Spell Resistance:** Yes
A storm like force presses on the target from all sides, keeping it from moving. The creature can attempt a Strength check (DC 18) to move at half speed each round. While the wind holds it in check, the creature suffers a –2 penalty to all its attack rolls and saving throws. The caster can direct the wind's strength from any direction, even up and down, and the creature must make a Fortitude save to avoid being moved 10' in that direction. If the creature is moved upward or in such a way that it no longer touches the ground, it cannot attempt to move or resist any further movement by the caster. Spellcasters trapped in this way must roll a Concentration check (DC 15 + spell's level) or lose any spell they try to cast. Huge and larger creatures gain a +2 to their checks and saving throws, and Gargantuan and Colossal creatures are not affected.
Material Component: Iron filings.

Zone of Truth (Enchantment [Mind-Affecting])

Level: Arcane 2, Clergy 2, Pagan 2, **Components:** V, S, DF, **Casting Time:** 1 round, **Range:** Close, **Area:** 5-ft.-radius/level emanation, **Duration:** 1 minute/level, **Saving Throw:** Will negates, **Spell Resistance:** Yes
Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Creatures are allowed a save to avoid the effects when the spell is cast or when they first enter the emanation area. Affected creatures are aware of this enchantment. Creatures that leave the area are free to speak as they choose.

Table: Arcane Spells

Spell Name	Description	School
0 Level		
Create Water	Creates 2 gallons/level of pure water	Conjuration
Cure Minor Wounds	Cures 1 point of damage	Conjuration
Detect Magic	Detects spells and magic items within 60'	Divination
Detect Poison	Detects poison in one creature or object	Divination
Know Direction	You may discern which direction is north	Divination
Light	Makes object shine like a torch	Evocation
Mage Hand	Minor telekinetic tricks	Transmutation
Magic ID	Creates a false but visually accurate identification card	Illusion
Mending	Makes minor repairs on an object	Transmutation
Prestidigitation	Performs minor tricks	Universal
Resistance	Subject gains +1 on saving throws	Abjuration
Sneeze	Causes target to sneeze loudly	Enchantment
Spark	Spark ignites flammable object	Evocation
Strangled Steel	Prevents opponents from drawing weapons	Abjuration
Virtue	Subject gains 1 temporary HP	Transmutation
1st Level		
Aegis of the Gods	Subject receives +4 bonus to one type of saving throw	Abjuration
Air Supply	Mask of air protects from gases	Conjuration
Awakening	Awakens all sleeping creatures in area of effect	Enchantment
Bless	Allies gain +1 on attack rolls and saves against fear	Enchantment
Cause Fear	One creature of 5 HD or less flees for 1d4 rounds	Necromancy
Chameleon Skin	Allows caster to blend into environment, adding to Hide checks	Illusion
Charm Person	Makes one person your friend	Enchantment
Command	One subject obeys selected command for 1 round	Enchantment
Comprehend Languages	You understand all spoken and written languages	Divination
Cure Light Wounds	Cures 1d8 damage +1/level (max +5)	Conjuration
Ease Pain	Cures 1d6 subdual damage per level	Conjuration
Elemental Weapon	Adds 1d6 damage of elemental type to weapon	Transmutation
Endure Elements	Exist comfortably in hot or cold environments	Abjuration
Glimmer Warning	A shimmering light warns when the caster is the target of a spell	Evocation
Mage Armor	Gives subject +4 armor bonus	Conjuration
Magic Missile	1d4+1 damage; +1 missile per two levels above 1st (max 5)	Evocation
Magic Weapon	Weapon gains +1 bonus	Transmutation
Protection	+2 to AC and saves, counter mind control, hedge out elementals and outsiders	Abjuration
Remove Fear	Suppresses fear or gives +4 on saves against fear for one subject + one per four levels	Abjuration
Sanctuary	Opponents can't attack you, and you can't attack	Abjuration
2nd Level		
Aid	+1 on attack rolls and saves against fear, 1d8 temporary HP +1/level (max +10)	Enchantment
Aura of Glory	Target gains 1d4+1 Charisma	Transmutation
Blood for Blood	Gain HP from damaging opponents	Evocation
Calm Emotions	Calms creatures, negating emotion effects	Enchantment
Control Water	Raises or lowers bodies of water	Transmutation
Cure Moderate Wounds	Cures 2d8 damage +1/level (max +10)	Conjuration
Delay Poison	Stops poison from harming subject for 1 hour/level	Conjuration
Divine Heart	Makes subject immune to fear effects	Necromancy
Enthrall	Captivates all within 100' + 10'/level	Enchantment
Flame Blade	Caster creates a blazing beam of red-hot fire dealing 1d8+1 per 2 caster levels damage	Evocation
Magic Message	Device delivers a message of 25 words or less when specific conditions are met	Illusion
Owl's Wisdom	Subject gains +4 to WIS for 1 min./level	Transmutation
Remove Paralysis	Frees one or more creatures from paralysis or slow effect	Conjuration
Resist Energy	Ignores 10 (or more) points of damage/attack from specified energy type	Abjuration
Restoration, Lesser	Dispels magical ability penalty or repairs 1d4 ability damage	Conjuration
Silence	Negates sound in 15' radius	Illusion
Surface	Keeps target above water for duration of the spell	Transmutation
Wind Armor	Strong, swirling winds surround the target creature, granting it a deflection bonus to DEF of +4 against melee attacks and +6 against ranged weapon attacks	Evocation
Zone of Truth	Subjects within range cannot lie	Enchantment
3rd Level		
Awaken Element	Creates a small elemental creature, loyal to the caster	Transmutation
Compel Truth	Prevents a target from lying for the duration of the spell	Enchantment
Continual Flame	Makes a permanent, heatless torch	Evocation
Create Crawling Claw	You create a number of crawling claws up to twice your caster level	Transmutation
Create Food and Water	Feeds three humans/level	Conjuration
Cure Serious Wounds	Cures 3d8 damage +1/level (max +15)	Conjuration
Dispel Magic	Cancels spells and magical effects	Abjuration
Magic Vestments	Armor or shield gains +1 enhancement per four levels	Transmutation
Protection Circle	As protection, but in an area	Abjuration
Protection from Energy	Absorb 12 points/level of damage from one kind of energy	Abjuration
Remove Blindness/ Deafness	Cures normal or magical conditions	Conjuration
Remove Disease	Cures all diseases affecting subject	Conjuration
Restful Death	Prevents corpse from becoming undead	Necromancy
Summon Sentinel	Temporarily creates elemental loyal to caster	Abjuration
Water Breathing	Allows target to breathe underwater	Transmutation
4th Level		
Air Walk	Allows creatures to walk on air	Transmutation
Cure Critical Wounds	Cures 4d8 damage +1/level (max +20)	Conjuration
Death Ward	Grants immunity to death spells and negative energy effects	Necromancy
Discern Lies	Reveals deliberate falsehoods	Divination
Dismissal	Forces a creature to return to native plane	Abjuration
Floor of Fire	Caster creates an immobile, horizontal sheet of flame	Evocation
Magic Bullets	Enchants bullets with the power to knock out or panic targets	Transmutation
Neutralize Poison	Immunizes subject against poison, detoxifies venom in or on subject	Conjuration
Remove Curse	Frees object or person from curse	Abjuration
Restoration	Restores level and ability score drains	Conjuration
Scrying	Spies on subject from a distance	Divination
Spell Immunity	Subject is immune to one spell per four levels	Abjuration
Tattoo Item	Allows item to be stored magically in a tattoo	Transmutation
Tongues	Speak any language	Divination
Wall of Earth	Creates a wall of earth	Conjuration
Wall of Fire	Creates a wall of fire	Evocation
5th Level		
Break Enchantment	Frees subjects from enchantment, alterations, curses, and petrification	Abjuration
Brothers in Arms	Allows targets to donate HP amongst themselves	Transmutation
Command, Greater	As command, but affects one subject/level	Enchantment
Control Winds	May alter wind in area surrounding caster to generate a number of effects	Transmutation
Cure Light Wounds, Mass	Cures 1d8 damage +1/level for many creatures	Conjuration
Dispel Evil	+4 bonus against attacks	Abjuration
Disrupting Weapon	Melee weapon destroys undead	Transmutation
Raise Dead	Restores life to subject who died as long as thirty minutes/level ago	Conjuration
Spell Resistance	Subject gains SR 12 + level	Abjuration
True Seeing	Lets you see all things as they really are	Divination
Wind Bindings	Holds target creature in place with wind	Evocation

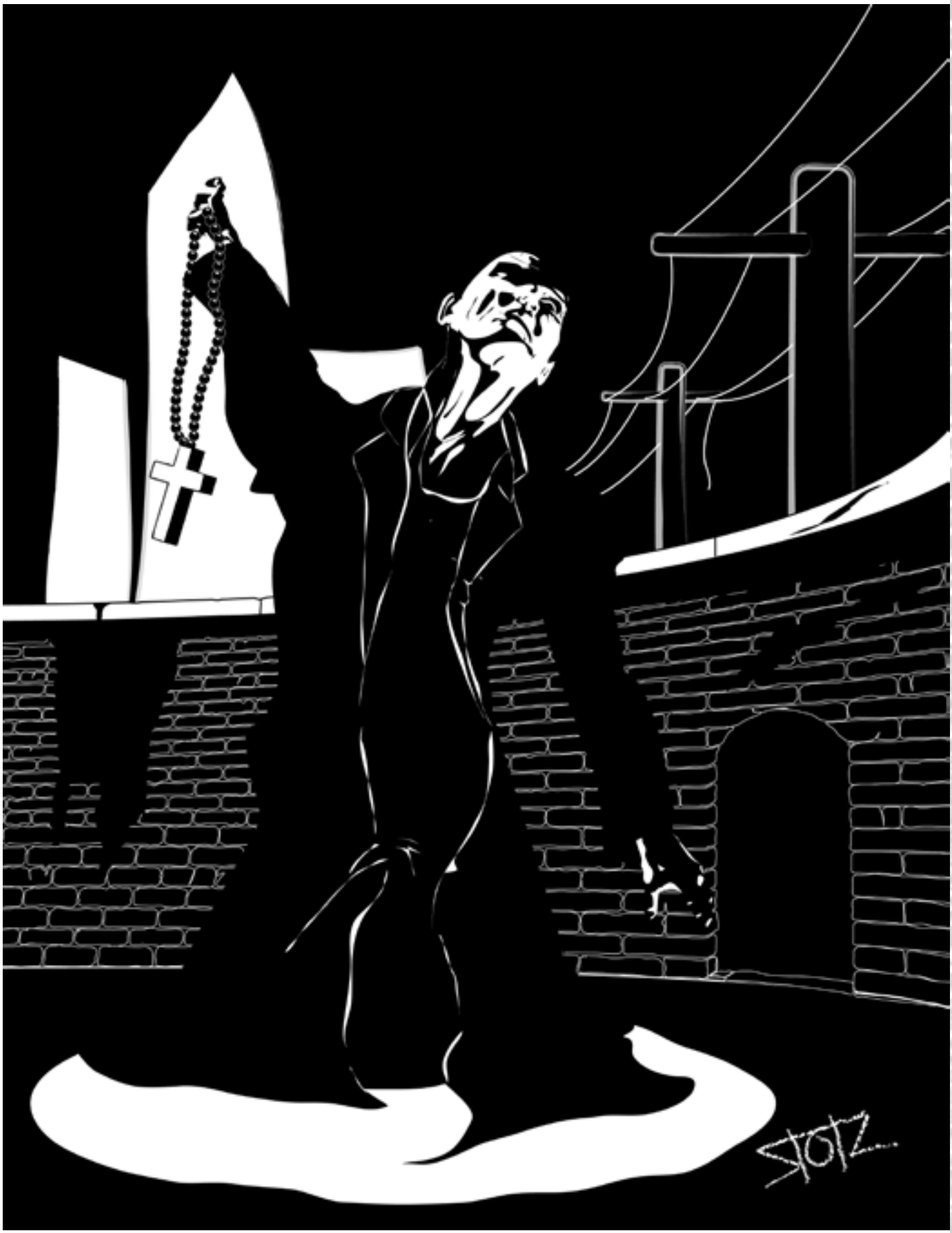
Table: Clergy Spells

Spell Name	Description	School
0th Level		
Create Water	Creates 2 gallons/level of pure water	Conjuration
Cure Minor Wounds	Cures 1 point of damage	Conjuration
Detect Magic	Detects spells and magic items within 60'	Divination
Detect Poison	Detects poison in one creature or object	Divination
Guidance	+1 on one attack roll, saving throw, or skill check	Divination
Purify Food and Drink	Purifies 1' cubed/level of food or water	Transmutation
Resistance	Subject gains +1 on saving throws	Abjuration
Virtue	Subject gains 1 temporary HP	Transmutation
1st Level		
Aegis of the Gods	Subject receives +4 bonus to one type of saving throw	Abjuration
Awakening	Awakens all sleeping creatures in area of effect	Enchantment
Bless	Allies gain +1 on attack rolls and saves against fear	Enchantment
Command	One subject obeys selected command for 1 round	Enchantment
Comprehend Languages	You understand all spoken and written languages	Divination
Courage	Grants +1 Defense bonus and 3 temporary HP	Abjuration
Cure Light Wounds	Cures 1d8 damage +1/level (max +5)	Conjuration
Divine Favor	You gain +1 per three levels on attack and damage rolls	Evocation
Ease Pain	Cures 1d6 subdual damage per level	Conjuration
Endure Elements	Exist comfortably in hot or cold environments	Abjuration
Protection	+2 to AC and saves, counter mind control, hedge out elementals and outsiders	Abjuration
Remove Fear	Suppresses fear or gives +4 on saves against fear for one subject + one per four levels	Abjuration
Sanctuary	Opponents can't attack you, and you can't attack	Abjuration
Shield of Faith	Aura grants +2 or higher deflection bonus	Abjuration
2nd Level		
Aid	+1 on attack rolls and saves against fear, 1d8 temporary HP +1/level (max +10)	Enchantment
Aura of Glory	Target gains 1d4+1 Charisma	Transmutation
Calm Emotions	Calms creatures, negating emotion effects	Enchantment
Consecrate	Fills area with positive energy, making undead creatures weaker	Evocation
Control Water	Raises or lowers bodies of water	Transmutation
Cure Moderate Wounds	Cures 2d8 damage +1/level (max +10)	Conjuration
Delay Poison	Stops poison from harming subject for 1 hour/level	Conjuration
Divine Heart	Makes subject immune to fear effects	Necromancy
Enthrall	Captivates all within 100' + 10'/level	Enchantment
Hold Person	Paralyzes one humanoid for 1 round/level	Enchantment
Owl's Wisdom	Subject gains +4 to WIS for 1 min./level	Transmutation
Remove Paralysis	Frees one or more creatures from paralysis or slow effect	Conjuration
Resist Energy	Ignores 10 (or more) points of damage/attack from specified energy type	Abjuration
Restoration, Lesser	Dispels magical ability penalty or repairs 1d4 ability damage	Conjuration
Shield Other	You take half of subject's damage	Abjuration
Silence	Negates sound in 15' radius	Illusion
Zone of Truth	Subjects within range cannot lie	Enchantment
3rd Level		
Center	As courage but grants +1 AC/Defense and +13 HP	Abjuration
Compel Truth	Prevents a target from lying for the duration of the spell	Enchantment
Continual Flame	Makes a permanent, heatless torch	Evocation
Create Food and Water	Feeds three humans/level	Conjuration
Cure Serious Wounds	Cures 3d8 damage +1/level (max +15)	Conjuration
Dispel Magic	Cancels spells and magical effects	Abjuration
Magic Vestment	Armor or shield gains +1 enhancement per four levels	Transmutation
Prayer	Allies +1 bonus on most rolls, enemies -1 penalty	Conjuration
Protection Circle	As protection, but 10-ft. radius and 10 min./level	Abjuration
Protection from Energy	Absorb 12 points/level of damage from one kind of energy	Abjuration
Remove Blindness/Deafness	Cures normal or magical conditions	Conjuration
Remove Curse	Frees object or person from curse	Abjuration
Remove Disease	Cures all diseases affecting subject	Conjuration
Restful Death	Prevents corpse from becoming undead	Necromancy
Water Walk	Subject treads on water as if solid	Transmutation
4th Level		
Cure Critical Wounds	Cures 4d8 damage +1/level (max +20)	Conjuration
Death Ward	Grants immunity to death spells and negative energy effects	Necromancy
Discern Lies	Reveals deliberate falsehoods	Divination
Dismissal	Forces a creature to return to native plane	Abjuration
Divine Eminence	Increases one of the subject's ability scores to 18+1/3 Caster levels	Transmutation
Expunge	Adds 1d6 to caster's turning damage	Evocation
Holy Channel	Allows caster to heal target at range	Conjuration
Imbue with Spell Ability	Transfer spells to subject	Evocation
Neutralize Poison	Immunizes subject against poison, detoxifies venom in or on subject	Conjuration
Restoration	Restores level and ability score drains	Conjuration
Spell Immunity	Subject is immune to one spell per four levels	Abjuration
Tongues	Speak any language	Divination
5th Level		
Awe	Allows caster to turn any enemies in area as if they were undead	Transmutation
Break Enchantment	Frees subjects from enchantment, alterations, curses, and petrification	Abjuration
Brothers in Arms	Allows targets to donate HP amongst themselves	Conjuration
Celestial Remedy	Allows 4 rounds of continuous healing	Transmutation
Command, Greater	As command, but affects one subject/level	Enchantment
Cure Light Wounds, Mass	Cures 1d8 damage +1/level for many creatures	Conjuration
Dispel Evil	+4 bonus against attacks	Abjuration
Disrupting Weapon	Melee weapon destroys undead	Transmutation
Hallow	Designates location as holy	Evocation
Raise Dead	Restores life to subject who died as long as thirty minutes/level ago	Conjuration
Spell Resistance	Subject gains SR 12 + level	Abjuration
True Seeing	Lets you see all things as they really are	Divination

Table: Pagan Spells

Spell Name	Description	School
0th Level		
Create Water	Creates 2 gallons/level of pure water	Conjuration
Cure Minor Wounds	Cures 1 point of damage	Conjuration
Detect Magic	Detects spells and magic items within 60'	Divination
Detect Poison	Detects poison in one creature or object	Divination
Guidance	+1 on one attack roll, saving throw, or skill check	Divination
Imbue Elemental Energy	Adds damage to weapon via elemental energy	Transmutation
Know Direction	You may discern which direction is north	Divination
Light	Makes object shine like a torch	Evocation
Mending	Makes minor repairs on an object	Transmutation
Purify Food and Drink	Purifies 1' cubed/level of food or water	Transmutation
Resistance	Subject gains +1 on saving throws	Abjuration
Sneeze	Causes target to sneeze loudly	Enchantment
Spark	Spark ignites flammable object	Evocation
Strangled Steel	Prevents opponents from drawing weapons	Abjuration
Virtue	Subject gains 1 temporary HP	Transmutation
1st Level		
Aegis of the Gods	Subject receives +4 bonus to one type of saving throw	Abjuration
Air Supply	Mask of air protects from gases	Conjuration
Awakening	Awakens all sleeping creatures in area of effect	Enchantment
Bless	Allies gain +1 on attack rolls and saves against fear	Enchantment
Blood Trail	Assists in tracking a wounded foe	Divination

Spell Name	Description	School
Calm Animals	Soothes animals, making them docile	Enchantment
Chameleon Skin	Allows caster to blend into environment, adding to Hide checks	Illusion
Charm Animal	Makes animal regard caster as friendly	Enchantment
Command	One subject obeys selected command for 1 round	Enchantment
Cure Light Wounds	Cures 1d8 damage +1/level (max +5)	Conjuration
Detect Spirits	Can detect spirits within range	Divination
Eagle Eyes	Caster receives a +10 bonus to Spot checks	Transmutation
Ears of the Prey	Caster receives a +10 bonus to Listen checks	Transmutation
Ease Pain	Cures 1d6 subdual damage per level	Conjuration
Elemental Weapon	Adds 1d6 damage of elemental type to weapon	Transmutation
Endure Elements	Exist comfortably in hot or cold environments	Abjuration
Entangle	Plants entangle everyone within a 40-ft. radius	Transmutation
Glimmer Warning	A shimmering light warns when the caster is the target of a spell	Evocation
Longstrider	Increases caster's base speed by +10	Transmutation
Protection	+2 to DEF and saves, counter mind control, hedge out elementals and outsiders	Abjuration
Razor Claws	Grants caster sharp claws that deal 1d6 damage	Transmutation
Remove Fear	Suppresses fear or gives +4 on saves against fear for one subject + one per four levels	Abjuration
Sanctuary	Opponents can't attack you, and you can't attack	Abjuration
Scent of the Hound	+4 bonus to tracking, spot checks, etc.	Transmutation
Skin like Wood	Skin becomes like bark. +1 DEF +3 HP	Abjuration
Whispering Branches	Learn about recent events in a natural area	Divination
2nd Level		
Aid	+1 on attack rolls and saves against fear, 1d8 temporary HP +1/level (max +10)	Enchantment
Animal Trance	Entrances on looking animals	Enchantment
Aura of Glory	Target gains 1d4+1 Charisma	Transmutation
Bear's Endurance	Adds +4 to target's Constitution	Transmutation
Blood for Blood	Gain HP from damaging opponents	Evocation
Bull's Strength	Target gains +4 bonus to Strength	Transmutation
Calm Emotions	Calms creatures, negating emotion effects	Enchantment
Cat's Grace	Target gains +4 bonus to Dexterity	Transmutation
Circle of Sounds	Disguises target creature's voices as animal sounds	Divination
Control Water	Raises or lowers bodies of water	Transmutation
Cure Moderate Wounds	Cures 2d8 damage +1/level (max +10)	Conjuration
Delay Poison	Stops poison from harming subject for 1 hour/level	Conjuration
Divine Heart	Makes subject immune to fear effects	Necromancy
Enthrall	Captivates all within 100' + 10'/level	Enchantment
Flame Blade	Caster creates a blazing beam of red-hot fire dealing 1d8+1 per 2 caster levels damage	Evocation
Hold Person	Paralyzes one humanoid for 1 round/level	Enchantment
Mass Revelation	Reveals spirits to all creatures within 20' of caster	Divination
Owl's Wisdom	Subject gains +4 to WIS for 1 min./level	Transmutation
Remove Paralysis	Frees one or more creatures from paralysis or slow effect	Conjuration
Resist Energy	Ignores 10 (or more) points of damage/attack from specified energy type	Abjuration
Restoration, Lesser	Dispels magical ability penalty or repairs 1d4 ability damage	Conjuration
Silence	Negates sound in 15' radius	Illusion
Spider Climb	Allows caster to traverse walls and ceilings	Transmutation
Stick Servant	Allows caster to animate a pile of sticks	Conjuration
Surface	Keeps target above water for duration of the spell	Transmutation
Wind Armor	Strong, swirling winds surround the target creature, granting it a deflection bonus to DEF of +4 against melee attacks and +6 against ranged weapon attacks	Evocation
Zone of Truth	Subjects within range cannot lie	Enchantment
3rd Level		
Awaken Element	Creates a small elemental creature, loyal to the caster	Transmutation
Center	As courage but grants +1 Defense and +13 HP	Abjuration
Compel Animal	Caster can make an animal perform a single task	Enchantment
Compel Truth	Prevents a target from lying for the duration of the spell	Enchantment
Continual Flame	Makes a permanent, heatless torch	Evocation
Create Food and Water	Feeds three humans/level	Conjuration
Cure Serious Wounds	Cures 3d8 damage +1/level (max +15)	Conjuration
Dispel Magic	Cancels spells and magical effects	Abjuration
Magic Vestment	Armor or shield gains +1 enhancement per four levels	Transmutation
Neutralize Poison	Neutralizes poison in targets	Conjuration
Protection Circle	As protection spells, but 10' radius and 10 min./level	Abjuration
Protection from Energy	Absorb 12 points/level of damage from one kind of energy	Abjuration
Remove Blindness/ Deafness	Cures normal or magical conditions	Conjuration
Remove Curse	Frees object or person from curse	Abjuration
Remove Disease	Cures all diseases affecting subject	Conjuration
Restful Death	Prevents corpse from becoming undead	Necromancy
Speak With Plants	Allows caster to speak with plants	Divination
Summon Sentinel	Temporarily creates elemental loyal to caster	Abjuration
Water Breathing	Allows target to breathe underwater	Transmutation
4th Level		
Air Walk	Allows creatures to walk on air	Transmutation
Blight	Withers a single plant of any size	Necromancy
Command Plants	Allows caster to issue commands to plants and plant creatures	Transmutation
Cure Critical Wounds	Cures 4d8 damage +1/level (max +20)	Conjuration
Death Ward	Grants immunity to death spells and negative energy effects	Necromancy
Discern Lies	Reveals deliberate falsehoods	Divination
Dismissal	Forces a creature to return to native plane	Abjuration
Divine Eminence	Increases one of the subject's ability scores to 18+1/3 caster levels	Transmutation
Expunge	Adds 1d6 to caster's turning damage	Evocation
Floor of Fire	Caster creates an immobile, horizontal sheet of flame	Evocation
Holy Channel	Allows caster to heal target at range	Conjuration
Imbue with Spell Ability	Transfer spells to subject	Evocation
Neutralize Poison	Immunizes subject against poison, detoxifies venom in or on subject	Conjuration
Restoration	Restores level and ability score drains	Conjuration
Scrying	Allows caster to watch target at a distance	Divination
Spell Immunity	Subject is immune to one spell per four levels	Abjuration
Spirit of Wolf	Increases target's base speed by half	Transmutation
Tattoo Item	Allows item to be stored magically in a tattoo	Transmutation
Tongues	Speak any language	Divination
Wall of Earth	Creates a wall of earth	Conjuration
Wall of Fire	Creates an immobile curtain of fire	Evocation
5th Level		
Baleful Polymorph	Turns subject into a Small animal	Transmutation
Break Enchantment	Frees subjects from enchantment, alterations, curses, and petrification	Abjuration
Brothers in Arms	Allows targets to donate HP amongst themselves	Transmutation
Celestial Remedy	Allows 4 rounds of continuous healing	Transmutation
Command, Greater	As command, but affects one subject/level	Enchantment
Commune With Nature	Gain information about surrounding natural area	Divination
Control Winds	May alter wind in area surrounding caster to generate a number of effects	Transmutation
Cure Light Wounds, Mass	Cures 1d8 damage +1/level for many creatures	Conjuration
Dispel Evil	+4 bonus against attacks	Abjuration
Disrupting Weapon	Melee weapon destroys undead	Transmutation
Hallow	Designates location as holy	Evocation
Spell Resistance	Subject gains SR 12 + level	Abjuration
Tree Stride	Allows caster to teleport from one tree to another	Conjuration
True Seeing	Lets you see all things as they really are	Divination
Wind Bindings	Holds target creature in place with wind	Evocation


STOTZ

THE GLOBAL NEWS
INQUISITOR

SECTION VI VOLUME IV

CREATURE ATTACKS NIGHT SCHOOL CLASS!

Thursday evening, students at Charlesboro Technical College in Charlesboro, Utah, were attacked by a creature that has yet to be identified. One student, 24 year old Paul Cossard of Flatbranch Park, was pronounced dead at the scene, nine others received injuries of varying severity, and two, 36 year old mother of two Brenda Thorogood of Maple Park, and 21 year old Chantall Williams of Charlesboro Proper, are missing.

The creature, described as approximately 6' to 8' in height, with shiny black skin and an unknown number of appendages, first appeared near the northeast side of the school, apparently after causing an estimated 5 million dollars in damage to the Greenfield Manufacturing plant located on the north side of Park Street. The creature reportedly battered through the doors of the school, destroying an empty classroom, and disrupting a CDC certification class.

Greg Benson, a student in the Charlesboro Tech Photography department, caught the creature on film, providing some of the most startling evidence to date of the

Continued on page A3

Actual non-retouched photograph of unidentified creature attacking students at Charlesboro Technical College

INSIDE!

MYSTERIOUS LIGHTS!
UNNATURAL CATASROPHIES!
SUSPICIOUS DEATHS!
WALKING DEAD!
GIANT RATS!

IS ALL HELL REALLY BREAKING LOOSE?

EXPLAINING CREATURES

The following information explains how creature descriptions are laid out, and what each entry means.

Creature Description

Each creature is organized in the same general format, as described in the following text. Information regarding a given creature is split between its Species (or Template) Traits and its stat block.

Species or Template Traits

Advancement

This section lists the standard HD and size advancement for the creature.

Alignment

This entry lists the creature's alignment. See **Chapter 8: Character Details** for more information on alignments. Note that most mundane creatures lack the capacity for moral and ethical judgment; alignment for these creatures is listed as "None".

Feats

This section lists alphabetically all the creature's feats. Most creatures use the same feats that are available to characters, but some have access to the Multiattack feat (described below).

Multiattack

The creature is adept at using all its natural weapons at once.

Prerequisite: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, the creature's secondary natural attacks take a –5 penalty.

Skills

This section lists alphabetically all the creature's skills by name along with skill modifiers that include adjustments for ability scores and any bonuses from feats or special abilities (unless otherwise noted in the descriptive text).

Automatic Languages: Some creatures read, write, or speak unique languages. The GM determines if and how these unique languages can be learned by PCs.

Special Abilities

Many creatures have unusual abilities. A special ability can be extraordinary (Ex), spell-like (Sp), or supernatural (Su).

Extraordinary: Extraordinary abilities are nonmagical and are not subject to anything that disrupts magic. Using an extraordinary ability is a free action unless noted otherwise.

Spell-Like: Spell-like abilities are magical and work just like spells, though they have no verbal, somatic, material, focus, or XP components. They are subject to spell resistance.

Spell-like abilities usually have a limit on the number of times they can be used. A spell-like ability that can be used "at will" has no use limit. Using a spell-like ability is an attack action unless noted otherwise, and doing so while threatened provokes attacks of opportunity. A spell-like ability can be disrupted just as a spell can be.

For creatures with spell-like abilities, a designated caster level serves to define how difficult it is to dispel their spell-like effects and to define any level-dependent variable the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name.

The saving throw (if any) for a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Charisma modifier.

Supernatural: Supernatural abilities are magical but are not subject to spell resistance. Using a supernatural ability is an attack action unless noted otherwise. Supernatural abilities may have a use limit or be usable at will, just like spell-like abilities. However, supernatural abilities do not provoke attacks of opportunity and never require Concentration checks.

The following special abilities are common to various types of Hellspawn. Many of these abilities are detailed in the Hellspawn's description, and should something in the description contradict what is written here, the Hellspawn description will supersede these rules. This is merely a quick reference for the gamemaster.

Ability Score Reduction (Su): Some attacks reduce an opponent's score in one or more abilities. This loss can be permanent or temporary

Permanent Ability Drain: This effect permanently reduces a living opponent's ability score when the creature hits with a melee attack. The creature's descriptive text gives the ability and the amount drained. If an attack that causes permanent ability drain scores a critical hit, it drains twice the given amount (if the damage is expressed as a die range, roll two dice). A draining creature heals 5 points of damage (10 on a critical hit) whenever it drains an ability score no matter how many points it drains. If the amount of healing is more than the damage the creature has taken, it gains any excess as temporary Hit Points.

Some ability drain attacks allow a Fortitude save with a DC

of 10 +172 draining creature's HD + draining creature's Charisma modifier (the exact DC is given in the creature's descriptive text). If no saving throw is mentioned, none is allowed.

Temporary Ability Damage: This attack damages an opponent's ability score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the given amount (if the damage is expressed as a die range, roll two dice). Temporary ability damage returns at the rate of 1 point per day.

Blindsight (Ex): Using nonvisual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the creature maneuvers and fights as well as a sighted creature. Invisibility and darkness are irrelevant. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability.

Breath Weapon (Su): A breath weapon attack usually causes damage and is often based on some type of energy. It allows a Reflex save for half damage with a DC equal to 10 + ½ breathing creature's HD + breathing creature's Constitution modifier (the exact DC is given in the creature's description). A creature is immune to its own breath weapon and those of others of its kind unless noted otherwise.

Constrict (Ex): The creature crushes the opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability (see below), it deals constriction damage in addition to damage dealt by the weapon used to grab.

Damage Reduction (Su): The creature ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective).

The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A magic weapon or a creature with its own damage reduction can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored and the type of weapon that negates the ability.

Any weapon more powerful than the type listed in the note also negates the ability. A weapon with an enhancement bonus due to magic is considered more powerful than any weapon that does not have such a bonus.

For purposes of harming other creatures with damage reduction, a creature's natural weapons count as the type that ignores its own innate damage reduction. However, damage reduction from spells does not confer this ability. The amount of damage reduction is irrelevant.

Darkvision (Ex): The creature can see in total darkness, out to the specified range. Darkvision is black-and-white.

Energy Drain (Su): This attack saps a living opponent's vital energy. With each successful melee attack, the creature bestows one or more negative levels. If an attack that includes energy drain scores a critical hit, it drains double the given amount. For each negative level inflicted on an opponent, the draining creature heals 5 points of damage. If the amount of healing is more than the damage the creature has taken, it gains any excess as temporary Hit Points that remain for a maximum of 1 hour.

For each negative level, the opponent takes a –1 penalty on all skill checks and ability checks, attack rolls, and saving throws, and loses one effective level or Hit Die (whenever level is used in a die roll or calculation). A character with spellcasting ability loses the ability to cast one spell of the highest level he can cast (player's choice); this loss persists until the negative level is removed.

Negative levels remain until 24 hours have passed or until removed with a spell. If a negative level is not removed before 24 hours have passed, the afflicted opponent must attempt a Fortitude save with a DC of 10 + ½ draining creature's HD + draining creature's Charisma modifier (the exact DC is given in the creature's description). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level goes away, but the target's level is reduced by one. A separate saving throw is required for each negative level. A creature that loses all of its levels or Hit Dice dies and, depending on the source of the energy drain, might rise as an undead creature of some kind.

Fast Healing (Ex): The creature regains Hit Points at an exceptionally fast rate, usually 1 or more Hit Points per round. Fast healing stops working when a creature is reduced to –10 HP or fewer. Except as noted here, fast healing works just like natural healing.

Fast healing doesn't provide any benefit against attack forms that don't deal Hit Point damage. Fast healing also doesn't restore Hit Points lost to starvation, thirst, or suffocation, and it doesn't allow a creature to regrow or reattach severed body parts.

Fear Aura (Su): A fear aura either operates continuously or can be used at will. In either case, it's a free action. This ability can freeze an opponent or cause opponents to become panicked. Other effects are possible. Negating the fear effect requires a successful Will save with a DC equal to 10 + ½ fearsome creature's HD + fearsome creature's

Charisma modifier (the exact DC is given in the creature's descriptive text).

Gaze (Su): A gaze attack takes effect when opponents look at the creature's eyes. The attack can have almost any sort of effect: petrification, death, charm, and so on. The typical range is 30', but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save. The DC is equal to 10 + ½ gazing creature's HD + gazing creature's Charisma modifier (the exact DC is given in the creature's Species Traits). A successful saving throw negates the effect.

Each opponent within range of the gaze attack must attempt a saving throw each round at the beginning of his turn. Opponents can avoid the saving throw by averting their eyes or by using a barrier to sight.

Averting One's Eyes: The opponent avoids looking at the creature's face and instead looks at its body, watching its shadow, tracking it in a reflective surface, or the like. Each round, the opponent has a 50% chance to not need to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains one-half concealment against that opponent.

Barrier to Sight: An opponent that cannot see the creature at all cannot be affected by its gaze attack. This can be accomplished by turning one's back on the creature, shutting one's eyes, or wearing a blindfold or head covering that prevents sight. The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid the gaze as described above. Thus, a target may need to save against a creature's gaze twice during the same round: once before the target's action and once during the creature's turn.

A creature is immune to its own gaze attack unless otherwise noted.

Improved Grab (Ex): If the creature hits with a melee weapon it deals normal damage and attempts to start a grapple as a free action, doing so without provoking attacks of opportunity. Unless otherwise stated, improved grab works only against opponents at least one size category smaller than the creature.

The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on attack checks made to grapple but is not considered grappled itself; the creature does not lose its Dexterity bonus to Defense, still threatens an area, and can use its remaining attacks against other opponents.

A successful hold does not deal additional damage unless the creature also has the constrict ability (see above). If the creature does not constrict, each successful grapple attack it makes during successive rounds automatically deals the damage given for the attack that established the hold.

When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. The creature is not considered grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move, provided it can drag the opponent's weight.

Low-Light Vision (Ex): A creature with low-light vision can see twice as far as normal in poor lightning conditions. The creature can still distinguish colors, even in dim lighting.

Poison (Ex): Poison attacks deal initial damage, such as temporary ability damage (see above) or some other effect, to the opponent on a failed Fortitude save. Unless otherwise noted, another saving throw is required 1 minute later (regardless of the first save's result) to avoid secondary damage.

The Fortitude save against poison has a DC equal to 10 + ½ poisoning creature's HD + poisoning creature's Constitution modifier (the exact DC is given in the creature's Species Traits). A successful save negates the damage.

Regeneration (Ex): This ability makes the creature impervious to most types of damage. Any damage dealt to the creature that falls below its massive damage threshold doesn't reduce its Hit Points, unless that damage is of a type it is specifically vulnerable to, as mentioned in the creature's description. Massive damage that doesn't match the creature's vulnerability reduces its Hit Points, but such damage automatically heals at a fixed rate, as detailed in the creature's description. When the creature takes massive damage from an attack type it isn't vulnerable to, a failed save renders it dazed for 1 round (instead of reducing it to –1 hit points).

Damage the creature is vulnerable to deals damage with every successful attack. Such damage can't be regenerated, and massive damage from such an attack follows the normal massive damage rules.

Regeneration doesn't provide any benefit against attack forms that don't deal Hit Point damage. Regeneration also doesn't restore Hit Points lost to starvation, thirst, or suffocation.

Regenerating creatures can regrow and reattach severed body parts. Severed parts that aren't reattached wither and die normally. Regeneration continues to work no matter how low the creature's Hit Points drop, restoring lost Hit Points from any damage other than from attack forms the creature is specifically vulnerable to.

Resistance to Energy (Ex): The creature ignores some damage of the given energy type (acid, cold, electricity, fire, or sonic/concussion) each time the creature is subjected to such damage. The entry indicates the amount and type of damage ignored.

Scent (Ex): This ability allows the creature to detect and identify approaching enemies, sniff out hidden foes, and track by sense of smell.

The creature can detect opponents within 30' by sense of smell. If the opponent is upwind, the range increases to 60'; if downwind, it drops to 15'. Strong scents can be detected at twice the ranges noted above. Overpowering scents can be detected at triple normal range.

When a creature detects a scent, the exact location is not revealed—only its presence somewhere within range. The creature can take a move or attack action to note the direction of the scent. If it moves within 5' of the source, the creature can pinpoint that source. Upon detecting a scent, the creature automatically recognizes the source if it has smelled the source before.

A creature with the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on the strength of the quarry's odor, the number of creatures being tracked, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Spell Resistance (Ex): A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine whether a spell or spell-like ability works, the spellcaster must make a level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature saves normally.

Spells (Sp): Some creatures can cast arcane or divine spells. These creatures are subject to the same spellcasting rules as characters.

Spellcasting creatures are not members of a class unless their entries say so and they do not gain any class features. A creature with access to divine spells must prepare them in the normal manner.

Swallow Whole (Ex): If the creature begins its turn with an opponent held in its mouth (see *Improved Grab*, above), it can attempt a new attack check (as though attempting to pin the opponent). If it succeeds, it swallows its opponent and deals bite damage. Unless noted otherwise, the opponent can be up to one size category smaller than the swallowing creature.

Being swallowed has various consequences depending on the creature, but a swallowed opponent is considered grappled, while the creature is not. A swallowed opponent can try to cut its way free with any light piercing or slashing weapon (the amount of cutting damage required to get free is noted in the creature's descriptive text), or it can just try to escape the grapple. If the swallowed opponent chooses the latter course, success puts it back in the creature's mouth, where it may be bitten or swallowed again.

Trample (Ex): As an attack action during its turn, the creature can run over an opponent at least one size category smaller than itself, entering the opponent's fighting space to do so. The trample deals bludgeoning damage, and the creature's descriptive text lists the amount.

Trampled opponents can attempt attacks of opportunity, but these incur a –4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves for half damage. The save DC equals 10 + ½ trampling creature's HD + trampling creature's Strength modifier (the exact DC is given in the creature's descriptive text).

Turn Resistance (Ex): The creature (usually undead)

resists attempts to turn it (see Clergy and Pagan class descriptions). When resolving a turn or rebuke attempt, add the given bonus to the creature's Hit Dice total.

Stat Block

Size

A creature falls into one of nine size categories. The size categories are briefly described in *Table: Creature Sizes* (See **Chapter 12: Rules and Mechanics**). Each size category includes a size modifier that applies to the creature's Defense and attack rolls; and a modifier that applies to Hide checks. These modifiers are figured into the creature's stats. A creature's size and type are listed in parenthesis after the creature's name.

Type

A creature's type determines many of its characteristics and abilities: physical ability scores, Hit Die type, base attack bonus, saving throw bonuses, skill points, feats, and special qualities. Mental ability scores (Intelligence, Wisdom, and Charisma) can vary widely among creatures of a type, unless a type description specifies a particular score for one of these abilities, the GM will assign values as he deems appropriate. The types of creatures in **Contagion** are: Aberration, Animal, Construct, Elemental, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Ooze, Outsider, Plant, Vermin, and Undead. Future supplements will examine these types in greater detail. A creature's size and type are listed in parenthesis after the creature's name.

Challenge Rating (CR)

A creature's Challenge Rating provides a rough measure of the creature's toughness in a combat situation. As a rule of thumb, four characters of a level equal to the creature's Challenge Rating should exhaust roughly one-quarter of their resources battling it. Situations may arise, however, where a creature's Challenge Rating does not accurately reflect the difficulty of the challenge.

Abilities

Creatures have the same six ability scores as characters: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA). Exceptions are noted below.

Nonabilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is +0. Nonabilities are noted as "N/A" in a creature's stat block.

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

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

Constitution: Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. The creature is also immune to ability damage, ability drain, and energy drain, and it always fails Constitution checks. Creatures with Constitution as a nonability use their Charisma modifier for Concentration checks.

Intelligence: Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-affecting effects and automatically fails Intelligence checks. Any creature with an Intelligence score of 3 or higher understands at least one language, perhaps more.

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

Charisma: Any creature capable of telling the difference between itself and things that are not it has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score.

Contagion Points (CP)

Creatures have minimal Contagion Points. A creature will generally have a number of Contagion Points equal to its Hit Dice. If a creature takes levels in a character class, that creature gains Contagion Points normally for that class. Like most characters, creatures will have spent a certain number of Contagion points in the course of their careers.

Defense (DEF)

A creature's DEF includes a parenthetical mention of the modifiers contributing to it. The creature's "touch" Defense (discounting natural armor and other armor modifiers) and "flat-footed" DEF (discounting Dexterity

bonus and class bonus, if any) is provided as well.

Hit Dice (HD) and Hit Points (HP)

A creature's type and size determine its Hit Dice.

A creature's Hit Dice is equivalent to its level for determining how various special abilities affect the creature, its rate of natural healing, and its maximum ranks in a skill.

A creature's Hit Dice and Constitution modifier determine its Hit Points. A creature's entry gives the creature's average Hit Points.

Massive Damage Threshold (MAS)

Massive Damage works for creatures the same way that it works for PCs. (see **Chapter 12: Rules and Mechanics**)

Constructs, elementals, oozes, plants, and undead ignore the effects of massive damage and do not have massive damage thresholds. Vermin gain a +5 species bonus on their Fortitude saves to resist massive damage thresholds.

Initiative (INIT)

The creature's modifier on initiative checks is usually equal to its Dexterity modifier.

Speed (SPD)

A creature's tactical Speed on land is the amount of distance it can cover in one move action. If the creature wears armor that reduces its Speed, this fact is given along with a parenthetical note indicating the armor type; the creature's base unarmored Speed follows.

If the creature has other modes of movement, these are given in parenthetical note after the main entry. Unless noted otherwise, modes of movement are natural (not magical). Other movement types include:

Burrow: The creature can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot run while burrowing.

Climb: A creature with a climb speed has the Climb skill at no cost and gains a +8 species bonus on Climb checks. The creature must make a Climb check to climb any wall or slope with a DC greater than 0, but it always can choose to take 10, even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it attempts an accelerated climb, it moves at double the given climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a –5 penalty. Creatures cannot use the run action while climbing. The creature retains its Dexterity bonus to Defense (if any) while climbing, and opponents get no special bonus on their attack rolls against the climbing creature.

Fly: The creature can fly at the given speed if carrying no more than a medium load. All fly speeds include a note indicating maneuverability:

Perfect: The creature can perform almost any aerial maneuver it wishes.

Good: The creature is agile in the air, but cannot change direction as readily as one with perfect maneuverability.

Average: The creature can fly as adroitly as a small bird.

Poor: The creature flies as well as a very large bird.

Clumsy: The creature can barely fly at all.

Creatures that fly can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30'. It can make only claw attacks while diving, but these deal double damage. Creatures can use the run action while flying, provided they fly in a straight line.

Swim: A creature with a swim speed can move through water at the given speed without making Swim checks. It gains a +8 species bonus on any Swim check to perform some special action or avoid a hazard. The creature always can choose to take 10, even if distracted or endangered when swimming. Creatures can use the run action while swimming, provided they swim in a straight line.

Base Attack Bonus (BAB)

A creature's base attack bonus does not include any modifiers. It is used to calculate a creature's grapple modifier as well as the maximum bonus on damage rolls for a creature using the *Power Attack* feat.

Reach

A creature's reach is the distance at which it can strike targets with its natural weapons without needing to move 5'. A creature using its natural weapons threatens all squares within its reach. When measuring diagonally, every second square counts as two squares. *Table: Creature Sizes* provides the typical reach for creatures of any given size. The GM may adjust the values in the table by –5' or +5' for creatures that have less than normal or greater than normal reach. Unlike the wielder of a reach weapon, a creature with greater than normal reach (more than 5') can still strike creatures next to it. A creature with greater than normal reach usually gets an attack of opportunity against a character if the character approaches it, because the character enters a square it threatens before he can attack it. (This does not apply if the character takes a 5' step.) Large or larger creatures with reach weapons can strike targets out to double their reach but can't strike at targets within their normal reach or less.

A creature with a 0' reach must move into the fighting space of its target to attack it, provoking an attack of opportunity from the target as the creature enters the target's fighting space and threatened area. Also, creatures with 0' reach do not threaten the squares around them.

Fighting Space (FS)

Fighting space approximates the amount of space a creature needs to move and fight effectively, and how much space it occupies on a grid of 5' by 5' squares. *Table: Creature Sizes* gives the fighting space for creatures of any given size, although variations and exceptions are possible.

Saves

A creature's Fortitude, Reflex, and Will saving throw modifiers take into account the creature's type, ability score modifiers, feats, and any special qualities.

Attack

If a creature moves more than 5' in the same round it attacks, it makes only a single attack using its primary attack bonus. This bonus includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the *Weapon Finesse* feat can use its Dexterity modifier on its primary attack. The damage and primary weapon type are noted in parentheses.

A creature's primary attack damage includes its full Strength modifier (1.5 times its Strength bonus if it is the creature's sole attack).

Use the creature's primary attack bonus whenever the creature makes an attack of opportunity.

Natural Weapons

Natural weapons include teeth, claws, horns, and the like. The number of attacks along with the weapon, attack bonus, and form of attack (melee or ranged) are provided in a creature's entry. Unless noted otherwise, natural weapons threaten critical hits on a natural attack roll of 20. If any attacks also cause some special effect other than damage, that information is given along with the damage. Unless noted otherwise, creatures deal double damage on critical hits.

Natural weapons have types just as other weapons do. The most common types are summarized below.

Bite: The creature attacks with its mouth, dealing piercing damage.

Claw or Rake: The creature rips with a sharp appendage, dealing slashing damage.

Gore: The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.

Slap or Slam: The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing damage. Stings are usually poisoned.

Manufactured Weapons

Creatures that use manufactured weapons follow the same rules as characters, including those for multiple attacks and two-weapon fighting penalties.

Full Attack

A creature that takes no more than a 5' step during its turn can make a full attack using all of its natural weapons. A creature's full attack includes both its primary attack and its secondary attacks (if any).

The primary attack bonus includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the *Weapon Finesse* feat can use its Dexterity modifier on melee attacks. A creature's primary attack damage includes its full Strength modifier (1.5 times its Strength bonus if it is the creature's sole attack or if the creature is wielding a two-handed melee weapon). The remaining weapons are secondary attacks and take a –5 penalty on attack rolls. Creatures with the *Multiattack* feat take only a –2 penalty on secondary attacks. Secondary attacks add only one-half the creature's Strength bonus to the damage.

Creatures that do not normally carry ranged weapons are still given a ranged attack bonus for situations in which they might be throwing objects at a target.

RESEARCHING CREATURES

Researching a creature and learning its weaknesses will increase the likelihood of victory in a confrontation. A character can uncover secrets about a particular creature or type of creature through research. The success of any such endeavor is measured with Research skill checks. Researching a creature takes 1d4 hours plus an additional 1d4 hours if the creature is unique or has traits unlike other members of its species. The type of information gleaned in this amount of time depends on the character's Research check result, as shown on *Table: Researching Creatures*.

Table: Researching Creatures

Type of Information	Research Check DC
Type Traits	
Reveals a creature's type and any traits common to that type.	15
Species Traits	
Reveals a specific creature's Species Traits.	20
Unique Traits	
Reveals the unique attributes and weaknesses (if any) of a specific creature.	25

HELLSPAWN

The creatures described in this section include Hellspawn and everyday animals. Some creatures are presented as "templates." A template can be acquired or inherited. Acquired templates can be applied to a creature anytime. Inherited templates assume the creature was born with the template. A creature's description often includes statistics for both the standard breed and an "improved" version that has levels in one or more character classes.

Acid Rainer

Formed from the byproducts of heavy industry and modern society, acid rainers are as terrifying as they are destructive. Acid rainers are vaguely humanoid collections of acid with multiple caustic tentacles for arms and a dull, bestial intelligence bent on one goal: the complete dissolution of mankind. These Hellspawn often come into conflict with Pagans due to their highly destructive nature and intense loathing for the natural world.

Species Traits

Advancement: 9–16 HD (Huge); 17–24 HD (Gargantuan); 25–31 HD (Colossal)

Alignment: Neutral

Feats: *Power Attack*

Skills: Hide +6, Listen +6, Move Silently +8, Spot +6

Special Abilities

Acid Resistance 10 (Ex): An acid rainer ignores the first 10 points of acid damage from any single attack.

Acid Spray (Ex): Once every 1d4 rounds, an acid rainer can spray out a cloud of caustic mist that fills a 30' radius spread centered on it. Each creature within this area takes 2d6 points of acid damage, or half damage if a Reflex save succeeds (DC 10 + ½ the acid rainer's Hit Dice + its Constitution modifier).

Acid Touch (Ex): An acid rainer's tentacles are coated with a caustic secretion that deals 1d6 points of acid damage on a successful hit.

Darkvision: Acid rainers possess darkvision with a range of

Acid Rainer (Huge Elemental [air])					
CR	8	DEF	10 (-2 size, -2 DEX, +4 natural)	BAB	+6
STR	20	*Touch*	6	*Grapple*	+19
DEX	7	*Flat Footed*	10	Reach	20' (tentacles)
CON	20	HD	8d8+40	FS	15' by 15'
INT	6	HP	76	Saves	
WIS	11	MAS	N/A	FORT	+7
CHA	11	INIT	-2	REF	+4
CP	8	SPD	5' (Fly 40' [average])	WILL	+2
Attack	+9 melee (1d4+5 plus 1d6 acid, tentacle)				
Full Attack	+9 melee (1d4+5 plus 1d6 acid, 6 tentacles) or +2 ranged				

60'.

Elemental: An acid rainer is immune to poison, sleep, paralysis, and stunning. They are not subject to critical hits, flanking, or the effects of massive damage.

Improved Grab (Ex): To use this ability, the acid rainer must hit a single opponent at least one size category smaller than itself with two tentacle attacks during the same round. If it gets a hold, it automatically deals damage for two tentacle attacks (including acid) each round that the hold is maintained.

Skill Bonuses: An acid rainer gains a +8 species bonus on Hide checks and a +4 species bonus on Move Silently checks.

Bogeyman

Some of Hell's most fearsome foot soldiers, bogeymen typify the killers of the silver screen and urban legend. These Hellspawn are virtually indestructible and often seem to be single-minded in their objectives. Many bogeymen will ignore assaults from obviously superior foes in order to kill their designated target. These victims are often seemingly selected at random, and no one can say for certain what purpose Hell has selected them for death.

Template Traits

"Bogeyman" is an acquired template that can be added to any corporeal humanoid (referred to hereafter as the "base creature"). The creature retains its humanoid type. It uses all the base creature's statistics and special abilities except as noted here.

Advancement: By character class

Alignment: Change the creature's alignment to Chaotic Evil. This alignment change may cause the creature to lose certain class abilities.

Feats: A bogeyman gains *Great Fortitude* and *Improved Damage Threshold* as bonus feats, assuming that it meets the prerequisites and the base creature did not already have those feats.

Special Abilities

A bogeyman retains all the special qualities of the base creature and gains the additional special abilities described below.

Ability Scores: A bogeyman gains the following ability score increases: STR +2, CON +4. A bogeyman must have a minimum Constitution score of 11.

Challenge Rating: Same as base creature +1

Death's Door (Su): A bogeyman appears to die if reduced to –10 Hit Points. However, unless it is reduced to its negative Constitution score in Hit Points, its "death" is only temporary; when the bogeyman's Fast Healing ability (see below) brings its Hit Point total to 1 or higher, it springs back to life.

Defense: The base creature's natural armor bonus improves by +3

Human Bogeyman (Medium Humanoid)					
CR	2	DEF	14 (+3 natural, +1 class)	BAB	+1
STR	19	*Touch*	10	*Grapple*	+5
DEX	10	*Flat Footed*	13	Reach	5'
CON	18	HD	1d10+4	FS	5' by 5'
INT	14	HP	9	Saves	
WIS	8	MAS	21	FORT	+7
CHA	15	INIT	+4	REF	+0
CP	4	SPD	30'	WILL	-1
Attack	+5 melee (3d6, chainsaw) or +1 ranged (1d6, cleaver)				
Full Attack	+5 melee (3d6, chainsaw) or +1 ranged (1d6, cleaver)				

Breathsnatcher (Medium Monstrous Humanoid)					
CR	6	DEF	17 (+3 DEX, +3 natural, +1 equipment)	BAB	+9
STR	14	*Touch*	13	*Grapple*	+11
DEX	17	*Flat Footed*	14	Reach	5'
CON	10	HD	9d8	FS	5' by 5'
INT	13	HP	40	Saves	
WIS	16	MAS	10	FORT	+3
CHA	9	INIT	+3	REF	+9
CP	9	SPD	30'	WILL	+9
Attack	+11 melee (1d4+2, knife) or +12 ranged (2d6, MAC Ingram M10) or +8 ranged (4d6, MAC Ingram M10 burst)				
Full Attack	+11/+6 melee (1d4+2, knife) or +12/+7 ranged (2d6, MAC Ingram M10) or +8/+3 ranged (4d6, MAC Ingram M10 burst)				

Fast Healing 5 (Su): A bogeyman heals 5 points of damage per round until it is reduced to its negative Constitution score, at which point it dies. This ability does not enable the bogeyman to regrow or reattach severed body parts.
Immunities (Ex): A bogeyman is immune to disease, mind-affecting effects, necromantic effects, paralysis, poison, and sleep. It is not subject to subdual damage.
Languages: A bogeyman rarely speaks, but it can read, write, and understand whatever languages the base creature could.
Saves: Same as the base creature, modified by new abilities.

Breathsnatcher

These Hellspawn are created from people who took pleasure in inflicting suffering on those closest to them. Abusive parents/spouses, arsonists, sadists, and murderers who tortured their victims are often altered to be breathsnatchers. Breathsnatchers are often rather normal looking, aside from a wild quality in the eyes, and the sick gleeful smirk that they wear as their victims slowly perish. They average 6 feet tall and weigh about 150 pounds.

Species Traits

Alignment: Chaotic Evil
Advancement: By character class
Feats: *Advanced Firearms Proficiency*, *Burst Fire*, *Personal Firearms Proficiency*, *Quick Draw*, *Simple Weapons Proficiency*
Skills: Hide +14, Listen +14, Move Silently +14, Read/Write English, Read/Write Language (any one), Speak English, Speak Language (any one), Spot +12
Special Abilities
Clawing Smoke (Su): Once every 1d4 rounds, a Breathsnatcher can expel a 30' cone of magic smoke. The smoke grants one-half concealment to creatures in its periphery and full concealment to characters obscured by more than 5' of smoke. In addition, any creature within the cone must succeed at a Fortitude save (DC 14) or get smoke in their lungs. Holding one's breath doesn't help, as tendrils of smoke actively try to invade the lungs. This magic smoke begins to rip at the lungs and surrounding organs, dealing 3d4 points of damage per round. The affected creature can attempt another Fortitude save each subsequent round to cough out the semi vaporous menace.
Snatch Breath (Su): As a full-round action, the breathsnatcher can steal the breath from any adjacent creature with –1 or fewer Hit Points. This instantly kills the creature and grants the breathsnatcher damage reduction 15/+1 for 1 hour per Hit Die of the victim.
Fast Healing 5 (Ex): A breathsnatcher heals 5 points of damage each round so long as it has at least 1 Hit Point remaining.

Crawling Claw

These insidious little Hellspawn are often used as spies or cannon fodder by the more potent in Hell's army. It is rumored that crawling claws are created in a magical ritual where a demon severs his hand to create one of these foul monsters. The horrifying appearance of these Hellspawn certainly supports this theory, as many of them are obviously not human hands. It should also be noted that no two crawling claws look the same.

Species Traits

Advancement: None
Alignment: Any
Feats: None
Skills: None
Special Abilities
Construct: Crawling claws are immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or the effects of massive damage.
Gaze Immunity (Ex): Because it lacks eyes, a crawling claw is immune to gaze attacks.
Smite Fallen (Ex): A crawling claw's attacks deal double damage against prone combatants.

Crawling Claw (Diminutive Construct)					
CR	1/3	DEF	15 (+4 size, +1 natural)	BAB	+0
STR	10	*Touch*	14	*Grapple*	-12
DEX	10	*Flat Footed*	15	Reach	0'
CON	N/A	HD	1d10	FS	1' by 1'
INT	N/A	HP	5	Saves	
WIS	5	MAS	N/A	FORT	+0
CHA	5	INIT	+0	REF	+0
CP	1	SPD	20'	WILL	-3
Attack	+4 melee (1, claw)				
Full Attack	+4 melee (1, claw)				

Dread Tree (Huge Plant)					
CR	8	DEF	20 (-2 size, -1 DEX, +13 natural)	BAB	+5
STR	29	*Touch*	7	*Grapple*	+22
DEX	8	*Flat Footed*	20	Reach	15'
CON	21	HD	7d8+35	FS	10' by 10'
INT	2	HP	66	Saves	
WIS	15	MAS	N/A	FORT	+10
CHA	12	INIT	-1	REF	+1
CP	7	SPD	20'	WILL	+4
Attack	+12 melee (2d6+13, slam)				
Full Attack	+12 melee (2d6+13, slam)				

Dread Tree

Dread trees are planted from the seeds of the Tree of Knowledge that Lucifer plundered during the beginning of the War between Heaven and Hell. These seeds have become defiled during their time in Hell and these awful Hellspawn are the result. Dread trees appear to be old, dead maples or oaks with strange dark red fruit. Many demons and Hellspawn use these aberrations as a first line of defense at their personal manses and homes. Needless to say, most mortals that transgress never return.

Species Traits

Advancement: 8–16 HD (Huge); 17–21 HD (Gargantuan)
Alignment: Any Evil
Feats: None
Skills: Hide –6 (+10 in forested areas), Intimidate +4, Listen +5, Spot +5
Special Abilities
Blindsight (Ex): A dread tree is blind but can ascertain all creatures and objects within 30' just as a sighted creature would. Beyond that range, all targets have total concealment with respect to the dread tree.
Double Damage against Objects (Ex): A dread tree that makes a full attack against an object or structure deals double damage to it.
Fire Vulnerability (Ex): A dread tree takes 50% more damage from fire attacks.
Improved Grab (Ex): To use this ability, the dread tree must hit an opponent at least one size category smaller than itself with its slam attack. If it gets a hold, it automatically deals slam damage each round that the hold is maintained, and it can smash in the next round (see below).
Intoxicating Fruit (Ex): The fruit of a dread tree produces a scent that is extremely intriguing to mammals. Any such creature within 100' of a dread tree must make a successful Will save (DC 10 + ½ the dread tree's Hit Dice + its Charisma modifier) or move into its fighting space. Once there, the creature must make another successful Will save (same DC) or pick and eat the fruit. A creature too small to reach the branches eats fruit that has fallen from the tree. The fruit contains an ingested poison (Fortitude save DC 18; 1d6 DEX/unconsciousness for 2d6 rounds). The toxin remains viable for 1d6 days after picking.
Plant: Dread trees are immune to sleep, paralysis, stunning, and mind-affecting effects. They are not subject to critical hits or the effects of massive damage.
Skills: Because a dread tree is intelligent, it gains skill points as if it were an animal.
Smash (Ex): A dread tree can smash a grappled opponent into its trunk or on the ground, dealing slam damage every round the hold is maintained.

Dryad

Dryads are Hellspawn crafted to seduce Pagans and nature lovers. Often naturalists in life, these souls are bound into trees and pose as nature spirits to dupe humans into carrying out Hell's agenda. In many cases, the dryad becomes so warped in the process that they truly believe themselves to be nature spirits of yore.

Species Traits

Advancement: 3–4 HD (Medium)
Alignment: Chaotic Good
Feats: *Great Fortitude*, *Improved Initiative*
Skills: Escape Artist +11, Handle Animal +11, Hide +11, Knowledge (life science) +11, Listen +9, Move Silently +11, Ride +6, Spot +9, Survival +9
Special Abilities
Call of the Wild (Sp): The dryad may use the following abilities as though it were a 6th level caster:
At will: *entangle*, *speak with plants*
3/day: *charm person*, *tree stride*
1/day: *suggestion*
Tree Dependent (Su): Each dryad is mystically bound to a single, enormous tree, or a copse of trees situated in one place (such as a lobby atrium) and must never stray more than 300 yards from it. Any who do stray from their trees become ill and die within 4d6 hours. A dryad's tree does not radiate magic.
Wild Empathy (Ex): A dryad can use body language,

Dryad (Medium Fey)					
CR	3	DEF	17 (+4 DEX, +3 natural)	BAB	+1
STR	10	*Touch*	12	*Grapple*	+1
DEX	19	*Flat Footed*	13	Reach	5'
CON	11	HD	4d6	FS	5' by 5'
INT	14	HP	14	Saves	
WIS	15	MAS	11	FORT	+3
CHA	18	INIT	+8	REF	+8
CP	4	SPD	30'	WILL	+6
Attack	+2 melee (1d4, dagger) or +6 ranged (1d8, masterwork longbow)				
Full Attack	+2 melee (1d4, dagger) or +6 ranged (1d8, masterwork longbow)				

Table: Fiend Immunities, Resistances, and Damage Reduction

Roll d%	Immunity	Roll d%	Resistance	Roll d%	Damage Reduction
01–06	Acid damage	01–21	None (do not roll again)	01–33	None (do not roll again)
07–12	Cold damage	22–27	Acid resistance 10	34–45	5/specific weapon type†
13–18	Sonic/concussion damage	28–30	Acid resistance 20	46–57	10/specific weapon type†
19–24	Electricity damage	31–36	Cold resistance 10	58–63	20/specific weapon type†
25–30	Fire damage	37–39	Cold resistance 20	64–72	5/+1
31–36	Ballistic damage	40–45	Sonic/concussion resistance 10	73–81	10/+1
37–42	Bludgeoning damage	46–48	Sonic/concussion resistance 20	82–84	15/+1
43–48	Piercing damage	49–54	Electricity resistance 10	85–87	20/+1
49–54	Slashing damage	55–57	Electricity resistance 20	88–90	5/+2
55–60	Poison damage	58–63	Fire resistance 10	91–93	10/+2
61–66	Radiation damage	64–66	Fire resistance 20	94–98	15/+2
67–100	Choose one, and roll again	67–100	Choose one, and roll again	99–100	20/+2

†Includes weapons made of a specific material (silver or wood, for example) or weapons that deal a specific type of damage (ballistic, bludgeoning, piercing, or slashing).

vocalizations, and demeanor to improve the attitude of an animal. This ability functions like a Diplomacy check made to improve the attitude of a person. The dryad rolls 1d20 +10 (+6 species bonus, +4 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.

Fiend

Fiends vary wildly. GMs are encouraged to design their own fiends using the information provided below.

Species Traits

Advancement: By character class

Alignment: Any Evil

Feats: Fiends gain either *Archaic Weapons Proficiency* or *Simple Weapons Proficiency* as a bonus feat.

Skills: Fiends can speak Enochian (the language of demons) and a number of additional languages equal to their Intelligence bonus. Fiends with an Intelligence of 8 or higher can also read and write these languages.

Special Abilities

Variable Size: Depending on their size, fiends gain a size bonus or penalty on attack rolls, a size bonus or penalty to DEF, and a size bonus or penalty on Hide checks and grapple checks. See *Table: Creature Sizes* for attack and DEF modifiers based on size, as well as for a fiend's typical fighting space and reach.

Natural Armor: A fiend has preternaturally tough skin and gains a natural armor bonus to DEF. The bonus depends on its size, and higher bonuses are allowable: Tiny or smaller +2, Small +5, Medium-size +9, Large +14, Huge +16, Gargantuan +18, Colossal +20.

Immunities (Ex): A fiend is immune to one or more specific types of energy or weapon damage. Roll on *Table: Fiend Immunities, Resistances, and Damage Reduction*.

Resistance to Energy (Ex): A fiend is resistant to one or more specific types of energy damage. Roll on *Table: Fiend Immunities, Resistances, and Damage Reduction*.

Damage Reduction (Su): Some fiends have damage reduction. Roll on *Table: Fiend Immunities, Resistances, and Damage Reduction* to determine whether a fiend has damage reduction. If the campaign includes few or no magic weapons, the GM should consider allowing specific types of weapons to ignore a fiend's damage reduction or contrive some other special vulnerability.

Telepathy (Su): Fiends with an Intelligence of 6 or higher can communicate telepathically with any creature within 100' that has a language.

Harriken (Headsnatcher Fiend)

Harriken are Hell's answer to the sin of vanity. These Hellspawn delight in becoming the beautiful by taking their heads. If forced to take the head of an ugly (or modest) person, the headsnatcher will become very uncomfortable and usually seeks a new victim quickly. After the head has been taken, most harriken will enjoy tearing apart the victim's life and relationships until a new, more beautiful, conquest comes along.

Species Traits

Advancement: By character class

Alignment: Lawful Evil

Feats: *Heroic Surge* (1/day)

Skills: Bluff +10, Disguise +10 (+20 when using disguise self ability), Hide +6, Intimidate +9, Listen +6,

Harriken (Medium Outsider)					
CR	4	DEF	21 (+9 natural, +2 leather armor)	BAB	+4
STR	13	*Touch*	10	*Grapple*	+5
DEX	11	*Flat Footed*	21	Reach	5'
CON	13	HD	4d8+4	FS	5' by 5'
INT	16	HP	22	Saves	
WIS	15	MAS	13	FORT	+5
CHA	16	INIT	+0	REF	+4
CP	4	SPD	30'	WILL	+6
Attack	+5 melee (1d6+1, slam) or +5 melee (1d8+1/19–20, longsword)				
Full Attack	+5 melee (1d6+1, slam) or +5 melee (1d8+1/19–20, longsword) or +4 ranged				

Move Silently +6, Read/Write Enochian, Read/Write Languages (any three), Sense Motive +6, Speak Enochian, Speak Languages (any three), Spot +6

Special Abilities

Attach Head (Ex): As an attack or move action, a harriken can attach a head (either its own detached head or the severed head of any Medium humanoid creature) to its headless body. It gains the visual, auditory, and olfactory senses of the creature whose head it wears; if the creature had low-light vision, for instance, the harriken gains this ability for as long as the head is worn.

The creature from which the head is taken must have died within the past 24 hours; otherwise, any attempt by the harriken to graft the head onto its body fails.

Body Blindsight (Ex): A harriken's headless body can sense its surroundings as though it has the blindsight ability with a range of 30'. However, without its own head, the harriken loses its darkvision.

Darkvision (Ex): While the harriken's own head is attached, it possesses darkvision with a range of 60'.

Detach Head (Ex): As an attack or move action, a harriken can detach the head (either its own head or the severed head of any Medium humanoid creature) from its body.

Disguise Self (Su): The headsnatcher can assume the appearance of a specific Medium humanoid creature by attaching the creature's severed head to its body. The illusion lasts as long as the head remains attached. The harriken does not gain any of the creature's abilities, mannerisms, or knowledge, but it gains a +10 bonus on Disguise checks. Other creatures get a Will save (DC 10 + ½ the harriken's Hit Dice + its Charisma modifier) to pierce the illusion if they interact with it (such as by touching the harriken and having that sensory input not match what they see). A *true seeing* spell reveals the harriken's actual horrific appearance.

Electrical Rejuvenation (Ex): A harriken is immune to electricity. Furthermore, it heals 1 point of damage for every die of electricity damage it would take normally. For example, a 6d6 lightning bolt heals 6 points of damage to the harriken.

Fire Resistance 10 (Ex): A headsnatcher ignores the first 10 points of damage from any attack that deals fire damage.

Indestructible Body (Su): While its head is attached to its body, a harriken can be killed. However, if its head is detached, the body stops taking damage when reduced to 1 hit point. Any damage dealt to the body that would knock it below 1 Hit Point is ignored. If the harriken's detached head is found and destroyed (DEF 7; HP 5), the harriken's body is instantly slain.

Telepathy (Su): A harriken can communicate telepathically with any creature within 100' that has a language.

Kwevencha (Spider Fiend)

Spider fiends were created from the souls of the greedy in the days when silver and gold were common forms of currency. The fiends were attracted to what they couldn't have and often resorted

Kwevencha (Large Outsider)					
CR	7	DEF	23 (-1 size, +14 natural)	BAB	+8
STR	22	*Touch*	10	*Grapple*	+18
DEX	11	*Flat Footed*	23	Reach	5'
CON	17	HD	8d8+24	FS	10' by 10'
INT	8	HP	60	Saves	
WIS	13	MAS	20	FORT	+9
CHA	12	INIT	+0	REF	+6
CP	8	SPD	30' (Climb 30')	WILL	+7
Attack	+13 melee (1d8+6 plus poison, bite) or +7 ranged touch (poison spittle)				
Full Attack	+13 melee (1d8+6 plus poison, bite) and +8 melee (1d6+3, 2 claws) or +7 ranged touch (poison spittle)				

Gargoyle (Medium Magical Beast)					
CR	4	DEF	16 (+2 DEX, +4 natural)	BAB	+4
STR	11	*Touch*	14	*Grapple*	+4
DEX	14	*Flat Footed*	12	Reach	5'
CON	18	HD	4d10+16	FS	5' by 5'
INT	6	HP	38	Saves	
WIS	11	MAS	18	FORT	+8
CHA	7	INIT	+2	REF	+6
CP	4	SPD	45' (Fly 75' [average])	WILL	+1
Attack	+6 melee (1d4, claw)				
Full Attack	+6 melee (1d4, 2 claws), +4 melee (1d6, bite), +4 melee (1d6, gore), or +6 ranged				

to murderous acts visited upon the rich. In the modern era, these fiends are used for a multitude of purposes, presumably because of the open availability of greedy damned souls.

Species Traits

Advancement: By character class

Alignment: Chaotic Evil

Feats: *Improved Damage Threshold*, *Iron Will*

Skills: A kwevencha gains a +4 species bonus on Balance, Climb, Jump, and Spot checks. Balance +11, Climb +17, Hide +3, Intimidate +8, Jump +13, Listen +8, Move Silently +7, Read/Write Enochian, Speak Enochian, Spot +12

Special Abilities

Damage Reduction 5/Silver (Ex): A kwevencha ignores the first 5 points of damage dealt by any unsilvered weapon.

Immunities (Ex): A kwevencha is immune to poison.

Improved Grab (Ex): To use this ability, the kwevencha must hit a Small or Medium creature with its bite attack. If it gets a hold, it deals automatic damage with its bite on subsequent rounds.

Monstrous Spider Minions (Ex): A kwevencha has 2d6 Tiny monstrous spiders clinging to its body. It can telepathically command these spiders to attack, but the kwevencha must remain within 100' of the monstrous spiders to telepathically control them.

Poison (Ex): Bite; contact 1d6 STR/1d6 STR; Fortitude save (DC 10 + ½ the Kwevencha's Hit Dice + its Constitution modifier) resists.

Spit Poison (Ex): A kwevencha can shoot a 20' long line of poisonous spittle at a single target. The save DC and effects of the poison are described above.

Stability (Ex): A kwevencha gains a +4 stability bonus on checks to resist trip and bull rush attacks.

Telepathy (Su): A kwevencha can communicate telepathically with any creature within 100' that has a language.

Web Cocoon (Ex): A kwevencha uses a spinneret in its abdomen to weave web cocoons around creatures incapacitated by its poison. A creature trapped inside the cocoon is immobile, although breathing is possible through the porous webbing. A kwevencha's web cocoon has 20 Hit Points and a break DC of 26. Dealing damage to the web cocoon deals a like amount of damage to the creature trapped inside.

Gargoyle

These Hellspawn were created solely for defense of other, more important, Hellspawn. Most gargoyles are dimly aware of their place in the hierarchy of Hell and seem to be rather content as long as they are fed regularly. There is talk in some circles that a few gargoyles have managed to slip Hell's shackles, but whether this is fact or fantasy is yet unknown.

Species Traits

Advancement: By character class

Alignment: Lawful Evil

Feats: *Multiattack*, *Weapon Finesse (bite)*, *Weapon Finesse (claw)*, *Weapon Finesse (gore)*

Skills: A gargoyle receives a +8 species bonus on Hide checks when concealed against a background of worked stone. Hide +9 (+17 when concealed against worked stone), Listen +4, Spot +4

Special Abilities

Keen Sight (Ex): Gargoyles have darkvision with a range of 60' and low-light vision.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a Spot check (DC 20) to notice the gargoyle is alive.

Damage Reduction 15/+1 (Su): In campaigns without magic weapons, the GM can either disregard the gargoyle's damage reduction or apply the damage reduction only to certain types of weapons (ballistic, bludgeoning, sonic/concussion, piercing, or slashing).

Harpy

Hellspawn of unknown origin, harpies are often found at the front of a Goth or death metal band, luring the young and impressionable into Satan's service through their gift

Harpy (Medium Monstrous Humanoid)					
CR	4	DEF	14 (+2 DEX, +1 natural, +1 leather jacket)	BAB	+7
STR	10	*Touch*	12	*Grapple*	+7
DEX	15	*Flat Footed*	12	Reach	5'
CON	10	HD	7d8	FS	5' by 5'
INT	7	HP	31	Saves	
WIS	10	MAS	10	FORT	+2
CHA	15	INIT	+2	REF	+7
CP	7	SPD	20' (Fly 80' [average])	WILL	+5
Attack	+7 melee (1d8, metal baton)				
Full Attack	+7/+2 melee (1d8, metal baton) or +7 melee (1d4, 2 claws) or +9/+4 ranged (2d6, S&W M29)				

of song. The only feature that distinguishes a harpy from a normal human are her leathery, bat-like wings, which most harpies disguise until they have lured their targets into oaths of fealty to her demonic master.

Species Traits

Advancement: By character class
Alignment: Chaotic Evil
Feats: *Flyby Attack*, *Personal Weapon Proficiency*, *Simple Weapons Proficiency*
Skills: The harpy's amazing voice grants it a +4 species bonus on Perform (Act), Perform (Sing), and Perform (Stand Up) checks. Bluff +6, Listen +5, Perform (Act) +8, Perform (Sing) +8, Perform (Stand Up) +6, Read/Write English, Speak English, Spot +6
Special Abilities
Captivating Song (Su): The song of a harpy is a sonic, mind-affecting charm effect that fills a 300' spread. Every creature within that area that can hear the harpy must succeed at a Will save (DC 10 + ½ the harpy's Hit Dice + its Charisma modifier) or become utterly captivated for as long as the harpy sings. A captivated creature immediately begins moving toward the harpy, taking the most direct route available. If its path leads into a dangerous area (through flame, off a building, or the like), the creature is entitled to a second saving throw at the same DC to negate the effect.
An affected creature within 5' of the harpy simply stands there and offers no resistance to the monster's attacks, although it can defend itself against attacks from other sources. Extremely loud music and other noises (such as an air horn) allow the captivated creature a new Will save. A creature that makes a successful saving throw at any point negates the effect and is immune to that harpy's song for 24 hours. A harpy is immune to its captivating song ability and to those of other harpies.

Living Dumpster

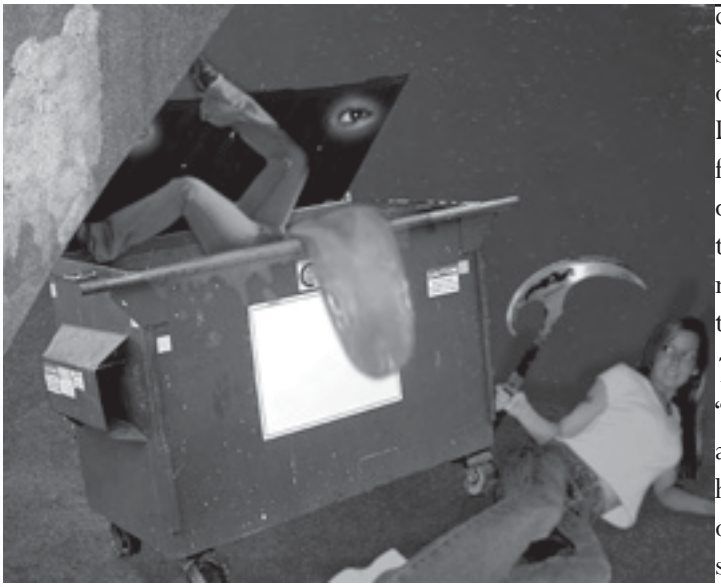
The bane of Vagrants, these Hellish creations appeared only recently. They wait until an unsuspecting bum tries to poke around inside for a meal, then they snatch them up and devour them whole. Living dumpsters all lack the standard labeling "Do not play on or around this container." They will eat anything inside of them, but they especially enjoy eating children.
Living dumpsters do not speak. They weigh between 500 and 1,000 pounds; depending on how much trash they have inside them.

Species Traits

Advancement: 9–18 HD (Large), 19–24 HD (Huge)
Alignment: None
Feats: None
Skills: Hide –6 (–11 for advanced version)

Living Dumpster (Large Construct)					
CR	5	DEF	19 (-1 size, -2 DEX, +12 natural)	BAB	+6
STR	22	*Touch*	7	*Grapple*	+16
DEX	7	*Flat Footed*	19	Reach	5'
CON	N/A	HD	8d10+20	FS	10' by 10'
INT	N/A	HP	64	Saves	
WIS	10	MAS	N/A	FORT	+2
CHA	1	INIT	-2	REF	+0
CP	8	SPD	30'	WILL	+2
Attack	+11 melee (1d8+9, slam)				
Full Attack	+11 melee (1d8+9, slam)				

Advanced Living Dumpster (Huge Construct)					
CR	11	DEF	20 (-2 size, -3 DEX, +15 natural)	BAB	+18
STR	30	*Touch*	5	*Grapple*	+36
DEX	5	*Flat Footed*	20	Reach	5'
CON	N/A	HD	23d10+40	FS	15' by 15'
INT	N/A	HP	166	Saves	
WIS	10	MAS	N/A	FORT	+7
CHA	1	INIT	-2	REF	+5
CP	23	SPD	30'	WILL	+7
Attack	+26 melee (2d6+15, slam)				
Full Attack	+26 melee (2d6+15, slam)				



Special Abilities

Construct: Living dumpsters are immune to mind-influencing effects, as well as poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Wheels: Because the living dumpster relies on small caster wheels for locomotion, its speed is reduced by half on very soft or soft surfaces such as mud or thick lawns. It can't negotiate stairs, although it can hop up or down a curb without difficulty.

Wall Smash (Ex): If a living dumpster bull rushes a foe against a wall, it can make a free slam attack against that foe. If the attack succeeds, it deals 2d8+18 points of damage.

Swallow Whole (Ex): If a living dumpster successfully grapples a creature smaller than itself, it can attempt to swallow the creature. If the living dumpster succeeds at a second grapple check, the grappled opponent is swallowed whole. Swallowed characters take 1d8+9 points of damage per round from the vigorous shaking of the living dumpster. The swallowed creature can attack the living dumpster from inside using its natural weapons or a Small, Tiny, or Diminutive weapon. A living dumpster can hold two Medium creatures (or four Small creatures) at a time.

Darkvision (Ex): Living dumpsters can see in the dark up to 60'. Darkvision is black and white only, but it is otherwise like normal sight, and living dumpsters can function with no light at all.

Maniac

Maniacs are the shock troops in Hell's army. They are created by placing a sinner's soul from Hell into the body of one of the converted. Demon lords use maniacs for suicide missions and as defense for they are easy to create and the souls are recycled back to Hell when the maniac is destroyed.

Table: Maniac Slam Attack

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Template Traits

"Maniac" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the "base creature"). The creature retains its original type. It uses all the base creature's statistics and special abilities except as noted here. Because the maniac is created through possession, exorcism can remove the possessing spirit, and thus remove the template.

Advancement: By character class

Alignment: The base creature's previous alignment is lost and replaced with Chaotic Evil. Changing alignments may cause the loss of particular class abilities.

Feats: A maniac gains *Improved Damage Threshold* and *Toughness* as bonus feats.

Skills: As base creature

Special Abilities

A maniac retains all the special abilities of the base creature and gains the additional qualities described below.

Ability Scores: STR +4, CON +4

Ability Surge (Ex): Once per day as a free action, the maniac can temporarily increase its Strength and Dexterity scores, but doing so imposes a penalty on its saving throws. While this ability is in effect, the maniac gains a +4 morale bonus to both Strength and Dexterity but takes a –2 penalty on all saving throws. Ability surge lasts for a number of rounds equal to the maniac's character level. Following an ability surge, the maniac is fatigued (–2 to Strength and Dexterity) for as many rounds as the surge was in effect, but it may negate this penalty as a free action by spending a Contagion Point.

Attacks: A maniac retains all the attacks of the base creature and gains a slam attack if the base creature didn't already

Human Maniac (Medium Humanoid)					
CR	4	DEF	13 (+2 DEX, +1 class)	BAB	+2
STR	19	*Touch*	12	*Grapple*	+2
DEX	14	*Flat Footed*	10	Reach	5'
CON	17	HD	3d12+3	FS	5' by 5'
INT	12	HP	24	Saves	
WIS	10	MAS	23	FORT	+6
CHA	8	INIT	+6	REF	+3
CP	10	SPD	30'	WILL	+2
Attack	+6 melee (1d6+4, slam)				
Full Attack	+6 melee (1d6+4, slam)				

Otyugh (Large Aberration)					
CR	4	DEF	18 (-1 size, +1 DEX, +8 natural)	BAB	+4
STR	18	*Touch*	10	*Grapple*	+12
DEX	12	*Flat Footed*	17	Reach	10'
CON	17	HD	6d8+18	FS	10' by 10'
INT	5	HP	45	Saves	
WIS	12	MAS	17	FORT	+5
CHA	6	INIT	+1	REF	+3
CP	6	SPD	20'	WILL	+6
Attack	+7 melee (1d6+6, tentacle rake)				
Full Attack	+7 melee (1d6+4, 2 tentacle rakes), +2 melee (2d6+2 plus disease, bite)				

have one. If the base creature did not have a slam attack, use the damage values on *Table: Maniac Slam Attack*. If the base creature already possesses a slam attack, use that attack's damage instead.

Challenge Rating: Same as base creature +1

Damage Reduction 5 (Ex): A maniac ignores the first 5 points of damage dealt by any attack.

Hit Dice: Change to d12

Immunities (Ex): A maniac is immune to mind-affecting effects.

Resistance to Massive Damage (Ex): A maniac gains a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Saves: Same as the base creature, with a +2 bonus on Fortitude saves, and modified by new ability scores.

Otyugh

Otyughs are tentacled horrors that live in dirty and polluted areas. Once human, these creatures are mutated due to exposure to various man made toxins, in tandem with Hellish energy. Often Hellspawn will create otyughs and then release them into the environment to watch the havoc they wreak on the local citizenry. It is not uncommon for Hellspawn to treat this practice as a spectator sport, even going so far as to begin betting pools on such things as the number of humans an otyugh can kill in one night, the number of humans it will take to kill the otyugh, and how long an otyugh will last before ultimately being located and put down by Clergy and Slayers. Otyughs weigh 500–750 pounds. They speak one local language.

Species Traits

Advancement: 7–8 HD (Large), 9–15 HD (Huge)

Alignment: Neutral Evil

Feats: *Alertness*

Skills: An otyugh gains a +8 species bonus on Hide checks when in its lair, due to its natural coloration. Hide +5 (+13 in lair), Listen +9, Speak Language (any one), Spot +9

Special Abilities

Darkvision (Ex): Otyughs can see in the dark up to 60'. Darkvision is black and white only, but it is otherwise like normal sight, and otyughs can function with no light at all.

Improved Grab (Ex): To use this ability, the otyugh must hit an opponent at least one size category smaller than itself with a tentacle attack. If it gets a hold, it can constrict (see below).

Constrict (Ex): An otyugh deals automatic tentacle damage to a creature smaller than itself with a successful grapple check.

Disease (Ex): An otyugh's bite carries a nasty disease called filth fever (Fort [DC 12] negates; incubation period 1d3 days; initial and secondary damage 1d3 DEX and 1d3 CON).

Dire Rat

Dire rats are giant rats mutated by Hellish energies to act as pets or guardians for Hellspawn. They are fairly sizable, and extremely sickly in appearance, often covered with green and purple pustules.

Species Traits

Advancement: 2–3 HD (Small); 4–6 HD (Medium); 7–12 HD (Large); 13–24 HD (Huge).

Alignment: None

Feats: Dire rats gain the bonus feat *Weapon Finesse (bite)*. Advanced dire rats lose this feat if their Strength bonus exceeds their Dexterity bonus.

Skills: Dire rats gain a +8 species bonus on Swim checks. Dire rats apply their Strength or Dexterity bonus (whichever is higher) to Climb and Swim checks. Climb +14, Hide +11, Move Silently +6, Swim +11.

Special Abilities

Disease (Ex): Dire rats carry a disease called filth fever (Fort [DC 12] negates; incubation period 1d3 days; initial and secondary damage 1d3 DEX and 1d3 CON).

Darkvision (Ex): Dire rats can see in the dark up to 60'. Darkvision is black and white only, but it is otherwise like normal sight, and dire rats can function with no light at all.

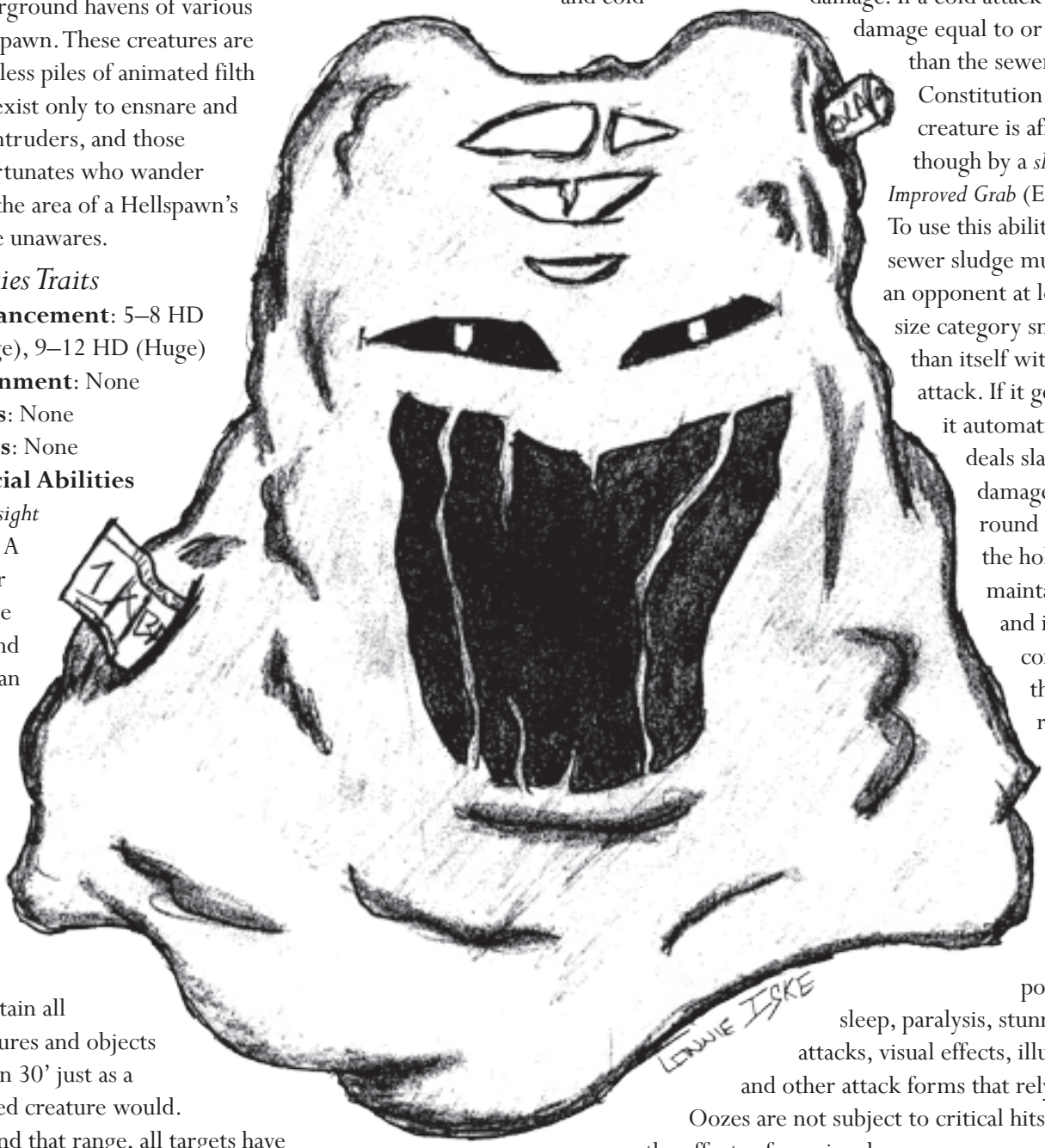
Scent (Ex): This ability allows the dire rat to detect

Dire Rat (Small Animal)					
CR	1/3	DEF	15 (+1 size, +3 DEX, +1 natural)	BAB	+0
STR	10	*Touch*	14	*Grapple*	-4
DEX	17	*Flat Footed*	12	Reach	5'
CON	12	HD	1d8+1	FS	5' by 5'
INT	1	HP	5	Saves	
WIS	12	MAS	12	FORT	+3
CHA	4	INIT	+3	REF	+5
CP	1	SPD	40' (Climb 20')	WILL	+3
Attack	+4 melee (1d4, bite)				
Full Attack	+4 melee (1d4, bite)				

approaching enemies, sniff out hidden foes, and track by scent.

Sewer Sludge

A sewer sludge is a creature created to defend the underground havens of various Hellspawn. These creatures are mindless piles of animated filth that exist only to ensnare and kill intruders, and those unfortunates who wander into the area of a Hellspawn's home unawares.



Species Traits

Advancement: 5–8 HD (Large), 9–12 HD (Huge)
Alignment: None
Feats: None
Skills: None
Special Abilities

Blindsight (Ex): A sewer sludge is blind but can ascertain all creatures and objects within 30' just as a sighted creature would. Beyond that range, all targets have total concealment with respect to the sewer sludge.

Camouflage (Ex): A motionless sewer sludge looks like nothing more than a pile of rotting garbage. A successful Spot check (DC 15) is required to recognize it as a creature.

Constrict (Ex): A sewer sludge deals slam damage (1d6+1 for a typical specimen) with a successful grapple check against a target at least one size category smaller than itself.

Disease (Ex): The touch of a sewer sludge carries typhoid bacillus (Fort [DC 13] negates; incubation period 1d3 weeks; initial 1d4 CON; secondary 1d4 CON).

Immunities (Ex): A sewer sludge is immune to electricity and cold damage. If a cold attack deals damage equal to or greater than the sewer sludge's Constitution score, the creature is affected as though by a *slow* spell.

Improved Grab (Ex): To use this ability, the sewer sludge must hit an opponent at least one size category smaller than itself with its slam attack. If it gets a hold, it automatically deals slam damage each round that the hold is maintained, and it can constrict in the same round.

Ooze: A sewer sludge is immune to mind-affecting effects, poison, sleep, paralysis, stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Oozes are not subject to critical hits, flanking, or the effects of massive damage.

Stench (Ex): A creature within 10' of a sewer sludge must make a successful Fortitude save (DC 10 + ½ the sludge's

Sewer Sludge (Medium Ooze)					
CR	5	DEF	10	BAB	+3
STR	13	*Touch*	10	*Grapple*	+4
DEX	10	*Flat Footed*	10	Reach	5'
CON	13	HD	4d10+14	FS	5' by 5'
INT	N/A	HP	36	Saves	
WIS	1	MAS	N/A	FORT	+2
CHA	1	INIT	+0	REF	+1
CP	4	SPD	20'	WILL	-4
Attack	+4 melee (1d6+1 plus disease, slam)				
Full Attack	+4 melee (1d6+1 plus disease, slam)				

Human Skeleton (Medium Undead)					
CR	1/3	DEF	13 (+1 DEX, +2 natural)	BAB	+0
STR	10	*Touch*	6	*Grapple*	+0
DEX	12	*Flat Footed*	10	Reach	5'
CON	N/A	HD	1d12	FS	5' by 5'
INT	N/A	HP	6	Saves	
WIS	10	MAS	N/A	FORT	+0
CHA	1	INIT	+5	REF	+1
CP	0	SPD	30'	WILL	+2
Attack	+0 melee (1d4, claw)				
Full Attack	+0 melee (1d4, 2 claws)				

Hit Dice + its Constitution modifier) or be nauseated. The nausea persists for as long as the creature remains within 10' of the sewer sludge. A creature that leaves and reenters the area must make another save.

Skeleton

A Skeleton is simply the animated bones of a creature, usually powered via necromancy, or infernal influence. More powerful Hellspawn use them as guardians and sentries.

Template Traits

"Skeleton" is an acquired template that can be added to any living corporeal creature that has a skeletal structure (referred to hereafter as the base creature). The creature's type changes to Undead. A skeleton uses all the base creature's statistics except as noted here.

Advancement: None

Alignment: The skeleton loses any previous alignment and instead converts to Lawful Evil. This change in alignment may cause the loss of certain class features.

Feats: A skeleton loses all feats except those that confer armor or weapon proficiency (*Archaic Weapons Proficiency*, *Armor Proficiency*, *Exotic Firearms Proficiency*, *Exotic Melee Weapon Proficiency*, *Personal Firearms Proficiency*, and *Simple Weapons Proficiency*.) A skeleton gains the feat *Improved Initiative*.

Skills: A skeleton loses all skills.

Special Abilities

Ability Scores: A skeleton gains the following ability score increase: Dexterity +2. In addition, a skeleton has Constitution and Intelligence as nonabilities, its Wisdom changes to 10, and its Charisma changes to 1.

Attacks: A skeleton retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature, except for attacks that can't work without flesh. A creature with hands gains one claw attack per hand; the skeleton can strike with all of them at its full attack bonus. (If the base creature already had claw attacks, it can use the skeleton claw attack and damage if they're better.)

Challenge Rating: A skeleton's Challenge Rating depends on its size: Tiny or smaller 1/10, Small 1/6, Medium 1/3, Large 2, Huge 5, Gargantuan 9, Colossal 12.

Contagion Points: A skeleton does not acquire or amass Contagion Points. It loses any Contagion Points possessed by the base creature.

Damage: Natural and manufactured weapons deal damage normally. A claw attack deals damage depending on the skeleton's size (use the base creature's claw damage if it's greater): Diminutive or Fine 1, Tiny 1d2, Small 1d3, Medium 1d4, Large 1d6, Huge 1d8, Gargantuan 2d6, Colossal 2d8.

Defense: A skeleton's natural armor bonus to DEF changes to a value based on its size: Tiny or smaller +0, Small +1, Medium +2, Large +3, Huge +4, Gargantuan +6, Colossal +10.

Hit Dice: Drop any Hit Dice gained from attaining levels, and raise the remaining Hit Dice to d12.

Speed: Winged skeletons can't use their wings to fly. If the base creature flew magically, so can the skeleton.

Special Qualities: A skeleton loses all of the base creature's special qualities except for immunity or resistance to specific energy types.

Skeleton Immunities (Ex): A skeleton has cold immunity. Because it lacks flesh and internal organs, a skeleton takes only half damage from ballistic, piercing, or slashing weapons.

Skin Feaster

Skin Feasters are repugnant undead who eat human flesh in an attempt to regain their lost appearance. Skin feasters tend to be created from those who were prideful and vain in life. As punishment, they walk the earth hideous and skinless, forced to indulge in cannibalism to try to regain their former beauty. Many skin feasters were actors, models, and Casanovas in life.

Species Traits

Advancement: 5–8 HD (Medium-size), 9–15 HD (Large)

Alignment: Any Evil

Feats: *Simple Weapons Proficiency*

Skin Feaster (Medium Undead)					
CR	3	DEF	16 (+3 DEX, +3 natural)	BAB	+2
STR	10	*Touch*	13	*Grapple*	+2
DEX	16	*Flat Footed*	13	Reach	5'
CON	N/A	HD	4d12	FS	5' by 5'
INT	6	HP	26	Saves	
WIS	15	MAS	N/A	FORT	+1
CHA	12	INIT	+3	REF	+4
CP	4	SPD	30'	WILL	+6
Attack	+2 melee (1d4, claw)				
Full Attack	+2 melee (1d4, claw) or +5 ranged				

Wendigo (Large Giant)					
CR	5	DEF	17 (-1 size, +1 DEX, +7 natural)	BAB	+4
STR	23	*Touch*	6	*Grapple*	+14
DEX	13	*Flat Footed*	10	Reach	10'
CON	19	HD	6d8+24	FS	5' by 5'
INT	6	HP	51	Saves	
WIS	14	MAS	19	FORT	+9
CHA	6	INIT	+1	REF	+3
CP	6	SPD	40'	WILL	+4
Attack	+9 melee (1d6+6, claw) or +4 ranged				
Full Attack	+9 melee (1d6+6, 2 claws), +4 melee (1d6+3, bite) or +4 ranged				

Enraged Wendigo (Large Giant)					
CR	5	DEF	15 (-1 size, +1 DEX, +7 natural, -2 rage)	BAB	+4
STR	27	*Touch*	8	*Grapple*	+16
DEX	13	*Flat Footed*	14	Reach	10'
CON	23	HD	6d8+24	FS	5' by 5'
INT	6	HP	63	Saves	
WIS	14	MAS	23	FORT	+11
CHA	6	INIT	+1	REF	+3
CP	6	SPD	40'	WILL	+4
Attack	+11 melee (1d6+8, claw) (2d6+12, rend)				
Full Attack	+11 melee (1d6+8, 2 claws), +6 melee (1d6+4, bite)				

Skills: Climb +6, Jump +6, Listen +8, Read/Write Language (any one), Speak Language (any one), Spot +8

Special Abilities

Flesh Weakness (Ex): A skin feaster that successfully deals damage to an opponent with its necrotizing touch attack must spend its next turn devouring the flesh that has fallen from that opponent's body. It takes no other actions during this time but can defend itself normally. It can consume an amount of flesh equivalent to 3 points of Constitution damage (or drain; see Necrotizing Touch) per round.

Necrotizing Touch (Su): With a successful melee touch attack, the skin feaster causes lumps of flesh to fall from the target's body, dealing 1d3 points of Constitution damage; a successful Fortitude save negates (DC 10 + ½ the skin feaster's Hit Dice + its Charisma modifier). On a failed save, the target must attempt a second Fortitude save at the same DC. Failure indicates that 1 point of the Constitution damage already taken becomes Constitution drain instead.

Skin Regrowth (Su): If a skin feaster manages to eat an amount of flesh equivalent to 6 points of Constitution damage (or drain; see Necrotizing Touch) in any 24 hour period, it begins to regrow its skin. This process requires 1d6 hours. For the next 1d3 days thereafter, the skin feaster appears just as it did before its death, excluding scars, moles, or other minor skin imperfections. Only the creature's appearance changes—it is still an undead with all of its usual species traits except Flesh Weakness, which is not active while the skin feaster wears its new skin. Once this period is over, the skin feaster's regrown skin sloughs off, restoring it to its usual appearance and reactivating its Flesh Weakness.

Undead: As undead creatures, skin feasters are immune to poison, sleep, paralysis, stunning, disease, and mind-affecting effects. They are not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or effects of massive damage, or any effect requiring a Fortitude save unless the effect also works on objects or is harmless.

Wendigo

Wendigos are created from humans who have tasted human flesh. These former cannibals are filled with a hunger for flesh and a rage that rivals the heartiest werewolf. A wendigo is generally 8 feet tall and weighs 400 pounds.

Species Traits

Advancement: By character class

Alignment: Chaotic Evil

Feats: *Dodge*, *Mobility*, *Simple Weapons Proficiency*

Skills: Wendigos gain a +10 species bonus on Balance, Climb, Jump, and Survival checks. Balance +12, Climb +18, Hide –1, Jump +18, Listen +4, Spot +4, Survival +14

Special Abilities

Ferocity (Ex): A wendigo is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Low-Light Vision (Ex): Wendigos can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Rage (Ex): A wendigo that takes damage in combat flies into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. An enraged wendigo gains +4 Strength and +4 Constitution, and takes a –2 penalty DEF. The creature cannot end its rage voluntarily.

Rend (Ex): If a wendigo hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Scent (Ex): This ability allows the wendigo to detect approaching enemies, sniff out hidden foes, and track by scent.

MUNDANE CREATURES

Bat

Bat (Diminutive Animal)					
CR	1/10	DEF	16 (+4 size, +2 DEX)	BAB	+0
STR	1	*Touch*	16	*Grapple*	-17
DEX	15	*Flat Footed*	14	Reach	0’
CON	10	HD	¼d8	FS	1’ by 1’
INT	2	HP	1	Saves	
WIS	14	MAS	10	FORT	+2
CHA	4	INIT	+2	REF	+4
CP	0	SPD	5’ (Fly 40’ [good])	WILL	+2
Attack	None				
Full Attack	None				

Species Traits

Advancement: None
Alignment: None
Feats: None
Skills: Bats receive a +4 species bonus on Listen and Spot checks. These bonuses are lost if the bat’s blindsight is negated. Listen +9, Move Silently +6, Spot +9

Special Abilities

Blindsight (Ex): Bats can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 30’. Ultrasonic noise forces the bat to rely on its weak vision, which has a maximum range of 5’.

Bear

Bear (Large Animal)					
CR	4	DEF	15 (-1 size, +1 DEX, +5 natural)	BAB	+4
STR	27	*Touch*	10	*Grapple*	+16
DEX	13	*Flat Footed*	14	Reach	10’
CON	19	HD	6d8+24	FS	10’ by 10’
INT	2	HP	51	Saves	
WIS	12	MAS	19	FORT	+9
CHA	6	INIT	+1	REF	+6
CP	0	SPD	40’	WILL	+3
Attack	+11 melee (1d8+8, claw)				
Full Attack	+11 melee (1d8+8, 2 claws), +6 melee (2d8+4 bite)				

Species Traits

Advancement: 7–10 HD (Large)
Alignment: None
Feats: None
Skills: Climb +18, Listen +6, Spot +6

Special Abilities

Improved Grab (Ex): To use this ability, the bear must hit with a claw attack.

Scent (Ex): This ability allows a bear to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Cat

Cat (Tiny Animal)					
CR	1/4	DEF	14 (+2 size, +2 DEX)	BAB	+0
STR	3	*Touch*	14	*Grapple*	-12
DEX	15	*Flat Footed*	12	Reach	0’
CON	10	HD	½d8	FS	2½’ by 2½’
INT	2	HP	2	Saves	
WIS	12	MAS	10	FORT	+2
CHA	7	INIT	+2	REF	+4
CP	0	SPD	30’	WILL	+1
Attack	+4 melee (1d2–4, claw)				
Full Attack	+4 melee (1d2–4, 2 claws), –1 melee (1d3–4, bite)				

Species Traits

Advancement: None
Alignment: None
Feats: *Weapon Finesse (bite)*, *Weapon Finesse (claw)*
Skills: Cats receive a +8 species bonus on Balance checks and a +4 species bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the cat’s Hide bonus rises to +8. Cats use their Dexterity modifier for Climb checks. Balance +10, Climb +5, Hide +17 (+21 in tall grass or heavy undergrowth), Jump +6, Listen +4, Move Silently +9, Spot +4

Crocodile

Medium Crocodile (Medium Animal)					
CR	2	DEF	15 (+1 DEX, +4 natural)	BAB	+2
STR	19	*Touch*	6	*Grapple*	+6
DEX	12	*Flat Footed*	10	Reach	5’
CON	17	HD	3d8+9	FS	5’ by 5’
INT	2	HP	22	Saves	
WIS	12	MAS	17	FORT	+6
CHA	2	INIT	+1	REF	+4
CP	0	SPD	20’ (Swim 30’)	WILL	+2
Attack	+6 melee (1d8+6, bite), or +6 melee (1d12+6, tail slap)				
Full Attack	+6 melee (1d8+6, bite), or +6 melee (1d12+6, tail slap)				

Species Traits

Advancement: 4–5 HD (Medium), 6–7 HD (Large), 8–16 HD (Huge), 17–32 HD (Gargantuan)
Alignment: None
Feats: None
Skills: Crocodiles gain a +12 species bonus on Hide checks when submerged. Hide +7 (+19 when submerged) (+0 [+4 while submerged] for

advanced version), Listen +5, Spot +5

Special Abilities

Aquatic: Crocodiles can move in water without making Swim checks and cannot drown in water.

Improved Grab (Ex): To use this ability, a crocodile must hit an opponent of its size or smaller with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Dog

Dogs come in two varieties: Small, which reflects animals like Chihuahuas and poodles and Medium (German shepherds, retrievers and the like.)

Small Dog (Small Animal)					
CR	1/3	DEF	14 (+1 size, +3 DEX)	BAB	+0
STR	13	*Touch*	14	*Grapple*	-3
DEX	17	*Flat Footed*	11	Reach	5'
CON	15	HD	1d8+2	FS	5' by 5'
INT	2	HP	6	Saves	
WIS	12	MAS	15	FORT	+4
CHA	6	INIT	+3	REF	+5
CP	0	SPD	40'	WILL	+1
Attack	+2 melee (1d4+1, bite)				
Full Attack	+2 melee (1d4+1, bite)				

Species Traits

Advancement: None

Alignment: None

Feats: None

Skills: Dogs gain a +2 species bonus on Jump checks. Dogs also gain a +4 species bonus on Survival checks when tracking by scent. Jump +3 (+4 for Medium version), Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5

Special Abilities

Scent (Ex): This ability allows a dog to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Medium Dog (Medium Animal)					
CR	1	DEF	13 (+2 DEX, +1 natural)	BAB	+1
STR	15	*Touch*	12	*Grapple*	+3
DEX	15	*Flat Footed*	11	Reach	5'
CON	15	HD	2d8+4	FS	5' by 5'
INT	2	HP	13	Saves	
WIS	12	MAS	15	FORT	+5
CHA	6	INIT	+2	REF	+5
CP	0	SPD	40'	WILL	+1
Attack	+3 melee (1d6+3, bite)				
Full Attack	+3 melee (1d6+3, bite)				

Ferret

Species Traits

Advancement: None

Alignment: None

Feats: *Weapon Finesse (bite)*

Skills: A ferret receives a +8 species bonus on Balance checks and a +4 species bonus on Move Silently checks. It uses its Dexterity modifier for Climb checks. Balance +10, Climb +11, Hide +13, Move Silently +9, Spot +4

Ferret (Tiny Animal)					
CR	1/4	DEF	14 (+2 size, +2 DEX)	BAB	+0
STR	3	*Touch*	14	*Grapple*	-12
DEX	15	*Flat Footed*	12	Reach	0'
CON	10	HD	¼d8	FS	2½' by 2½'
INT	2	HP	2	Saves	
WIS	12	MAS	10	FORT	+2
CHA	5	INIT	+2	REF	+4
CP	0	SPD	20' (Climb 20')	WILL	+1
Attack	+4 melee (1d3–4, bite)				
Full Attack	+4 melee (1d3–4, bite)				

Special Abilities

Attach (Ex): If a ferret hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached ferret loses its Dexterity bonus to DEF and has a DEF of 12.

Scent (Ex): This ability allows a ferret to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Hawk

Species Traits

Advancement: None

Alignment: None

Feats: *Weapon Finesse (claw)*

Skills: Hawks gain a +8 species bonus on Spot checks in daylight. Listen +6, Spot +6 (+14 in daylight)

Hawk (Tiny Animal)					
CR	1	DEF	17 (+2 size, +3 DEX, +2 natural)	BAB	+0
STR	6	*Touch*	6	*Grapple*	-10
DEX	17	*Flat Footed*	10	Reach	0'
CON	10	HD	1d8	FS	2½' by 2½'
INT	2	HP	4	Saves	
WIS	14	MAS	10	FORT	+2
CHA	6	INIT	+3	REF	+5
CP	0	SPD	10' (Fly 60' [average])	WILL	+2
Attack	+5 melee (1d4–2, claw)				
Full Attack	+5 melee (1d4–2, claw)				

Horse

A horse cannot fight while carrying a rider.

Horse (Large Animal)					
CR	1	DEF	13 (-1 size, +1 DEX, +3 natural)	BAB	+2
STR	13	*Touch*	10	*Grapple*	+7
DEX	13	*Flat Footed*	12	Reach	5'
CON	15	HD	3d8+6	FS	10' by 10'
INT	2	HP	19	Saves	
WIS	12	MAS	15	FORT	+6
CHA	6	INIT	+1	REF	+4
CP	0	SPD	60'	WILL	+2
Attack	+2 melee (1d4+1, hoof)				
Full Attack	+2 melee (1d4+1, 2 hooves)				

Species Traits

Advancement: None
Alignment: None
Feats: None
Skills: Listen +6, Spot +6
Special Abilities

Scent (Ex): This ability allows a horse to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Lizard

Lizard (Tiny Animal)					
CR	1/6	DEF	14 (+2 size, +2 DEX)	BAB	+0
STR	3	*Touch*	14	*Grapple*	-12
DEX	15	*Flat Footed*	12	Reach	0'
CON	10	HD	½d8	FS	2½' by 2½'
INT	2	HP	2	Saves	
WIS	12	MAS	10	FORT	+2
CHA	2	INIT	+2	REF	+4
CP	0	SPD	20' (Climb 20')	WILL	+1
Attack	+4 melee (1d3–4, bite)				
Full Attack	+4 melee (1d3–4, bite)				

Giant Lizard (Medium Animal)					
CR	2	DEF	15 (+2 DEX, +3 natural)	BAB	+2
STR	17	*Touch*	6	*Grapple*	+5
DEX	15	*Flat Footed*	10	Reach	5'
CON	17	HD	3d8+9	FS	5' by 5'
INT	2	HP	22	Saves	
WIS	12	MAS	17	FORT	+6
CHA	2	INIT	+2	REF	+5
CP	0	SPD	30' (Climb 30', Swim 30')	WILL	+2
Attack	+5 melee (1d8+4, bite)				
Full Attack	+5 melee (1d8+4, bite)				

Species Traits

Advancement: None (4–5 HD [Medium], 6–18 HD [Large], 19–32 HD [Huge], 33–45 HD [Gargantuan] for advanced version)
Alignment: None
Feats: *Weapon Finesse (bite)* (None for advanced version)
Skills: Lizards use their Dexterity modifier for Climb checks. They gain a +8 species bonus on Balance checks and a +4 species bonus on Hide and Move Silently checks. In wooded or overgrown areas, the species bonus on Hide checks improves to +8. Balance +10, Climb +6 (+13 for advanced version), Hide +14 (+18 in wooded areas) (+6 [+10 in wooded or overgrown areas] for advanced version), Listen +5, Move Silently +6, Spot +5, (Swim +11 for advanced version)
Special Abilities

Poison (Ex): Some species of giant lizard have a poisonous bite (Fort DC 14 negates, initial and secondary 1d3 STR damage).

Low-Light Vision (Ex): Lizards can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Monkey

Monkey (Tiny Animal)					
CR	1/6	DEF	14 (+2 size, +2 DEX)	BAB	+0
STR	3	*Touch*	14	*Grapple*	-12
DEX	15	*Flat Footed*	12	Reach	0'
CON	10	HD	1d8	FS	2½' by 2½'
INT	2	HP	4	Saves	
WIS	12	MAS	10	FORT	+2
CHA	5	INIT	+2	REF	+4
CP	0	SPD	30' (Climb 30')	WILL	+1
Attack	+4 melee (1d3–4, bite)				
Full Attack	+4 melee (1d3–4, bite)				

Species Traits

Advancement: 2–3 HD (Small)
Alignment: None
Feats: *Weapon Finesse (bite)*
Skills: Balance +10, Climb +13, Hide +13, Listen +4, Spot +4

Owl

Owl (Tiny Animal)					
CR	1/4	DEF	17 (+2 size, +3 DEX, +2 natural)	BAB	+0
STR	6	*Touch*	15	*Grapple*	-10
DEX	17	*Flat Footed*	14	Reach	0'
CON	10	HD	½d8	FS	2½' by 2½'
INT	2	HP	2	Saves	
WIS	14	MAS	10	FORT	+2
CHA	4	INIT	+3	REF	+5
CP	0	SPD	10' (Fly 40' [average])	WILL	+2
Attack	+5 melee (1d2–2, claw)				
Full Attack	+5 melee (1d2–2, claw)				

Species Traits

Advancement: 1 HD (Small), 2 HD (Medium), 3–4 HD (Large)
Alignment: None
Feats: *Weapon Finesse (claw)*
Skills: Owls receive a +8 species bonus on Listen checks and a +14 species bonus on Move Silently checks. They receive a +8 species bonus on Spot checks in dusk and darkness. Listen +14, Move Silently +20, Spot +6 (+14 in dusk and darkness)

Rat

Rat (Tiny Animal)					
CR	1/8	DEF	14 (+2 size, +2 DEX)	BAB	+0
STR	2	*Touch*	14	*Grapple*	-12
DEX	15	*Flat Footed*	12	Reach	0'
CON	10	HD	¼d8	FS	2½' by 2½'
INT	2	HP	1	Saves	
WIS	12	MAS	10	FORT	+2
CHA	2	INIT	+2	REF	+4
CP	0	SPD	15' (Climb 15', Swim 10')	WILL	+1
Attack	+4 melee (1d3–4, bite)				
Full Attack	+4 melee (1d3–4, bite)				

Species Traits

Advancement: ½ HD (Small), 1 HD (Medium), 2–4 HD (Large)
Alignment: None
Feats: *Weapon Finesse (bite)*
Skills: Rats receive a +8 species bonus on Balance checks and a +4 species bonus on Hide and Move Silently checks. They use their Dexterity modifier for Climb checks. Balance +10, Climb +12, Hide +18, Move Silently +10, Swim +10
Special Abilities
Scent (Ex): This ability allows a rat to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Raven

Raven (Tiny Animal)					
CR	1/4	DEF	14 (+2 size, +2 DEX)	BAB	+0
STR	1	*Touch*	14	*Grapple*	-13
DEX	15	*Flat Footed*	12	Reach	0'
CON	10	HD	¼d8	FS	2½' by 2½'
INT	2	HP	1	Saves	
WIS	14	MAS	10	FORT	+2
CHA	6	INIT	+2	REF	+4
CP	0	SPD	10' (Fly 40' [average])	WILL	+2
Attack	+4 melee (1d2–5, claw)				
Full Attack	+4 melee (1d2–5, claw)				

Species Traits

Advancement: ½ HD (Small), 1 HD (Medium), 2–4 HD (Large)
Alignment: None
Feats: Weapon Finesse (claw)
Skills: Listen +6, Spot +6

Snake

Species Traits

Variable Size: See *Table: Creature Sizes* for attack and Defense modifiers based on size, as well as for a snake's fighting space (assuming the creature is coiled) and reach.

Constrictor

Boas, pythons and anacondas are all constrictors.

Constrictor (Medium Animal)					
CR	2	DEF	15 (+3 DEX, +2 natural)	BAB	+2
STR	17	*Touch*	13	*Grapple*	+5
DEX	17	*Flat Footed*	12	Reach	5'
CON	13	HD	3d8+3	FS	5' by 5'
INT	1	HP	16	Saves	
WIS	12	MAS	13	FORT	+4
CHA	2	INIT	+3	REF	+6
CP	0	SPD	20' (Climb 20', Swim 20')	WILL	+2
Attack	+5 melee (1d6+4, bite)				
Full Attack	+5 melee (1d6+4, bite)				

Species Traits

Advancement: 4–8 HD (Large), 9–16 HD (Huge), 17–32 HD (Gargantuan)
Alignment: None
Feats: None
Skills: Snakes receive a +8 species bonus on Balance checks and a +4 species bonus on Hide, Listen, and Spot checks. Snakes apply

either their Strength or Dexterity modifier, whichever is higher, to Climb checks. Balance +11, Climb +14, Hide +11, Listen +9, Spot +9, Swim +11

Special Abilities

Constrict (Ex): With a successful grapple check against a creature of its size or smaller, a constrictor snake deals damage equal to its bite damage.

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. If it gets a hold, it can constrict (see above).

Scent (Ex): This ability allows a snake to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Viper

Cobras, asps and rattlesnakes all fall under the viper's purview.

Viper (Tiny Animal)					
CR	1/3	DEF	17 (+2 size, +3 DEX, +2 natural)	BAB	+0
STR	6	*Touch*	15	*Grapple*	-10
DEX	17	*Flat Footed*	14	Reach	0'
CON	11	HD	¼d8	FS	2½' by 2½'
INT	1	HP	1	Saves	
WIS	12	MAS	11	FORT	+2
CHA	2	INIT	+3	REF	+5
CP	0	SPD	15' (Climb 15', Swim 15')	WILL	+1
Attack	+5 melee (1d3–2 plus poison, bite)				
Full Attack	+5 melee (1d3–2 plus poison, bite)				

Species Traits

Advancement: ½ - 1 HD (Small), 2 HD (Medium), 3–4 HD (Large), 5–16 HD (Huge)

Alignment: None

Feats: *Weapon Finesse (bite)*

Skills: Snakes receive a +8 species bonus on Balance checks and a +4 species bonus on Hide, Listen, and Spot checks. Snakes apply either their Strength or Dexterity modifier, whichever is higher, to Climb checks. Balance +11, Climb +12, Hide +18, Listen +8, Spot +8, Swim +11

Special Abilities

Poison (Ex): A viper injects venom with a successful bite. The victim must succeed on a Fortitude save or take 1d6 points of temporary Constitution damage; a second Fortitude save must be made 1 minute later to negate the venom's secondary damage (same as the initial damage). The save DC is equal to 11 + 1/2 the snake's Hit Dice + the snake's Constitution modifier (DC 11 for a Tiny viper).

Scent (Ex): This ability allows a snake to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Wolf

Wolf (Medium Animal)					
CR	1	DEF	14 (+2 DEX, +2 natural)	BAB	+1
STR	13	*Touch*	12	*Grapple*	+2
DEX	15	*Flat Footed*	12	Reach	5'
CON	15	HD	2d8+4	FS	5' by 5'
INT	2	HP	13	Saves	
WIS	12	MAS	15	FORT	+5
CHA	6	INIT	+2	REF	+5
CP	0	SPD	50'	WILL	+1
Attack	+3 melee (1d6+1, bite)				
Full Attack	+3 melee (1d6+1, bite)				

Species Traits

Advancement: 3–4 HD (Large)

Alignment: None

Feats: None

Skills: Wolves receive a +4 species bonus on Survival checks when tracking by scent. Hide+3, Listen +6, Move Silently +4, Spot +4, Survival +1 (+5 when tracking by scent)

Special Abilities

Scent (Ex): This ability allows a wolf to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Swarm

A swarm is a collection of Fine or Diminutive creatures (usually creatures of the Vermin or Animal types, but not always) that acts as a single creature. Swarms include flocks of birds, swarms of bees, writhing nests of poisonous snakes, and any other conglomeration of creatures that tends to move as a solid mass.

Species Traits

A swarm has the characteristics of its original type, except as noted here.

A swarm has a single pool of Hit Dice and Hit Points, a single initiative modifier, a single Speed, and a single DEF.

The swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (if comprised of flying creatures) 5' on a side, but its reach is 0'. To attack, the swarm moves into an opponent's fighting space, which provokes an attack of opportunity. It can occupy the same fighting space as a creature of any size, since it crawls over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm may provoke an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures. Multiple swarms or multiple 5' squares represent larger swarms.

Special Abilities

Swarm: Swarms are not subject to critical hits or flanking. A swarm takes half damage from ballistic, slashing, and piercing weapons. It is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*) unless the swarm is susceptible to mind-affecting effects. (If it has a mind, it has a single hive mind that can be targeted by a mind-affecting spell, though swarms of vermin are mindless and thus immune to such effects.) A swarm takes a –10 penalty on saving throws against spells or effects that affect an area, such as many evocation spells or grenade-like weapons. If the area effect attack does not allow a saving throw, the swarm takes double damage instead. A swarm that fails a Fortitude save against massive damage disperses and does not reform until its Hit Points return to full.

Swarms don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Some swarms also have acid, poison, blood drain, or other special attacks in addition to normal damage. A swarm's attacks are nonmagical unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, incorporeality, or other special abilities may make a creature immune (or at least resistant) to damage from the swarm. Swarms cannot attempt trip or grapple checks, nor can they be tripped or grappled themselves.

Swarms do not threaten creatures in their square and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Distraction (Ex): Any intelligent creature vulnerable to a swarm's damage that begins its turn with a swarm in its fighting space is distracted. The target must attempt a Fortitude save (DC 10 + swarm's Hit Dice) or become nauseated for 1 round by the intense pain of countless bites, stings, and pinches. A creature that takes no damage from the swarm's attack is not subject to distraction. Nauseated creatures are unable to attack or do anything else requiring attention or concentration; the only action a nauseated creature can take is a single move action per turn. Even if the target creature succeeds at a Fortitude save, it is still vulnerable to the swarm's distraction. It is difficult to undertake complex actions while covered by a swarm. Casting or concentrating on a spell requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration (such as moving silently or opening a lock) requires a Concentration check (DC 20). If the check fails, the target creature is unable to complete the action.

Sentience (Ex): Most swarms have the Intelligence of a single member of the swarm. Sentient swarms have a hive mind. A swarm with a hive mind has a higher Intelligence score but is susceptible to mind-affecting spells as if it was a single intelligent creature. Sentient swarms have skills as a magical beast (2 x INT score, plus 1 additional skill point per HD beyond 1 HD).

Piranha Swarm

Species Traits

Advancement: None

Alignment: None

Feats: None

Skills: Hide +8, Spot +5

Piranha Swarm (Medium Animal [Swarm of Diminutive Animals])					
CR	3	DEF	14 (+3 DEX, +1 natural)	BAB	+4
STR	1	*Touch*	13	*Grapple*	N/A
DEX	17	*Flat Footed*	11	Reach	0'
CON	12	HD	6d8+6	FS	5' by 5'
INT	1	HP	33	Saves	
WIS	10	MAS	12	FORT	+6
CHA	1	INIT	+3	REF	+8
CP	0	SPD	(Swim 30')	WILL	+2
Attack	Swarm (2d6, swarm)				
Full Attack	Swarm (2d6, swarm)				

Special Abilities

Aquatic: A swarm of piranha can move in water without making Swim checks and cannot drown in water.

Low-Light Vision (Ex): A swarm of piranha can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. It retains the ability to distinguish color and detail under these conditions.

Swarm: A piranha swarm has all of the standard characteristics of a swarm.

THE GLOBAL NEWS
INQUISITOR
SECTION VIII VOLUME IV

MAGGERT DENOUNCES CRUSADING EX-PRIEST

Well known televangelist Reverend Orin Maggert of PBTG Ministries came out vehemently this week against the crusade against the supernatural spearheaded by former priest Samuel Hansen, calling it "irresponsible and heretical."

In a speech broadcast on the "440 Group" television show, Rev. Maggert repeatedly accused Hansen of attempting to exploit followers to bring about disorder and widespread panic.

"This man (Hansen), after losing the blessings of his own church," says Rev. Maggert, "has taken to promoting mass hysteria with notions of a bunch of nonsense monster gibberish. He is almost single-handedly responsible for immeasurable damage to the hearts and minds of hundreds of members of our flock who he has led astray with ill-founded stories of who knows what witchery."

Battling men of the cloth- Defrocked Priest Samuel Hansen and Televangelist Orin Maggert

The Reverends' opinion was echoed by many of his associates, both on the "440 Group" program, and in many other similar releases by the televised evangelical community.

Samuel Hansen was reached for response, but would say little about the accusitory tone of the Reverend Maggert and many of his collegues. Hansen was quoted as saying- "there are many in that community who believe they would benefit greatly by voices like mine being silenced. I will not stay silent, nor will I cease my

Continued on page C2

This chapter details the rules mechanics used in the **Contagion** setting. These systems will help adjudicate any conflict the characters enter, though the GM is the final arbiter in any situation. Yes, this means that the GM may freely ignore these systems, as the story requires.

THE CORE MECHANIC

Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task you do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number, called a Difficulty Class (DC).

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

Any action which the character's relevant trait exceeds the DC of the roll has no chance of failure and does not require a dice roll. This includes the following situations:

- A skill check where the character's skill total exceeds the DC of the skill check by at least 1.
- Any saving throw where the character's save modifier equals the save DC.
- An attack roll where the character's base attack bonus is greater than the target's Defense.

Critical Failure

A character can critically fail a dice roll, botching the job with horrible results. Any skill check, ability check, or attack roll can be botched. A character that rolls a "natural 1" (the d20 comes up a 1) on one of these rolls is likely going to fail, and could have disastrous results. If a natural 1 is rolled, the character must make a second roll at the original DC. If the second roll is failed, then the character critically fails. The results of a critical failure are left to the GM, and can range from embarrassing to potentially lethal. It is best to let the punishment fit the crime with botches. If a character critically fails a Move Silently check, have them rustle their clothing or step on a twig, making a loud noise that alerts others to their presence. A critically failed Disable Device check would probably result in triggering the device. Saving throws and damage rolls are not subject to critical failure.

Critical Success

It is likewise possible for a character to critically succeed, accomplishing some task with an extraordinary degree of proficiency. Any skill check, ability check or attack roll can crit. If a character rolls a "natural 20" (the d20 comes up a 20), he threatens a critical success. If a natural 20 is rolled, the character must make a second roll at the original DC. If the second roll is a success, the character has critically succeeded. Usually when a character crits, he achieves whatever he set out to do and does so well enough that there is an added effect. A critical success on a Knowledge (Arcana) test might tell the character what he wanted to know about a certain spell and tell him who originally devised the spell and when.

In combat, critical successes are referred to as Critical Hits, and more information on the subject can be found later in this chapter.

The Dice

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

Dice Notation

These rules use the following die notations:

d4 = four sided die
d6 = six sided die
d8 = eight sided die
d10 = ten sided die
d12 = twelve sided die
d20 = twenty sided die
d% = percentile dice (a number between 1 and 100 is generated by rolling two different ten-sided dice. One (designated before rolling) is the tens digit. The other is the ones digit. Two 0s represent 100.) As an alternative, many hobby shops do carry 100-sided dice as well.

Rounding Fractions

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger.

Exception: Certain rolls, such as damage and Hit Points, have a minimum of 1.

Multiplying

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

When applying multipliers to real-world values (such as

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

ENVIRONMENT, HAZARDS AND CONDITIONS

Darkness and Light

It's a rare mission that doesn't end up in the dark somewhere, and characters need a way to see. See *Table: Light Sources* for the radius that a light source illuminates and how long it lasts.

Heat and Cold

Heat and cold deal damage that cannot be recovered until the character counteracts or escapes the inclement temperature. As soon as the character suffers any damage from heat or cold, he is considered fatigued.

A character not properly equipped to counteract the heat or cold must attempt a Fortitude saving throw each hour (DC 15, +1 for each previous check). Failure means that the character loses 1d4 Hit Points. Heavy clothing or armor provides a –4 penalty on saves against heat but grants a +4 equipment bonus on saves against cold. A character that succeeds at a Survival check (DC 15) gains a +4 competence bonus on the save (see the Survival skill, **Chapter 6: Skills**).

Searing heat or bitter cold (desert or arctic conditions) forces a character to make a Fortitude save every 10 minutes. Failure means that the character loses 1d6 Hit Points. Appropriate clothing and successful use of the Survival skill can modify the save, as noted above.

Catching on Fire

Characters exposed to open flames might find their clothes, hair, or equipment on fire. Characters at risk of catching fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once the character succeeds at the saving throw, he is no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse him- or herself. If no body of water is at hand, rolling on the ground or smothering the fire with blankets or the like permits the character another save with a +4 bonus.

Table: Light Sources

Item	Light	Duration
Candle	5'	12 hours
Torch	20'	2 hours
Halogen lantern	40'	24 hours
Flashlight	20'†	6 hours

†Creates a beam 30' long and 5' high.

Starvation and Thirst

Sometimes characters might find themselves without food and water. In normal climates, characters need at least ½ gallon of fluids and about ¼ pound of decent food per day to avoid the threat of starvation. In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for one day plus a number of hours equal to his Constitution score. After this, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of damage.

A character can go without food for three days, in growing discomfort. After this, the character must make a Constitution check each day (DC 10, +1 for each previous check) or sustain 1d6 points of damage.

Damage from thirst or starvation cannot be recovered until the character gets water or food, as needed. Even magical effects that restore Hit Points cannot heal this damage.

Suffocation and Drowning

A character in an airless environment (underwater, vacuum) can hold his breath for a number of rounds equal to his Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round to continue holding his breath. Each round, the DC of the Constitution check increases by 1.

When the character fails one of these Constitution checks, he begins to suffocate or drown. In the next round, the character falls unconscious with 0 Hit Points. In the following round, the character drops to –1 Hit Points and is dying. In the third round after failing the check, the character dies of suffocation or drowning.

Smoke

Characters breathing heavy smoke or similar toxic gases must make a Constitution check (DC 10, +1 for each previous check) each round or spend that round choking

and coughing. Characters who choke for 2 consecutive rounds take 1d6 points of damage. Smoke also obscures vision, giving one-half concealment (20% miss chance) to characters within it.

Table: Damage from Falling Objects

Object Size	Examples	Initial Damage	Reflex Save DC	Strength Check DC
Fine	Penny	0	N/A	N/A
Diminutive	Paperweight	1	0	N/A
Tiny	Wrench	1d3	5	N/A
Small	Vase	1d4	10	5
Medium	Briefcase	1d6	15	10
Large	Garbage can	2d6	20	20
Huge	Oil barrel	4d6	25	30
Gargantuan	Piano	8d6	30	40
Colossal	Vehicle	10d6	35	50

Strangulation

A character can strangle or choke a target of the same size category or one size category larger or smaller. The strangling attempt incurs an attack of opportunity.

To begin the choke, the attacker must succeed at a grapple check. If the grapple succeeds, the attacker can choose to deal normal unarmed damage as well as choke the target. The target can hold his breath for a number of rounds equal to his Constitution score. After this period of time, the target must make a Constitution check (DC 10, +1 for each previous check) every round to continue holding his breath. The target begins to suffocate on a failed check (see Suffocation and Drowning).

If at any time the target breaks free or slips free of the grapple, the stranglehold is broken. Note that a grappled target that is not pinned can use his attack action to strangle his attacker.

Falling

A character takes 1d6 points of damage for every 10' of a fall, to a maximum of 20d6 points. If the character succeeds on a Reflex saving throw (DC 10, +1 for each 10' fallen), this damage is halved. If the saving throw fails, full damage is applied.

A character can make a Tumble check (DC 15) to treat a fall as if it were 10' shorter when determining the damage and Reflex saving throw DC required by the fall.

Falling Objects

Objects that fall upon characters (or creatures or vehicles) deal damage based on their size and the distance fallen, as noted on *Table: Damage from Falling Objects*.

Objects deal the initial damage given in *Table: Damage from Falling Objects* if they fall 10' or less. An object deals an additional 1d6 points of damage for every 10' increment it falls beyond the first (to a maximum of 20d6 points of damage). Objects of Fine size are too small to deal damage, regardless of the distance fallen.

A successful Reflex save indicates that the target takes half damage. The size of the falling object determines the save DC.

If the save fails by 10 or more, and the object is at least three size categories larger than the character, the character is pinned under the fallen object. A pinned character cannot move but is not helpless. The character can make a Strength check to lift the object off him or herself or an Escape Artist check (DC 20) to get out from underneath. The GM can modify the DCs for these checks based on the circumstances.

Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes a poisonous substance, inhales a poisonous gas, or is otherwise poisoned, the character must make a Fortitude saving throw. If the character fails, he takes the poison's initial damage (usually ability damage). Even if the character succeeds, he typically faces secondary damage 1 minute later. This secondary damage also requires a Fortitude saving throw to avoid.

Poisons are detailed in the Craft (Chemical) skill description. (See **Chapter 6: Skills**)

Poisonous liquids are usually administered through injection or by application to a weapon. Poisonous gases must be inhaled to be effective. Poisonous solids are usually ingested with food or drink.

Perils of Using Poison

A character has a 5% chance (roll of 1 on 1d20) to expose him- or herself to a poison whenever the character applies it to a weapon or otherwise readies it for use. Additionally, a character that rolls a 1 on an attack roll with a poisoned weapon must succeed at a Reflex saving throw (DC 15) or accidentally poison him- or herself with the weapon.

Poison Immunity

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures and creatures without metabolisms are immune to poison. Oozes and certain other kinds of Hellspawn are immune to poison, as detailed in their descriptions, though it is conceivable that a special poison could be synthesized specifically to harm them.

Disease

When a character is exposed to a treatable disease, the

Table: Diseases

Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Anthrax	Inhaled/Injury DC 16	1d2 days	1 CON	1d4 CON†
Small pox	Inhaled/Contact DC 15	2d4 days	1 STR and 1 CON	1d2 STR and 1d2 CON
Pneumonia	Inhaled DC 12	1d4 days	1 STR	1d3 STR and 1d3 CON
Hantavirus	Injury DC 14	1 day	1d2 STR	1d2 STR† and 1d2 CON†
Necrotizing faciitis	Contact DC 13	1d6 days	1 CON	1d3 CON†
West Nile virus	Injury DC 12	1d4 days	1 DEX and 1 CON	1d2 DEX and 1d2 CON†
Salmonellosis	Ingested DC 13	1 day	1 STR and 1 DEX	1 STR and 1d3 DEX

†If damage is sustained, make a second saving throw to avoid 1 point being permanently drained (instead of damaged).

character must make an immediate Fortitude saving throw. The victim must make this roll when he comes into contact with any infectious source. If the character succeeds, the disease has no effect on him—the character's immune system fights off the infection. If the character fails the save, he takes damage after an incubation period; once per day thereafter, the character must succeed at a Fortitude saving throw to avoid secondary damage. Two successful saving throws in a row indicate that the character has fought off the disease and recovers, taking no more damage.

The characteristics of some treatable diseases are summarized on *Table: Diseases*.

Type

The disease's method of delivery—ingested, inhaled, or via an injury—and the DC needed to save. Most diseases that are inhaled can also be ingested (and vice versa).

Incubation Period

The amount of time before initial damage takes effect (if the victim fails his Fortitude save).

Initial Damage

The damage the victim takes after the incubation period.

Secondary Damage

The amount of damage the character takes one day after taking initial damage, if he fails a second saving throw. This damage is taken each day the saving throw fails.

Acid

Corrosive acids deal damage each round of exposure. The amount of damage varies depending on the acid's strength, as noted on *Table: Acid Damage*.

Table: Acid Damage

Acid Strength	Splash Attack†	Total Immersion†
Mild	1d6	1d10
Potent	2d6	2d10
Concentrated	3d6	3d10

†Damage per round of exposure.

Acid damage from an attack reduces Hit Points. A character fully immersed in acid takes potentially more damage per round of exposure than a character splashed with acid.

The fumes from most acids are inhaled poisons. Those who come within 5' of a large body of acid must make a Fortitude save (DC 15) or take 1 point of temporary Constitution damage. A second save must succeed 1 minute later to avoid taking another 1d4 points of Constitution damage.

Electricity

Electrical hazards come in many forms, including stun guns, downed power lines, and electric security fences. *Table: Electricity Damage* gives damage values for various electrical hazards based on relative voltage. A character can make a Fortitude saving throw to reduce the damage by half. If that character is not grounded or is otherwise insulated from the current, a successful save indicates that no damage is suffered.

Table: Electricity Damage

Type	Examples	Damage	Fort DC
Jolt	Car battery, stun gun	1d3	10
Low voltage	Fuse box, electrical socket	2d6	15
Medium voltage	Industrial transformer, electric fence	4d6	15
High voltage	Power line, electric chair, lightning	8d6	20

Condition Summary

A number of adverse conditions can affect the way a character operates, as defined here. If more than one condition affects a character, apply both if possible. If not possible, apply only the most severe condition.

Ability Damaged

The character has lost 1 or more ability score points. The

loss is temporary, and these points return at a rate of 1 per evening of rest. This differs from "effective" ability loss, which is an effect that goes away when the condition causing it goes away.

Ability Drained

The character has lost 1 or more ability score points. The loss is permanent.

Blinded

The character can't see at all, and thus everything has total concealment to him or her. The character has a 50% chance to miss in combat. Furthermore, the blinded character has an effective Dexterity of 3, along with a –4 penalty on the use of Strength-based and Dexterity-based skills. This –4 penalty also applies to Search checks and any other skill checks for which the GM deems sight to be important. The character can't make Spot checks or perform any other activity (such as reading) that requires vision. Characters who are blind long-term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (at the GM's discretion).

Cowering

The character is frozen in fear, loses his Dexterity bonus, and can take no actions. In addition, the character takes a –2 penalty to his Defense. The condition typically lasts 10 rounds.

Dazed

Unable to act, a dazed character can take no actions, but still gets the benefit of his normal Defense. This condition typically lasts 1 round.

Dead

A character dies when his Hit Points drop to –10 or lower, or when his Constitution drops to 0.

Deafened

The character can't hear and takes a –4 penalty on

initiative checks. The character can't make Listen checks. Characters who are deafened long-term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (at the GM's discretion).

Disabled
The character has 0 Hit Points. The character can take only a single move action or attack action, and takes 1 point of damage after any action.

Dying
The character is near death and unconscious, with –1 to –9 Hit Points. The character can take no actions, and each round a dying character loses 1 Hit Point until he dies or becomes stable.

Entangled
An entangled character takes a –2 penalty on attack rolls in addition to a –4 penalty to Dexterity. If the entangling bonds are anchored to an immobile object, the entangled character can't move. Otherwise, the character can move at half speed, but can't run or charge.

Exhausted
Characters who are exhausted move at half speed and cannot run or charge. Furthermore, they take a –6 penalty to Strength and Dexterity. After 1 hour of complete, uninterrupted rest, an exhausted character becomes fatigued.

Fatigued
Characters who are fatigued can't run or charge and take a penalty of –2 to Strength and Dexterity. After 8 hours of complete, uninterrupted rest, a fatigued character is no longer fatigued.

Flat-Footed
A character who has not yet acted during a combat is flat-footed, not reacting normally to the situation. A flat-footed character loses his Dexterity bonus to Defense and cannot make attacks of opportunity.

Grappled
When grappled, a character can't undertake any action other than attacking with his bare hands, attacking with a light weapon, or attempting to break free from his opponent. The character loses his Dexterity bonus to Defense, except on attacks from characters with whom he is grappling.

Helpless
Paralyzed, sleeping, or unconscious characters are helpless. A helpless character has an effective Defense of 5 + size modifier. An attacker can attempt a Coup de Grace against a helpless character.

Nauseated
Characters who are nauseated are unable to attack or do anything else requiring attention or concentration. The only action such a character can take is a single move action per turn.

Panicked
A panicked character flees as fast as possible and cowers (see Cowering, above) if unable to get away. The character defends normally but cannot attack.

Paralyzed
Characters who are paralyzed fall to the ground, unable to move (they have an effective, but not actual, Dexterity and Strength of 0). They are helpless.

Pinned
A pinned character is held immobile (but not helpless) in a grapple. The character takes a –4 penalty to Defense against melee attacks and loses his Dexterity bonus to Defense.

Prone
An attacker who is prone (lying on the ground) takes a –4 penalty on melee attack rolls and can't use bows or thrown ranged weapons. The character gains a +4 bonus to Defense against ranged attacks, but takes a –4 penalty to Defense against melee attacks.

Shaken
A shaken character takes a –2 penalty on attack rolls, saving throws, and skill checks.

Stable
A stable character is no longer dying, but is still unconscious.

Stunned
A character who becomes stunned loses his Dexterity bonus, drops what he is holding, and can take no attack or move actions. In addition, the character takes a –2 penalty to Defense. The condition typically lasts 1 round.

Unconscious
An unconscious character is unable to defend him- or herself. The character is helpless and typically falls prone.

HIT POINTS

A character's Hit Points tell how much punishment he can take before dropping. Hit Points are based on the character's class and level, and the character's Constitution modifier applies.

Injury and Death

Hit Points measure how hard a character is to kill. Hit Points mean two things in the game world: the ability to

take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.

Effects of Hit Point Damage

At 0 Hit Points, a character is disabled.
At from -1 to -9 Hit Points, a character is dying.
At -10 or lower, a character is dead.

Disabled (0 Hit Points)

When a character's current Hit Points drop to exactly 0, the character is disabled. The character is not unconscious, but he is close to it. The character can only take a single move or attack action each turn (but not both, nor can the character take full-round actions). The character can take non-strenuous move actions without further injuring himself, but if the character attacks or performs any other action the GM deems as strenuous, the character takes 1 point of damage after completing the act. Unless the activity increased the character's Hit Points, the character is now at –1 Hit Points, and is dying.

Healing that raises the character above 0 Hit Points makes him or her fully functional again, just as if the character had never been reduced to 0 or lower.

A character can also become disabled when recovering from dying. In this case, it's a step up along the road to recovery, and the character can have fewer than 0 Hit Points (see Stable Characters and Recovery.)

Dying (–1 to –9 Hit Points)

When a character's current Hit Points drop below 0, the character is dying. A dying character has a current Hit Point total between –1 and –9 inclusive.

A dying character immediately falls unconscious and can take no actions.

A dying character loses 1 Hit Point every round. This continues until the character dies or becomes stable naturally or with help (see below).

Dead (–10 Hit Points or lower)

When a character's current Hit Points drop to –10 or lower, he is dead. A character can also die if his Constitution is reduced to 0.

Massive Damage

Any time a character takes damage from a single hit that exceeds the character's massive damage threshold, that damage is considered massive damage. A character's massive damage threshold is equal to the character's current Constitution score; taking the *Improved Damage Threshold* feat can increase it.

When a character takes massive damage that doesn't reduce his Hit Points to 0 or lower, the character must make a Fortitude save (DC 15). If the character fails the save, the character's Hit Point total is immediately reduced to -1. If the save succeeds, the character suffers no ill effect beyond the loss of Hit Points.

Creatures immune to critical hits are also immune to the effects of massive damage.

Subdual Damage

Subdual damage is dealt by unarmed attackers and some weapons. Melee weapons that deal lethal damage can be wielded so as to deal subdual damage, but the attacker takes a –4 penalty on attack rolls for trying to deal subdual damage instead of lethal damage. A ranged weapon that deals lethal damage can't be made to deal subdual damage (unless it is used as an improvised melee weapon).

Subdual damage does not affect the target's Hit Points as lethal damage does. Instead, track subdual damage separately from Hit Point damage. A character's current Hit Points reflect his current health, and subdual damage does not cause Hit Point loss. You must subtract any subdual damage from an attack from the target's current Hit Point total. If the subdual damage reduces the character's Hit Points to 0, the target is knocked unconscious for 1d8+1 rounds.

If the subdual damage from a single attack equals or exceeds the target's massive damage threshold, the target must make a Fortitude save (DC 15). If the target succeeds on the save, the target is dazed for 1 round. If the target fails, he is knocked unconscious for 1d4+1 rounds.

Stable Characters and Recovery

A dying character (one with –1 to –9 Hit Points) is unconscious and loses 1 Hit Point every round until he becomes stable or dies.

Recovering without Help

Each round, a dying character makes a Fortitude saving throw (DC 20). If the save fails, the character loses 1 Hit Point and must make another save on his turn the next round.

If the save succeeds, the character becomes stable. A stable character stops losing Hit Points every round, but remains unconscious.

If no one tends to the stable character (see below), he remains unconscious for 1 hour; at which point he makes a Fortitude save (DC 20). If the save succeeds, the stable character regains consciousness, becoming disabled (see above). The character's current Hit Point total remains where it is, however, even though it's negative. If the save fails, the character remains unconscious.

An unaided stable, conscious character who has negative Hit Points (and is disabled) doesn't heal naturally. Instead, each day the character makes a Fortitude save (DC 20) to start recovering Hit Points naturally that day; if the save fails, he loses 1 Hit Point.

Once an unaided character starts recovering Hit Points naturally, the character is no longer in danger of losing additional Hit Points (even if his current Hit Point total is still negative).

Recovering with Help

A dying character can be made stable by the use of the Treat Injury skill (DC 15).

One hour after a tended, dying character becomes stable; he makes a Fortitude save (DC 20) to regain consciousness. If successful, the character becomes disabled (see above). If the character remains unconscious, he makes the same Fortitude save every hour until he becomes conscious. Even while unconscious, the character recovers Hit Points naturally, and he can return to normal activity when his hit points rise to 1 or higher.

Healing

After taking damage, a character can recover Hit Points through natural healing (over the course of days) or through medical technology (somewhat faster). Magical healing is also available. In any case, a character can't regain Hit Points past his full normal total.

Natural Healing

A character recovers 1 Hit Point per character level per evening of rest (8 hours of sleep).

A character undergoing complete bed rest (doing nothing for an entire day) recovers 2 Hit Points per character level.

Healing Ability Damage

Ability damage returns at the rate of 1 point per evening of rest (8 hours of sleep). Complete bed rest (24 hours) restores 2 points per day.

Temporary Hit Points

Certain effects can give a character temporary Hit Points. When a character gains temporary Hit Points, make a note of his current Hit Points before adding the temporary Hit Points. When the temporary Hit Points go away, the character's Hit Points drop to that score. If the character's Hit Points are already below that score at that time, all the temporary Hit Points have already been lost, and the character's Hit Point total does not drop.

When temporary Hit Points are lost, they can't be restored as real Hit Points can be, even with medical treatment or magic.

Increases in Constitution Score and Current Hit Points

An increase in a character's Constitution score—even a temporary one—can give the character more Hit Points (an effective Hit Point increase), but these are not temporary Hit Points. They can be restored through normal healing. When a character's Constitution drops back down to its previous score after a temporary increase, the character's full normal Hit Points go down accordingly.

SPEED

A character's Speed tells how far he can move in a move action. Humans normally move 30', but some creatures move faster or slower. Wearing armor can slow a character down.

A character normally moves as a move action, leaving an attack action to attack. The character can, however, use his attack action as a second move action. This could let the character move again, for a total movement of up to double his normal speed. Another option is to run all out (a full-round action). This lets the character move up to four times his normal Speed, but a character can only run all out in a straight line, and doing so affects the character's Defense (see Run).

SAVING THROWS

Generally, when a character is subject to an unusual or magical attack, he gets a saving throw to avoid or reduce the effect. A saving throw is a 1d20 roll plus a bonus based on the character's class and level (the character's base save bonus) and an ability modifier.

A character's saving throw bonus is: Base save bonus + ability modifier

The Difficulty Class for a save is determined by the attack itself.

Saving Throw Types

The three different kinds of saving throws are:

Fortitude

These saves measure a character's ability to stand up to massive physical punishment or attacks against his vitality and health such as poison and paralysis. Apply a character's Constitution modifier to his Fortitude saving throws.

Reflex

These saves test a character's ability to dodge massive attacks such as explosions or car wrecks. (Often, when damage is inevitable, a character gets to make a Reflex save to take only half damage.) Apply the character's Dexterity modifier to his Reflex saving throws.

Will

These saves reflect a character's resistance to mental influence and domination as well as to many magical effects. Apply the character's Wisdom modifier to his Will saving throws.

COMBAT

Combat is played out in rounds, and in each round everybody acts in turn in a regular cycle. Combat usually runs in the following way.

1. Each combatant starts the battle flat-footed. Once a combatant acts, he is no longer flat-footed.

2. The GM determines which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of their opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one move or attack action. Combatants who were unaware don't get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.

3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round.

4. Combatants act in initiative order.

5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

Initiative

Every round, each combatant gets to do something. The combatants' initiative checks, from highest to lowest, determine the order in which they act, from first to last.

Initiative Checks

At the start of a battle, each combatant makes a single initiative check. An initiative check is a Dexterity check. Each character applies his Dexterity modifier to the roll, and anyone with the *Improved Initiative* feat gets an additional +4 bonus on the check. The GM finds out what order characters are acting in, counting down from highest result to lowest, and each character acts in turn. On all following rounds, the characters act in the same order (unless a character takes an action that results in his initiative changing; see Special Initiative Actions). If two or more combatants have the same initiative check result, the combatants who are tied go in order of total initiative modifier (including Dexterity modifier and *Improved Initiative* bonus, if applicable). If there is still a tie,

roll a die.

Flat-Footed: At the start of a battle, before the character has had a chance to act (specifically, before the character's first turn in the initiative order), the character is flat-footed. A character can't use his Dexterity bonus to Defense or make attacks of opportunity while flat-footed.

Joining a Battle

If characters enter a battle after it has begun, they roll initiative at that time and act whenever their turn comes up in the existing order.

Surprise

When a combat starts, if a character was not aware of his enemies and they were aware of the character, that character is surprised. Likewise, a character can surprise his enemies if the character knows about them before they're aware of the character.

The Surprise Round

If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take an attack action or move action during the surprise round (see Action Types, below). If no one or everyone is surprised, a surprise round does not occur.

Unaware Combatants

Combatants who are unaware at the start of battle do not get to act in the surprise round. Unaware combatants are still flat-footed because they have not acted yet. Because of this, they lose any Dexterity bonus to Defense.

Special Initiative Actions

Usually a character acts as soon as he can in combat, but sometimes a character wants to act later, at a better time, or in response to the actions of someone else.

Delay

By choosing to delay, the character takes no action and then acts normally at whatever point in the initiative count the character decides to act. When a character delays, he voluntarily reduces his own initiative result for the rest of the combat. When the character's new, lower initiative count comes up later in the same round, the character can act normally. The character can specify this new initiative result or just wait until some time later in the round and act then, thus fixing the character's new initiative count at that point.

A character cannot interrupt anyone's action with a delayed action (as a character can with a readied action; see below).

Delaying Limits

The longest a character can delay before taking an action is until after everyone else has acted in the round. At that point, the delaying character must act or else forfeit any action in that round.

If multiple characters are delaying, the one with the highest initiative modifier (or highest Dexterity, in case of a tie) has the advantage. If two or more delaying characters both want to act on the same initiative count, the one with the highest initiative modifier gets to go first. If two or more delaying characters are trying to go after one another, the one with the highest initiative modifier gets to go last; the others must go first or lose their action for the round.

If a character loses an action due to delaying, he may act on any count on the next turn. Again, the character cannot interrupt an action.

Ready

The ready action lets a character prepare to take an action later, to interrupt another character. Essentially, the character splits his action, taking the move action on the character's initiative count and the attack action at a later point. On the character's turn, he prepares to take an action later, if a specific trigger is met. Then, later in the round, if the readied action is triggered, the character takes it, acting before the triggering action.

Readying does not provoke an attack of opportunity. (The character's move action, and the attack action he readies, may both provoke attacks of opportunity normally.)

Readying an Action

A character can ready an attack action or a move action. To do so, the character specifies the action he will take and the conditions under which the character will take it. Then, any time before the character's next action, the character may take the readied attack action in response to those conditions. The readied action occurs just before the event that triggers it. If the trigger is part of another character's actions, the readied action interrupts the other character. The other character continues his actions once the readied action is completed.

The character's initiative count changes. For the rest of the encounter, it is the count on which the character took the readied action, and the character acts immediately ahead of the character whose action triggered the readied action.

A character can take a 5' step as part of his readied action, but only if the character didn't otherwise move any distance during the round.

If the character comes to his next action and has not yet performed the readied action, the character doesn't get to take the readied action (though the character can ready

Table: Actions in Combat

Action	Attack of Opportunity†
Attack Actions	
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Attack (aid another)	No
Bull rush (attack)	No
Escape a grapple	No
Feint (see the Bluff skill)	No
Ready (triggers an attack action)	No
Make a dying character stable	Yes
Attack a weapon	Yes
Attack an object	Maybe‡
Total defense	No
Use a skill that takes an attack action	Usually
Start/complete full-round action	Varies
Move Actions	
Move your speed	Yes
Use a piece of equipment	No
Climb (one-quarter speed)	No
Climb, accelerated (one-half speed)	No
Crawl	No
Draw a weapon◊	No
Holster a weapon	Yes
Move a heavy object	Yes
Open a door	No
Pick up an object	Yes
Reload a firearm with a box magazine or speed loader	Yes
Retrieve a stored object	Yes
Stand up from prone, sitting, or kneeling	Yes
Swim	No
Use a skill that takes a move action	Usually
Full-Round Actions	
Bull rush (charge)	No
Charge	No
Coup de grace	Yes
Full attack	No
Overrun (charge)	No
Run	Yes
Withdraw	No
Extinguish flames	No
Use a skill that takes a full round	Usually
Reload a firearm with an internal magazine	Yes
Free Actions	
Drop an object	No
Drop to prone, sitting, or kneeling	No
Speak	No
Action Type Varies	
Disarm¤	Yes
Grapple¤	Yes
Load a weapon	Yes
Trip an opponent¤	No (Yes if unarmed)
Use a feat△	Varies
No Action	
Delay	No
5' step	No

†Regardless of the action, if a character moves out of a threatened square, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

‡If the object is being held, carried, or worn by a creature, yes. If not, no.

◊If the character has a base attack bonus of +1 or higher, he can combine this action with a regular move. If the character has the Two-Weapon Fighting feat, he can draw two light or one-handed weapons in the time it would normally take to draw one.

¤These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

△The description of a feat defines its effect.

the same action again). If the character takes his readied action in the next round, before his regular turn comes up, the character's initiative count rises to that new point in the order of battle, and he does not get his regular action that round.

Actions in Combat

The fundamental actions of moving and attacking cover most of what a character wants to do in a battle. They're described here. Other, more specialized options are touched on in *Table: Actions in Combat*, and covered in Special Initiative Actions and Special Attacks.

The Combat Round

Each round represents about 6 seconds in the game world. A round is an opportunity for each character involved in a combat to take an action. Anything a person could reasonably do in 6 seconds, a character can do in 1 round. Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence that character performs his entire round's worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative Actions.) For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but

it usually means a span of time from a certain round to the same initiative number in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

Attacks of Opportunity

The melee combat rules assume that combatants are actively avoiding attacks. A player doesn't have to declare anything special for his character to be on the defensive. Sometimes, however, a combatant in a melee lets his guard down, and doesn't maintain a defensive posture as usual. In this case, combatants near him or her can take advantage of this lapse in defense to attack for free. These attacks are called attacks of opportunity.

Weapon Type

A character can use a melee weapon to make attacks of opportunity whenever the conditions for such an attack are met (see Provoking an Attack of Opportunity, below). In addition, a character can make attacks of opportunity with unarmed attacks if the character's unarmed attacks count as armed (see "Armed" Unarmed Attacks).

Threatened Squares

A character threatens the squares into which he can make a melee attack, even when it is not the character's action. Generally, that's all squares adjacent to the character's position. An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from the character. A character can only make attacks of opportunity with melee weapons, never with ranged weapons.

Provoking an Attack of Opportunity

Two actions can provoke attacks of opportunity: moving out of a threatened square, and performing an action within a threatened square that distracts from defending and lets the character's guard down.

Moving out of a Threatened Square: When a character moves out of a threatened square, that character generally provokes an attack of opportunity. There are two important exceptions, however. A character doesn't provoke an attack of opportunity if all he moves is a 5' step, or if the character withdraws.

If the character doesn't start in a threatened square, but moves into one, the character has to stop there, or else he provokes an attack of opportunity as he leaves that square.

Performing an Action that Distracts the Character: Some actions, when performed in a threatened square, provoke attacks of opportunity because they make a character divert his attention from the fight at hand. Using a ranged weapon, in particular, provokes attacks of opportunity. *Table: Actions in Combat* notes many additional actions that provoke attacks of opportunity.

Making an Attack of Opportunity

An attack of opportunity is a single melee attack, and a character can only make one per round. A character does not have to make an attack of opportunity if he doesn't want to.

An experienced character gets additional regular melee attacks, but at a lower attack bonus. A character makes his attack of opportunity, however, at his normal attack bonus—even if the character has already attacked in this round.

Action Types

The four types of actions are attack actions, move actions, full-round actions, and free actions. In a normal round, a character can perform an attack action and a move action (or two move actions; a character can always take a move action in place of an attack action), or a character can perform a full-round action. A character can also perform as many free actions as the GM allows.

In some situations (such as in the surprise round) a character may be limited to taking only a single attack or move action.

Attack Action

An attack action allows a character to do something. A character can make an attack, use a skill or a feat (unless the skill or feat requires a full-round action to perform; see below), or perform other similar actions. During a combat round, a character can take an attack action and a move action. A character can take a move action before or after performing an attack action.

Most common attack actions are described below. More specialized attack actions are mentioned in *Table: Actions in Combat*, and covered in Special Attacks.

Melee Attacks

With a normal melee weapon, a character can strike any enemy within 5'. (Enemies within 5' are considered adjacent to the character.)

A character capable of making more than one melee attack per round must use the full attack action (see Full-Round Actions, below) in order to make more than one attack.

Fighting Defensively: A character can choose to fight defensively while making a melee attack. If the character does so, he takes a –4 penalty on his attack in a round to gain a +2 dodge bonus to Defense in the same round.

Unarmed Attacks

Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon, except that an unarmed attack deals subdual damage. Unarmed strikes count as light melee weapons (for purposes of two-weapon

attack penalties and so on). The following exceptions to normal melee rules apply to unarmed attacks.

Unarmed Strike Damage: An unarmed strike from a Medium character deals 1d3 points (plus the character's Strength modifier, as normal) of subdual damage. A character can specify that his unarmed strike will deal lethal damage before the character makes his attack roll, but the character takes a –4 penalty on the attack roll because he has to strike a particularly vulnerable spot to deal lethal damage.

Attacks of Opportunity: Making an unarmed attack against an armed opponent provokes an attack of opportunity from the character attacked. The attack of opportunity comes before the character's attack. An unarmed attack does not provoke attacks of opportunity from other foes, nor does it provoke an attack of opportunity from an unarmed foe.

"Armed" Unarmed Attacks: Sometimes a character or creature attacks unarmed but the attack still counts as armed. A creature with claws, fangs, and similar natural physical weapons, for example, counts as armed. Being armed counts for both offense and defense—not only does a creature not provoke an attack of opportunity when attacking an armed foe, but a character provokes an attack of opportunity from that creature if the character makes an unarmed attack against it. The *Combat Martial Arts* feat makes a character's unarmed attacks count as armed.

Ranged Attacks

With a ranged weapon, a character can shoot or throw at any target that is within the ranged weapon's maximum range and in line of sight. A target is in line of sight if there are no solid obstructions between the character and the target. The maximum range for a thrown weapon is five range increments. For weapons that fire projectiles, it is ten range increments.

A character capable of making more than one ranged attack per round must use the full attack action (see Full-Round Actions, below) in order to make more than one attack.

Shooting or Throwing into a Melee: If a character shoots or throws a ranged weapon at a target that is engaged in melee with an ally, the character takes a –4 penalty on his attack roll because the character has to aim carefully to avoid hitting the ally. Two characters are engaged in melee if they are enemies and they are adjacent to one another. (An unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked.)

If the target is so big that part of it is 10' or farther from the nearest ally, the character can avoid the –4 penalty, even if it's engaged in melee with an ally.

Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a –4 penalty on attacks against adjacent opponents.

Fighting Defensively: A character can choose to fight defensively while making a ranged attack. If the character does so, he takes a –4 penalty on his attack in a round to gain a +2 dodge bonus to Defense in the same round.

Total Defense

Instead of attacking, a character can use his attack action simply to defend. This is called a total defense action. The character doesn't get to attack or perform any other activity, but does get a +4 dodge bonus to his Defense for 1 round. The character's Defense improves at the start of this action, so it helps against any attacks of opportunity the character is subject to while performing his move action.

Start/Complete Full-Round Action

The "start/complete full-round action" attack action lets a character start undertaking a full-round action (such as those listed on *Table: Actions in Combat*) at the end of his turn, or complete a full-round action by using an attack action at the beginning of his turn in the round following the round when the character started the full-round action.

If the character starts a full-round action at the end of his turn, the next action that character takes must be to complete the full-round action.

Start/complete full-round action cannot be used with a

full attack, charge, run, or withdraw action.

Aid Another

In combat, a character can help a friend attack or defend by distracting or interfering with an opponent. If the character is in position to attack an opponent with which a friend of the character is engaged in melee combat, the character can attempt to aid the friend as an attack action. The character makes an attack roll against Defense 10. If the character succeeds, he doesn't actually damage the opponent—but the character's friend gains either a +2 circumstance bonus against that opponent or a +2 circumstance bonus to Defense against that opponent (aiding character's choice) on the friend's next turn.

Move Action

A move action allows a character to move his speed or perform an action that takes a similar amount of time. A character can move his speed, climb one-quarter of his speed, draw or stow a weapon or other object, stand up, pick up an object, or perform some equivalent action (see *Table: Actions in Combat*).

A character can take a move action in the place of an attack action.

If a character moves no actual distance in a round, that character can take one 5' step before, during, or after the action.

With the exception of specific movement-related skills, most move actions don't require a check. In some cases, ability checks might be required.

Movement

The simplest move action is moving the character's speed. If a character takes this kind of move action during his turn, the character cannot also take a 5' step.

Many nonstandard modes of movement are also covered under this category, including climbing and swimming (up to one-quarter the character's speed), crawling (up to 5'), and entering a vehicle.

Manipulating Objects

In most cases, moving or manipulating an object is a move action. This includes drawing or holstering a weapon, retrieving or putting away a stored object, picking up an object, moving a heavy object, and opening a door.

If the character has a base attack bonus of +1 or higher, he can draw a weapon as part of his normal movement.

Standing Up

Standing up from a prone position requires a move action. It provokes an attack of opportunity from opponents who threaten the character.

Full-Round Action

A full-round action consumes all a character's effort during a round. The only movement the character can take during a full-round action is a 5' step before, during, or after the action. Some full-round actions do not allow a character to take a 5' step. A character can also perform free actions (see below) as the GM allows. Most spells are considered full-round actions.

Charge

Charging is a special full-round action that allows a character to move more than his speed and attack during the action. However, there are tight restrictions on how and when a character can charge.

Movement during a Charge: The character must move before his attack, not after. The character must move at least 10' and may move up to twice his speed. All movement must be in a straight line, with no backing up allowed. The character must stop as soon as he is within striking range of his target (the character can't run past the target and attack from another direction). A character can't take a 5' step during the same round as a charge.

During the surprise round (or any other time a character is limited to taking no more than a single attack action on his turn) the character can still use the charge action, but he is only allowed to move up to his speed (instead of up to twice his speed).

Attacking after a Charge: After moving, the character may make a single melee attack. The character gets a +2 bonus on the attack roll. The character also takes a –2 penalty to his Defense for 1 round (until the beginning of the character's turn in the following round).

Even if the character has extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, a character only gets to make one attack after a charge.

Instead of attacking the target, a character can attempt to push the target back. See Bull Rush.

Full Attack

If a character gets more than one attack per action because his base attack bonus is high enough, because he fights with two weapons, because he is using a double weapon, or for some special reason, the character must use the full attack action to get his additional attacks. The character does not need to specify the targets of his attacks ahead of time. The character can see how the earlier attacks turn out before assigning the later ones.

Full attack is a full-round action. Because of this, the only movement a character can take during a full attack is a 5' step. The character may take the step before, after, or between the attacks.

If a character gets multiple attacks based on his base attack bonus, the character must make the attacks in order from

Table: Two-Weapon Fighting Penalties

Circumstances	Primary Hand	Off Hand
Normal penalties	–6	–10
Off-hand weapon is light	–4	–8
Two-Weapon Fighting feat	–4	–4
Off-hand weapon is light and Two-Weapon Fighting feat	–2	–2

highest bonus to lowest. If the character is using two weapons, the character can strike with either weapon first. If the character is using a double weapon, the character can strike with either part of the weapon first.

Committing to a Full Attack Action: A character doesn't have to commit to a full attack until after the first attack. The character can then decide whether to make his remaining attacks or to take a move action. Of course, if the character has already taken a 5' step, he can't use his move action to move any distance, but the character could still draw or put away a weapon, for instance (see Move Actions, above).

Fighting Defensively: A character can choose to fight defensively when taking a full attack action. If the character does so, he takes a –4 penalty on all attacks in a round to gain a +2 dodge bonus to Defense in the same round.

Attacking with Two Weapons: If the character wields a second weapon in his off hand, the character can get one extra attack per round with that weapon. Fighting in this way is very difficult, however—the character takes a –6 penalty on the regular attack or attacks with his primary hand and a –10 penalty on the attack with his off hand. A character can reduce these penalties in two ways.

- If the off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)
- The *Two-Weapon Fighting* feat lessens the primary hand penalty by 2, and the off-hand penalty by 6.

Table: Two-Weapon Fighting Penalties summarizes the interaction of all these factors.

Double Weapons: A character can use a double weapon to make an extra attack as if he were fighting with two weapons. The penalties apply as if the off-hand weapon were light.

Run

A character can run all out as a full-round action. When a character runs, he can move up to four times his speed in a straight line. (The character does not get a 5' step.) The character loses any Dexterity bonus to Defense since he can't avoid attacks. However, the character gets a +2 bonus to Defense against ranged attacks while running. A character can run for a number of rounds equal to his Constitution score, but after that the character must succeed at a Constitution check (DC 10) to continue running. The character must check again each round in which he continues to run, and the DC of this check increases by 1 for each check the character makes. When the character fails this check, he must stop running. A character who has run to his limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move normally, but can't run.

A run represents a speed of about 14 miles per hour for an unencumbered human.

Withdraw

Withdrawing from melee combat is a full-round action. When a character withdraws, he can move up to twice his speed. (The character doesn't also get a 5' step.) The square the character starts from is not considered threatened for purposes of withdrawing, and therefore enemies do not get attacks of opportunity against the character when he moves from that square.

If, while withdrawing, the character moves through another threatened square (other than the one he started in) without stopping, enemies get attacks of opportunity as normal.

Some forms of movement (such as climbing and swimming) require skill checks from most creatures. A character may not withdraw using a form of movement for which that character must make a skill check.

Free Action

Free actions consume a very small amount of time and effort, and over the span of the round, their impact is so minor that they are considered free. A character can perform one or more free actions while taking another action normally. However, the GM puts reasonable limits on what a character can really do for free. For instance, dropping an object, dropping to a prone position, speaking a sentence or two, and ceasing to concentrate on a magic spell are all free actions.

Miscellaneous Actions

Some actions don't fit neatly into the above categories. Some of the options described below are actions that take the place of or are variations on the actions described earlier. For actions not covered in any of this material, the GM determines how long such an action takes to perform and whether doing so provokes attacks of opportunity from threatening enemies.

Bull Rush

A character can attempt a bull rush as an attack action made during his move action, or as part of a charge. (In general, a character can't make an attack action during a move action; this is an exception.) In either case, the character doesn't get a 5' step before, during, or after the bull rush attempt. When the character bull rushes, he attempts to push an opponent straight back instead of attacking the opponent. A character can only bull rush an opponent who is one size category larger than the character, the same size, or smaller.

1. First, the character moves into the target's square. Moving in this way provokes an attack of opportunity from each foe that threatens the character, probably including the target.
2. Second, the character and the target make opposed Strength checks. If the character and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The character gets a +2 bonus if he was charging. The target gets a +4 stability bonus if he has more than two legs or is otherwise exceptionally stable.

Bull Rush Results

If the character beats the target's Strength check, the character pushes the opponent back 5'. The character can push the target back an additional 5' for every 5 points by which the character exceeded the target's check result, provided the character moves with the target. A character can't, however, exceed his normal movement for that action. (The target provokes attacks of opportunity if moved. So does the character, if he moves with the target. The target and the character do not provoke attacks of opportunity from each other as a result of this movement.) If the character fails to beat the target's Strength check, the character moves 5' straight back to where the character was before the character moved into the opponents square. If that square is occupied, the character falls prone in the square.

Overrun

A character can attempt an overrun as an attack action made during his move action, or as part of a charge. (In general, a character cannot make an attack action during a move action; this is an exception.) In either case, the character doesn't get a 5' step before, during, or after the overrun attempt. With an overrun, the character attempts to move through an opponents area, going past or over the opponent. A character can only overrun an opponent who is one size category larger than the character, the same size, or smaller. A character can make only one overrun attempt per action.

1. First, the character must move at least 10' in a straight line into the target's square (provoking attacks of opportunity normally).
2. Then the target chooses either to avoid the character or to block the character. If the opponent avoids the character, the character keeps moving. (A character can always move through a square occupied by someone who lets the character by.) If the opponent blocks the character, make a trip attack against the opponent (see Trip). If the character succeeds in tripping his opponent, the character can continue his movement as normal.

If the character fails and is tripped in turn, the character falls prone in the target's square. If the character fails but is not tripped, the character has to move 5' back the way he came, ending his movement there. If that square is occupied, the character falls prone in the square.

Trip

A character can try to trip an opponent, or otherwise knock him or her down, as an unarmed melee attack. A character can only trip an opponent who is one size category larger than the character, the same size, or smaller.

1. The character provokes an attack of opportunity from the target he is trying to trip.
2. The character and the target make opposed melee touch attack rolls. If the combatants are different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. The target gets a +4 stability bonus on his check if he has more than two legs or is otherwise exceptionally stable.
3. If the character beats the target's attack roll, the target is tripped. If the character loses, the target may immediately react and try to trip the character.

A tripped character is prone (see *Table: Defense Modifiers*). Standing up from a prone position is a move action. Some weapons, such as the chain and the whip, can be used to make trip attacks. A character doesn't incur an attack of opportunity when doing so. If the character is tripped during his trip attempt, the character can drop the weapon to avoid being tripped.

Disarm

As a melee attack, a character may attempt to disarm his opponent. If the character does so with a weapon, he knocks the opponent's weapon out of his hands and to the ground. If the character attempts the disarm while

unarmed, the character ends up with the weapon in his hand.

If a character is attempting to disarm the wielder of a melee weapon, follow the steps outlined here. Disarming the wielder of a ranged weapon is slightly different; see below.

1. The character provokes an attack of opportunity from the target he is trying to disarm.
2. The character and the target make opposed attack rolls with their respective weapons. If the weapons are different sizes, the combatant with the larger weapon gets a bonus on the attack roll of +4 per difference in size category. If the target is using a weapon in two hands, he gets an additional +4 bonus. Also, if the combatants are different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.
3. If the character beats the target's attack roll, the target is disarmed. If the character attempted the disarm action unarmed, he now has the weapon. If the character was armed, the target's weapon is on the ground at the target's feet.

If the character fails the disarm attempt, the target may immediately react and attempt to disarm the character with the same sort of opposed melee attack roll. The opponent's attempt does not provoke an attack of opportunity from the character. If the opponent fails to disarm, the character does not get a free disarm attempt against the opponent.

To disarm an opponent wielding a ranged weapon, the character makes a melee attack or unarmed attack to strike the weapon in the opponent's hand (see Attack an Object). If the weapon is held in two hands, it gets a +2 bonus to its Defense. If the character's attack succeeds, the ranged weapon falls to the ground or winds up in the character's hands (if the character made the attack unarmed). This kind of disarm attempt provokes an attack of opportunity, but if the character fails, the target does not get to make a disarm attempt against him or her.

Grabbing Objects

A character can also use disarm to snatch away an object worn by a target. Doing this works the same as a disarm attempt (see above), except for the following:

- Attack of Opportunity: If the target's attack of opportunity inflicts any damage, the attempt to grab the object automatically fails.
- Modifiers: If the object is well secured or otherwise difficult to grab from the target, the target gets a +4 bonus. On the other hand, if the object is poorly secured or otherwise easy to snatch or cut away, the attacker gets a +4 bonus.
- Failed Attempts: Failing an attempt to grab an object doesn't allow the target to attempt to disarm the character.

Grapple

Grappling means wrestling and struggling hand-to-hand. To initiate a grapple, use the following procedure:

1. The character provokes an attack of opportunity from the target he is trying to grapple. If the attack of opportunity deals the character damage, the character fails to start the grapple.
2. The character and the target make opposed melee touch attack rolls. If the combatants are different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. If the character gets multiple attacks in a round, he can attempt to start a grapple multiple times (at successively lower base attack bonuses).
3. If the character beats the target's attack roll, the target is grappled and takes damage for an unarmed attack. If the character loses, the target may immediately react and try to grapple the character.
4. To maintain the grapple for later rounds, the character must move into the target's square. (This movement is free and doesn't count as part of the character's movement for the round). If the character can't move into the target's square, the character can't maintain the grapple and must immediately let go of the target. To grapple again, the character must begin at step 1. Moving, as normal, provokes attacks of opportunity from threatening enemies, but not from the target. The character and the target are now grappling.

Grappling Consequences

While a character is grappling, his ability to attack others and defend him or herself is limited.

No Threatened Squares: A character doesn't threaten any squares while grappling.

No Dexterity Bonus: A character loses his Dexterity bonus to Defense (if the character has one) against opponents the character isn't grappling. (The character can still use it against opponents he is grappling.)

No Movement: A character cannot move while held in a grapple.

If the Character is Grappling

When a character is grappling (regardless of who started the grapple), he can attempt any of several actions on his turn. Unless otherwise noted, each of these options is equivalent to an attack. (If the character normally gets

more than one attack per attack action, he can attempt as many of these options as he has attacks available, using his successively lower attack bonus for each roll.) The character is limited to these options only; he cannot take any other actions.

Damage the Opponent: Make an opposed attack check (as in step 2, above); if the character succeeds, he deals damage as with an unarmed strike.

Pin: Make an opposed attack check (as in step 2, above); if the character succeeds, he holds the opponent immobile for 1 round. The opponent takes a –4 penalty to Defense against all attacks from other people (but not from the character); however, the opponent is not considered helpless.

A character can't use a weapon on a pinned character or attempt to damage or pin a second opponent while holding a pin on the first.

A pinned character can't take any action except to attempt to escape from the pin.

Escape from Grapple: Make an opposed attack check, as in step 2, above. If the character succeeds, he can escape the grapple. If more than one opponent is grappling the character, the attack check result has to beat all their check results to escape. (Opponents don't have to try to hold a character if they don't want to.)

Alternatively, the character can make an Escape Artist check opposed by the opponent's attack check to escape from the grapple. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks.

If the character has not used his move action for the round, the character may do so after escaping the grapple.

Escape from Pin: Make an opposed attack check, as in step 2, above. If the character succeeds, he can escape from being pinned. (Opponents don't have to try to keep the character pinned if they don't want to.) The character is still being grappled, however.

Alternatively, a character can make an Escape Artist check opposed by the opponent's attack check to escape from the pin. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks.

Break Another's Pin: Make an opposed attack check; if the character succeeds, he can break the hold that an opponent has over an ally.

Draw a Light Weapon: A character can draw a light weapon as a move action.

Attack with a Light Weapon: A character can attack with a light weapon while grappling (but not while pinned or pinning). A character can't attack with two weapons while grappling.

If the Character is Pinned

When an opponent has pinned the character, he is held immobile (but not helpless) for 1 round. (The character can't attempt any other action.) On the character's turn, he can attempt to escape from the pin. If the character succeeds, he is still grappling.

Joining a Grapple

If the target is already grappling someone else, a character can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against the character. The character still has to make a successful opposed attack check and move in to be part of the grapple.

If multiple enemies are already involved in the grapple, the character picks one against whom to make the opposed check.

Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one size category smaller than the character count as one-half creature each; creatures that are one size category larger than the character count as two creatures; and creatures two or more size categories larger than the character count as four creatures.

When involved in a grapple with multiple opponents, the character chooses one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to escape, a character's attack check must beat the check results of all opponents.

Use Feat or Skill

Certain feats let a character take special actions in combat. Other feats are not actions in themselves, but they give a character a bonus when attempting something he can already do. Some feats aren't meant to be used within the framework of combat. The individual feat descriptions tell a character what he needs to know about them.

Most uses of skills in a combat situation are attack actions, but some might be move actions or full-round actions. When appropriate, the description of a skill provides the time required to use it.

Combat Statistics

This section summarizes the fundamental combat statistics.

Attack Roll

An attack roll represents a character's attempts to strike an opponent on the character's turn in a round. When a character makes an attack roll, he rolls 1d20 and adds his attack bonus. If the result equals or beats the target's Defense, the character hits and deals damage. Many

modifiers can affect the attack roll.

A natural 1 (the d20 comes up 1) on the attack roll threatens a Critical Failure (see above). A natural 20 (the d20 comes up 20) is not always a hit, but it is always a threat—a possible critical hit.

If the character is not proficient in the weapon he is attacking with (the character doesn't have the appropriate Weapon Proficiency feat), that character takes a –4 penalty on the attack roll.

Attack Bonus

A character's attack bonus with a melee weapon is:

Base attack bonus + Strength modifier + size modifier

With a ranged weapon, a character's attack bonus is:

Base attack bonus + Dexterity modifier + range penalty + size modifier

Strength Modifier

Strength helps a character swing a weapon harder and faster, so a character's Strength modifier applies to melee attack rolls.

Size Modifier

Creature size categories are defined differently from the size categories for weapons and other objects. Since this size modifier applies to Defense against a melee weapon attack or a ranged weapon attack, two creatures of the same size strike each other normally, regardless of what size they actually are. Creature sizes are compatible with vehicle sizes.

Dexterity Modifier

Dexterity measures coordination and steadiness, so a character's Dexterity modifier applies when the character attacks with a ranged weapon.

Range Penalty

The range penalty for a ranged weapon depends on what weapon the character is using and how far away the target is. All ranged weapons and thrown weapons have a range increment (see *Table: Ranged Weapons* and *Table: Melee Weapons*, **Chapter 9: Gear**). Any attack from a distance of less than one range increment is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. Ranged weapons that fire projectiles can shoot up to ten increments.

Table: Creature Sizes

Size (Example)	Size Modifier	Reach	Fighting Space
Colossal (blue whale)	–8	30'	30' by 30'
Gargantuan (gray whale)	–4	20'	20' by 20'
Huge (elephant)	–2	15'	15' by 15'
Large (lion)	–1	10'	10' by 10'
Medium (human)	+0	5'	5' by 5'
Small (dog)	+1	4'	4' by 4'
Tiny (housecat)	+2	2'	2' by 2'
Diminutive (rat)	+4	1'	1' by 1'
Fine (horsefly)	+8	.5'	.5' by.5'

Firearms

The most basic form of attack with a firearm is a single shot. One attack is one pull of the trigger and fires one bullet at one target.

The *Personal Firearms Proficiency* feat allows a character to make this sort of attack without penalty. If a character isn't proficient in personal firearms, he takes a –4 penalty on attacks with that type of weapon.

A number of other feats allow a character to deal extra damage when he fires more than one bullet as part of a single attack at a single target. (If a character doesn't have those feats, he can still fire more than one bullet—but the extra bullets don't have any effect, and are just wasted ammunition.)

As with all forms of ranged weapons, attacking with a firearm while within a threatened square provokes an attack of opportunity.

Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a –4 penalty on attacks against adjacent opponents.

Autofire

If a ranged weapon has an automatic rate of fire, a character may set it on autofire. Autofire affects an area and everyone in it, not a specific creature. The character targets a 10' by 10' area and makes an attack roll; the targeted area has an effective Defense of 10. (If the character does not have the *Advanced Firearms Proficiency* feat, he takes a –4 penalty on the attack roll.) If the attack succeeds, every creature within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

Autofire is not the same thing as burst fire, which involves firing a short burst at a specific target. Firing a burst requires the *Burst Fire* feat. If a character fires a blast of automatic fire at a specific target without the *Burst Fire* feat, it's treated as a standard attack. The attack, if successful, only deals normal damage—all the extra ammunition the character fired is wasted.

Some firearms—particularly machine guns—only have autofire settings and can't normally fire single shots.

Damage

When a character hits with a weapon, he deals damage according to the type of weapon. Effects that modify weapon damage also apply to unarmed strikes and the natural physical attack forms of creatures.

Damage is deducted from the target's current Hit Points.

Minimum Weapon Damage

If penalties to damage bring the damage result below 1, a hit still deals 1 point of damage.

Strength Bonus

When a character hits with a melee weapon or thrown weapon, add his Strength modifier to the damage.

Off-Hand Weapon: When a character deals damage with a weapon in his off hand, add only half of the character's Strength bonus.

Wielding a Weapon Two-Handed: When a character deals damage with a weapon that he is wielding two-handed, add 1.5 times the character's Strength bonus. However, the character doesn't get this higher Strength bonus when using a light weapon two-handed; in such a case, only the character's normal Strength bonus applies to the damage roll.

Multiplying Damage

Sometimes damage is multiplied by some factor. Roll the damage (with all modifiers) multiple times and total the results.

Bonus damage represented as extra dice is an exception. Do not multiply bonus damage dice when a character scores a critical hit.

Critical Hits

When a character makes an attack roll and gets a natural 20 (the d20 shows 20), the character has scored a threat of a critical hit. To find out if it is actually a critical hit, the character immediately makes another attack roll with all the same modifiers as the attack roll that scored the threat. If the second roll also results in a hit against the target's Defense, the attack is a critical hit. (The second roll just needs to hit to confirm a critical hit; the character doesn't need to roll a second 20.) If the second roll is a miss, then the attack just deals the damage of a regular hit.

A critical hit multiplies the character's damage. Unless otherwise specified, the multiplier is x2. (It is possible for some weapons to have higher multipliers, doing more damage on a critical hit.) Some weapons have expanded threat ranges, making a critical hit more likely. The Critical column on *Table: Ranged Weapons* and *Table: Melee Weapons* (see **Chapter 9: Gear**) indicates the threat range for each weapon on the tables.

Bonus damage represented as extra dice is not multiplied when a character scores a critical hit.

Objects (including vehicles) and some types of creatures are immune to critical hits.

Defense

A character's Defense represents how hard it is for opponents to land a solid, damaging blow on the character. It's the attack roll result that an opponent needs to achieve to hit the character. The average, unarmored civilian has a Defense of 10. A character's Defense is equal to:

10 + Dexterity modifier + class bonus (if any) + equipment bonus + size modifier

Dexterity Modifier

If a character's Dexterity is high, he is particularly adept at dodging blows or gunfire. If a character's Dexterity is low, he is particularly inept at it. Characters apply their Dexterity modifier to Defense.

Sometimes a character can't use his Dexterity bonus. If a character can't react to a blow, that character can't use his Dexterity bonus to Defense.

Class Bonus

A character's class and level can grant the character an innate bonus to Defense. This bonus applies in all situations, even when the character is flat-footed or when the character would lose his Dexterity bonus for some other reason.

Equipment Bonus

If a character wears armor, it provides a bonus to his Defense. This bonus represents the armor's ability to protect the character from blows.

Armor provides a minimum bonus to anyone who wears it, but a character who is proficient in the use of a certain type of armor receives a larger bonus to Defense.

Sometimes a character can't use his equipment bonus to Defense. If an attack will damage the character just by touching him or her, that character can't add his equipment bonus (see Touch Attacks, below.)

Size Modifier

The bigger an opponent is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Since this same modifier applies to attack rolls a creature doesn't have a hard time attacking another creature of the same size. Size modifiers are shown on *Table: Size Modifiers*.

Other Modifiers

Other factors can add to a character's Defense.

Table: Cover

Degree of Cover (Example)	Bonus to Defense	Reflex Saves
One-quarter (standing behind a 3' high wall)	+2	+1
One-half (fighting from around a corner or a tree; standing at an open window; behind a creature of same size)	+4	+2
Three-quarters (peering around a corner or a big tree)	+7	+3
Nine-tenths (standing at an arrow slit; behind a door that's slightly ajar)	+10	+4†
Total (on the other side of a solid wall)	—	—

†Half damage if save is failed; no damage if successful.

Feats: Some feats give a bonus to a character's Defense.

Natural Armor: Some creatures have natural armor, which usually consists of scales, fur, or layers of thick muscle.

Dodge Bonuses: Some other Defense bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies a character his Dexterity bonus also denies his dodge bonuses. Unlike most sorts of bonuses, dodge bonuses stack with each other.

Magical Effects: Some magical effects offer enhancement bonuses to armor (making it more effective) or deflection bonuses that ward off attacks.

Cover: Cover provides a bonus to Defense. The more cover a character has, the bigger the bonus. In a melee, if a character has cover against an opponent, that opponent probably has cover against the character, too. With ranged weapons, however, it's easy to have better cover than the opponent.

The GM may impose other penalties or restrictions on attacks depending on the details of the cover.

Degree of Cover: Cover is assessed in subjective measurements of how much protection it offers. The GM determines the value of cover. This measure is not a strict mathematical calculation, because a character gains more value from covering the parts of his body that are more likely to be struck. If the bottom half of a character's body is covered, that only gives one-quarter cover, because most vital areas are still fully exposed. If one side or the other of a character's body is covered, the character gets one-half cover.

Cover Defense Bonus: *Table: Cover* gives the Defense bonuses for different degrees of cover. Add the relevant number to the character's Defense. This cover bonus overlaps (does not stack) with certain other bonuses.

Cover Reflex Save Bonus: *Table: Cover* gives the Reflex save bonuses for different degrees of cover. Add this bonus to Reflex saves against attacks that affect an area. This bonus only applies to attacks that originate or burst out from a point on the other side of the cover.

Striking the Cover Instead of a Missed Target: If it ever becomes important to know whether the cover was actually struck by an incoming attack that misses the intended target, the GM should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck. This can be particularly important to know in cases when a character uses another character as cover. In such a case, if the cover is struck and the attack roll exceeds the Defense of the covering character, the covering character takes the damage intended for the target.

If the covering character has a Dexterity bonus to Defense or a dodge bonus, and this bonus keeps the covering character from being hit, then the original target is hit instead. The covering character has dodged out of the way and didn't provide cover after all. A covering character can choose not to apply his Dexterity bonus to Defense and/or his dodge bonus, if the character so desires.

Concealment

Concealment includes all circumstances in which nothing physically blocks a blow or shot, but something interferes with an attacker's accuracy.

Degree of Concealment: Concealment is subjectively measured as to how well concealed the defender is. Examples of what might qualify as concealment of various degrees are given in *Table: Concealment*. Concealment always depends on the point of view of the attacker.

Concealment Miss Chance: Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment. If the attacker hits, the defender must

Table: Concealment

Concealment (Example)	Miss Chance
One-quarter (light fog; light foliage)	10%
One-half (shadows; dense fog at 5')	20%
Three-quarters (dense foliage)	30%
Nine-tenths (near total darkness)	40%
Total (attacker blind; total darkness; smoke grenade; dense fog at 10')	50% and must guess target's location

Table: Attack Roll Modifiers

Circumstance	Melee	Ranged
Attacker flanking defender†	+2	—
Attacker on higher ground	+1	+0
Attacker prone‡	–4	–2
Attacker invisible◊	+2◊	+2◊

†A character flanks a defender when he has an ally on the opposite side of the defender threatening the defender.
‡Some ranged weapons can't be used while the attacker is prone.
◊The defender loses any Dexterity bonus to Defense.

make a miss chance percentile roll to avoid being struck. (Actually, it doesn't matter who makes the roll or whether it's rolled before or after the attack roll. When multiple concealment conditions apply to a defender, use the one that would produce the highest miss chance. Do not add the miss chances together.)

Touch Attacks

Some attacks disregard armor. In these cases, the attacker makes a touch attack roll (either a ranged touch attack roll or a melee touch attack roll). The attacker makes his attack roll as normal, but a character's Defense does not include any equipment bonus or armor bonus. All other modifiers, such as class bonus, Dexterity modifier, and size modifier, apply normally.

Favorable and Unfavorable Conditions

Generally speaking, any situational modifier created by the attacker's position or tactics applies to the attack roll, while any situational modifier created by the defender's position, state, or tactics applies to the defender's Defense. The GM judges what bonuses and penalties apply, using *Table: Defense Modifiers* and *Table: Attack Roll Modifiers* as guides.

Special Attacks

This section covers explosives and other special attacks.

Grenades and Explosives

An explosive is a weapon that, when detonated, affects all creatures and objects within its burst radius by means of shrapnel, heat, or massive concussion. Its effect is broad enough that it can hurt characters just by going off close to them.

Some explosives, such as grenades, can be thrown, and they explode when they land. Others are planted, with fuses or timers, and go off after a preset amount of time elapses.

Thrown Explosives

An attack with a thrown explosive is a ranged attack made against a specific 5' square. (A character can target a square occupied by a creature.) Throwing the explosive is an attack action. If the square is within one range increment, an attack roll is not needed. Roll 1d4 and consult *Table: Thrown Explosives Bounce* to see which corner of the square the explosive bounces to.

If the target square is more than one range increment away, make an attack roll. The square has an effective Defense of 10. Thrown weapons require no weapon proficiency, so a character doesn't take the –4 nonproficient penalty. If the attack succeeds, the grenade or explosive lands in the targeted square. Roll 1d4 and consult *Table: Thrown Explosives Bounce* above to see which corner of the square the explosive bounces to.

If the character misses the target, the explosive lands at a corner of a square nearby in a random direction. Consult *Table: Thrown Explosives Bounce* below to determine where the explosive lands.

After determining where the explosive landed, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

Planted Explosives

A planted explosive is set in place, with a timer or fuse determining when it goes off. No attack roll is necessary to plant an explosive; the explosive sits where it is placed until it is moved or goes off.

When a planted explosive detonates, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

Splash Weapons

A splash weapon is a ranged weapon that breaks apart on impact, splashing or scattering its contents over its target and nearby creatures or objects. Most splash weapons consist of liquids in breakable containers.

Table: Defense Modifiers

Circumstance	Melee	Ranged
Defender sitting or kneeling	–2	+2†
Defender prone	–4	+4†
Defender stunned or cowering	–2‡	–2‡
Defender climbing	–2‡	–2‡
Defender flat-footed	+0‡	+0‡
Defender running	+0‡	+2‡
Defender grappling (attacker not)	+0‡	+0◊
Defender pinned	–4Δ	+0Δ
Defender helpless (such as paralyzed, sleeping, or bound)	+0‡	+0‡
Defender has cover	——See Cover ——	
Defender concealed or invisible	See Concealment	

†Does not apply if target is adjacent to attacker. This circumstance may instead improve bonus to Defense granted by cover. See Cover.
‡The defender loses any Dexterity bonus to Defense.
◊Roll randomly to see which grappling combatant the character strikes. That defender loses any Dexterity bonus to Defense.
ΔTreat the defender's Dexterity as 0 (–5 modifier).

Table: Thrown Explosives Bounce

Hit Roll on d4	Corner of targeted square
1	Upper Left
2	Upper Right
3	Lower Right
4	Lower Left
(Miss 2 to 3 Range Increments)	
Roll on d8	**Location Struck**
1	Upper right corner, one square beyond target
2	Upper right corner, one square right of target
3	Lower right corner, one square right of target
4	Lower right corner, one square short of target
5	Lower left corner, one square short of target
6	Lower left corner, one square left of target
7	Upper left corner, one square left of target
8	Upper left corner, one square beyond target
(Miss 4 to 5 Range Increments)	
Roll on d12	**Location Struck**
1	Upper right corner, two squares beyond target
2	Upper right corner, one square beyond and right of target
3	Upper right corner, two squares right of target
4	Lower right corner, two squares right of target
5	Lower right corner, one square short and right of target
6	Lower right corner, two squares short of target
7	Lower left corner, two squares short of target
8	Lower left corner, one square short and left of target
9	Lower left corner, two squares left of target
10	Upper left corner, two squares left of target
11	Upper left corner, one square beyond and left of target
12	Upper left corner, two squares beyond target

To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so characters don't take the –4 nonproficient penalty. A hit deals direct hit damage to the target and splash damage to all other creatures within 5' of the target.

A character can instead target a specific 5' square, including a square occupied by a creature. Use the rules for thrown explosives. However, if a character targets a square, creatures within 5' are dealt the splash damage, and the direct hit damage is not dealt to any creature.

If the character misses the target (whether aiming at a creature or a square), check to see where the weapon lands, using the rules for thrown explosives. After determining where the object landed, it deals splash damage to all creatures within 5'.

Attack an Object

Sometimes a character needs to attack or break an object.

Strike an Object: Objects are easier to hit than characters because they usually don't move, but many are tough enough to shrug off some damage from each blow.

Object Defense and Bonuses to Attack: Objects are harder or easier to hit depending on their size and whether they are immobile or being held, carried, or worn by opponents. The base Defense of objects is shown on *Table: Size and Defense of Objects*.

If a character uses a full-round action to make an attack against an inanimate, immobile object, the character gets an automatic hit with a melee weapon, or a +5 bonus on his attack roll with a ranged weapon.

An object being held, carried, or worn has a Defense equal to the above figure + 5 + the opponent's Dexterity modifier + the opponent's class bonus to Defense. Striking a held, carried, or worn object provokes an attack of opportunity from the character who holds it. (If a character has the *Sunder* feat, he doesn't incur an attack of opportunity for making the attempt.)

Hardness: Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's Hit Points (see *Table: Substance Hardness and Hit Points* and *Table: Object Hardness and Hit Points*).

Hit Points: An object's Hit Point total depends on what it is made of or how big it is (see *Table: Substance Hardness and Hit Points* and *Table: Object Hardness and Hit Points*).

Energy Attacks: Acid and sonic/concussive attacks deal normal damage to most objects. Electricity and fire attacks deal half damage to most objects; divide the damage by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage by 4 before applying the hardness.

Ineffective Weapons: The GM may determine that certain weapons just can't deal damage effectively to certain objects.

Immunities: Objects are immune to

Table: Size and Defense of Objects

Size (Example)	Defense
Colossal (jetliner)	–3
Gargantuan (army tank)	1
Huge (typical car)	3
Large (big door)	4
Medium (dirt bike)	5
Small (chair)	6
Tiny (laptop computer)	7
Diminutive (paperback book)	9
Fine (pencil)	13

Table: Substance Hardness and Hit Points

Substance	Hardness	Hit Points
Paper	0	2/inch thick
Rope	0	2/inch thick
Plastic, soft	0	3/inch thick
Glass	1	1/inch thick
Ceramic	1	2/inch thick
Ice	0	3/inch thick
Plastic, hard	2	5/inch thick
Wood	5	10/inch thick
Aluminum	6	10/inch thick
Concrete	8	15/inch thick
Steel	10	30/inch thick

Table: Object Hardness and Hit Points

Object	Hardness	Hit Points	Break DC
Cheap Lock	0	1	10
Average Lock	3	5	15
High Quality Lock	5	10	20
High Security Lock	10	120	35
Ultra Security Lock	20	150	40
Manufactured objects†			
Fine	0	1	10
Diminutive	0	1	10
Tiny	1	2	10
Small	3	3	12
Medium	5	5	15
Large	5	10	15
Huge	8	10	20
Gargantuan	8	20	30
Colossal	10	30	50
Firearm, Medium	5	7	17
Rope	0	2	23
Simple wooden door	5	10	13
Strong wooden door	5	20	23
Steel door	10	120	35
Cinderblock wall	8	90	35
Chain	10	5	26
Handcuffs	10	10	30
Metal bars	10	15	30

†Figures for manufactured objects are minimum values. The GM may adjust these upward to account for objects with more strength and durability.

subdual damage and to critical hits.

Saving Throws: Unattended objects never make saving throws. They are considered to have failed their saving throws. An object attended by a character (being grasped, touched, or worn) receives a saving throw just as if the character himself were making the saving throw.

Breaking Objects

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check to see whether he succeeds. The DC depends more on the construction of the object than on the material.

If an object has lost half or more of its Hit Points, the DC to break it decreases by 2.

Repairing Objects

Repairing damage to an object takes a full hour of work and appropriate tools. (Without the tools, a character takes a –4 penalty on his Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 Hit Points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all the object's Hit Points.

VEHICLE MOVEMENT AND COMBAT

For simply traveling from point to point, the vehicle used is largely a matter of personal style and finances. Skill checks are only required in extraordinary circumstances. These rules are primarily focused on ground vehicles—cars, trucks, and light military vehicles. The rules can be modified for boats, heavier armored vehicles, and aircraft.

Characters in Vehicles

A character in a vehicle fills one of several possible roles, which determines what the character can do.

Driver

The driver of the vehicle controls its movement. Most vehicles have only one position from where the vehicle can be driven, so the person seated there is the driver. Driving a vehicle is, at a minimum, a move action, which means that the driver may be able to do something else with his attack action. There can be only one driver in a vehicle at one time.

Driver Options

Here is what a vehicle driver can do in a single round:

Choose the Vehicle's Speed: The driver may increase or decrease his vehicle's speed category by one (or keep it the same).

Optional Attack Action: If the driver wants, he can use his attack action before moving the vehicle. If the driver does so, however, he will be limited to a single stunt during movement.

Movement: Move the vehicle any number of squares within the vehicle's speed category. Along the way, perform any number of simple maneuvers (limited only by their movement cost). The driver may also attempt a single stunt as part of the movement (or two, if the driver didn't take his attack action before moving).

Optional Attack Action: If the driver did not take an attack action before moving, and performed one or fewer stunts, the driver has an attack action left.

Hide and Seek: When being pursued, a driver can attempt a Hide check to lose the pursuer in heavy traffic, or a Bluff check to misdirect the pursuer before turning onto an off-ramp or a side street.

To make a Hide check, use the normal rules for hiding (see Hide, **Chapter 6: Skills**). The normal size modifiers apply, but because the driver is hiding among other vehicles, most of which are size Large or Huge, he gains a +8 bonus on the check. This use of the Hide skill can only be attempted in fairly heavy traffic; in lighter traffic, the GM might not allow it or might apply a penalty to the check.

A driver can use Bluff to make a pursuer think he is going a different direction from what the driver intends. Just before making a turn onto an off-ramp or side street, make a Bluff check opposed by the pursuer's Sense Motive check. If the driver is successful, the pursuer takes a –5

penalty on any Drive check needed to make the turn to follow the driver. If the other driver can make the turn using only simple maneuvers and does not have to make a Drive check, the Bluff attempt has no effect.

Copilot

A copilot can help the driver by taking an aid another action. The copilot must be seated in a location where he can see the road and advise the driver (in a car, this generally means the front passenger seat). Aiding the driver is a move action, leaving the copilot with an attack action each round to do something else. A vehicle can have only one copilot at a time. A copilot can also drive the vehicle if the driver cannot or chooses not to, provided there is a second set of controls at the copilot's seat (usually true in aircraft, but not ground vehicles).

Gunner

Some vehicles have built-in weapons. If such a weapon is controlled from a location other than the driver's position, a character can man that position and become the gunner. A vehicle can have as many gunners as it has gunner positions.

Passenger

All other personnel aboard the vehicle are considered passengers. Passengers have no specific role in the vehicle's operation, but may be able to fire weapons from the vehicle or take other actions.

Scale

These rules use two scales. If the encounter involves both vehicles and characters on foot, use character scale. If the scene involves only vehicles, and they're likely to move at much higher speeds than characters or creatures on foot, use chase scale.

Character Scale

Character scale is identical to the standard movement scale: It's carried out on a grid in which each square equals 5'. In character scale, most vehicles are large enough to occupy multiple squares on the map grid. How many squares a vehicle occupies is specified in the vehicle's description.

When moving a vehicle, count the squares from the vehicle's rear. When turning, pivot the vehicle on the rear square toward which it is turning. When firing weapons, count squares from the location of the weapon.

In character scale, more than one ground vehicle cannot occupy the same square.

Chase Scale

In chase scale, each square of the grid represents 50'.

In chase scale, most commonly encountered vehicles occupy only one square. (Some especially large vehicles, such as ships or jumbo jets, might occupy more than one square.) More than one vehicle can occupy the same square. Vehicles in the same square are considered to be 20' apart for the purposes of determining range for attacks.

Vehicle Sizes

Vehicles use the same size categories as characters and creatures, as shown on *Table:Vehicle Sizes*. The vehicle's size modifier applies to its initiative modifier, maneuver modifier, and Defense. (The size modifier is already included in the vehicle statistics on *Table:Vehicles* in **Chapter 9: Gear**)

Vehicle Combat

Getting Started

Most vehicles can be entered with a move action and started with a second move action. An exception is noted in a vehicle's description when it applies.

Initiative

Initiative in vehicle combat is determined normally.

Vehicle Speed

Vehicle speed is expressed in five categories: stationary, alley speed, street speed, highway speed, and all-out. Each of these speed categories represents a range of possible movement (see *Table:Vehicle Speeds and Modifiers*). Each round, a vehicle moves according to its current speed category.

Declaring Speed

At the beginning of his action, a driver must declare his speed category for the round. The driver can choose to go one category faster or slower than the vehicle's speed category at the end of the previous round. A stationary vehicle can change to alley speed in either forward or reverse. Most vehicles cannot go faster than alley speed in reverse.

Stationary: The vehicle is motionless.

Alley Speed: This speed is used for safely maneuvering a vehicle in tight spaces, such as alleys and parking garages. It tops out at about the speed a typical person can run.

Street Speed: The vehicle is traveling at a moderate speed, up to about 35 miles per hour.

Highway Speed: The vehicle is moving at a typical

Table:Vehicle Sizes

Vehicle Size	Size Modifier	Examples
Colossal	–8	Yacht, semi with trailer
Gargantuan	–4	Tank, limousine
Huge	–2	Luxury car, SUV, armored car
Large	–1	Economy car, Harley
Medium	+0	Racing bike, dirt bike

Table:Vehicle Speeds and Modifiers

Speed Category	Character Scale Movement†	Character Scale Turn Number‡	Chase Scale Movement†	Chase Scale Turn Number‡	Defense Modifier	Check/Roll Modifier
Stationary◊	0	—	0	—	+0	—
Alley speed	1–20	1	1–2	1	+0	+0
Street speed	21–50	2	3–5	1	+1	–1
Highway speed	51–150	4	6–15	2	+2	–2
All-out	151+	8	16+	2	+4	–4

†The number of squares a vehicle can move at this speed.
‡The number of squares a vehicle must move at this speed before making a turn.
◊A stationary vehicle cannot move or maneuver.

highway speed, from about 35 to 80 miles per hour.

All-Out: The vehicle is traveling extremely fast, more than 80 miles per hour.

Moving

On his action, the driver moves the vehicle a number of squares that falls within the vehicle's speed category. Unlike characters, a vehicle cannot double move, run, or otherwise extend its movement (except by changing to a higher speed category). Every vehicle has a top speed, included in its statistics on *Table:Vehicles*. A vehicle cannot move more squares than its top speed. This means that some vehicles cannot move at all-out speed, or even highway speed.

Count squares for vehicles just as for characters.

The Effects of Speed

A fast-moving vehicle is harder to hit than a stationary one—but it's also harder to control, and to attack from. Refer to *Table:Vehicle Speeds and Modifiers* for the full effects of vehicle speed.

Driving a Vehicle

Driving a vehicle is a move action, taken by the vehicle's driver. During his move action, the driver moves the vehicle a number of squares that falls within its speed category. The driver can attempt maneuvers to change the vehicle's course or speed. These maneuvers can be attempted at any point along the vehicle's route. The driver can choose to use his attack action to attempt additional maneuvers.

The two kinds of vehicle movement are simple maneuvers and stunts.

Simple Maneuvers

A simple maneuver, such as a 45° turn, is easy to perform. Each is a free action and can be taken as many times as the driver likes while he moves the vehicle. However, simple maneuvers do cost movement—so a vehicle that makes a lot of simple maneuvers will not get as far as one going in a straight line. Simple maneuvers do not require the driver to make skill checks.

45° Turn: Any vehicle can make a simple 45° turn as part of its movement. The vehicle must move forward at least a number of squares equal to its turn number (shown on *Table:Vehicle Speeds and Modifiers*) before it can turn. Making a 45° turn costs 1 square of movement.

Ram: At character scale, a driver does not have to perform a maneuver to ram another vehicle—he only needs to drive his vehicle into the other vehicle's square, and a collision occurs (see Collisions and Ramming).

At chase scale, however, more than one vehicle can occupy the same square and not collide—so ramming another vehicle requires a simple maneuver. The driver moves his vehicle into the other vehicle's square and states that he is attempting to ram. Resolve the ram as a collision, except that the driver of the target vehicle can make a Reflex save (DC 15) to reduce the damage to both vehicles by half.

Sideslip: A driver might wish to move to the side without changing the vehicle's facing, for instance to change lanes. This simple maneuver, called a sideslip, allows a vehicle to avoid obstacles or weave in and out of traffic without changing facing. A sideslip moves a vehicle 1 square forward and 1 square to the right or left, and costs 3 squares of movement.

Stunts

Stunts are difficult and sometimes daring maneuvers that enable a driver to change his vehicle's speed or heading more radically than a simple maneuver allows. Unsuccessful stunts often result in the vehicle ending up someplace other than where the driver intended. When this happens, the vehicle collides with any objects in its path. Remember that the check/roll modifier from *Table: Vehicle Speeds and Modifiers* affects all Drive checks made by the driver and attack rolls made by all occupants of the vehicle.

A stunt is a move action. It can be taken as part of a move action to control the vehicle, and a second stunt can be attempted in lieu of the driver's attack action. Stunts always require Drive checks.

Avoid Hazard: Vehicle combat rarely occurs on a perfectly flat, featureless plain. When a vehicle tries to move through a square occupied by a hazard, the driver must succeed on a Drive check to avoid the hazard and continue moving.

Structures simply cannot be avoided. Also, if a driver

Table: Avoiding Hazards	
Hazard	**DC**
Caltrops	15
Oil slick	15
Object	
Small (tire, light debris)	5
Medium (crate)	10
Large (pile of wreckage)	15

cannot make a check (if he has used all his actions for the round in performing other stunts), he automatically fails to avoid the hazard. In such cases, a collision occurs.

The DC to avoid a hazard varies with the nature of the hazard.

On a failed check, the vehicle hits the obstacle. For caltrops, this means the caltrops make an attack against the vehicle (see Caltrops). An oil slick forces the drive to make a Drive check (DC 15) to retain control of the vehicle (see Losing Control). Failing to avoid an object results in a collision with the object (see Collisions and Ramming).

Table: Bootleg Turn	
Facing Change	**DC**
45°	5
90°	10
135°	15
180°	20

Bootleg Turn: By making a bootleg turn, a driver can radically change direction without turning in a loop. However, in so doing, the vehicle comes to a stop.

Before a vehicle can make a bootleg turn, it must move in a straight line at least a number of squares equal to its turn number. To make a bootleg turn, simply change the vehicle's facing to the desired direction. The vehicle ends its movement in that location, at stationary speed.

The DC for a bootleg turn depends on the change in facing.

On a failed check, instead of facing the desired direction, the vehicle only changes facing by 45°. Make a Drive check to retain control against a DC equal to the DC for the bootleg turn attempted (see Losing Control).

Dash: With a dash stunt, a driver can increase the vehicle's speed by one category. (This increase is in addition to any speed change made at the beginning of the driver's action; if the driver increased speed at that time, he can accelerate a total of two categories in the same round.) The vehicle's total movement for the round cannot exceed the maximum number of squares for its new speed category. (The squares it has already moved before attempting the dash count against this total.)

The DC for a dash is 15. The driver can only succeed at one dash per round.

On a failed check, the vehicle does not change speed categories.

Hard Brake: With a hard brake stunt, a driver can reduce the vehicle's speed by up to two categories. (This is in addition to any speed change made at the beginning of his action; if the driver reduced speed at that time, he can drop a total of three categories in the same round.) The vehicle's movement for the round ends as soon as it has moved the minimum number of squares for its new speed category. (If it has already moved that far before attempting the hard brake, it ends its movement immediately.)

The DC for a hard brake is 15. The driver can only succeed at one hard break per round.

On a failed check, the vehicle does not change speed categories. Make a Drive check (DC 15) to retain control (see Losing Control).

Hard Turn: A hard turn allows a vehicle to make a turn in a short distance without losing speed.

A hard turn functions like a 45° turn simple maneuver, except that the vehicle only needs to move forward a number of squares equal to half its turn number (rounded down).

The DC for a hard turn is 15.

On a failed check, the vehicle continues to move forward a number of squares equal to its turn number before turning, just as with a simple 45° turn. Make a Drive check (DC 15) to retain control (see Losing Control).

Jump: A driver can attempt to jump his vehicle across a gap in his path.

To make a jump, the vehicle must move in a straight line a number of squares equal to its turn number. If the vehicle doesn't have enough movement left to clear the gap, it must complete the jump at the start of its next turn.

The DC for a jump depends on the width of the gap, modified by the vehicle's speed category.

On a failed check, the vehicle fails to clear the gap, and instead falls into it (or collides with the far side). Determine damage as for a collision (see Collisions and Ramming).

A shallow gap (1' to 3' deep) is equivalent to a Medium object; the vehicle may be able to avoid taking collision damage from the failed jump by treating the far side as a hazard and then continue moving (see Avoid Hazard, above).

A moderately deep gap (4' to 10' deep) is equivalent to a Huge object. The vehicle can only drive out of the gap if the walls are not too steep.

A deeper gap (11' or deeper) is equivalent to a Colossal object. The vehicle can only drive out of the gap if the walls are not too steep.

If the gap is filled with water, the vehicle takes only half damage from the collision with the ground. However, if the water is too deep or the bottom is too soft (GM's discretion), the vehicle might not be able to move.

Sideswipe: During a vehicle's movement, a driver can attempt to sideswipe a vehicle or other target, either to

Table: Gap Jump Difficulty

Gap Width	DC
1' – 3' (ditch)	15
4' – 8' (culvert)	20
8' – 15' (creek, small ravine)	25
16' – 25' (narrow road, small pond)	35
26' – 40' (wide road, small river)	45

deal damage without fully ramming it or to cause another driver to lose control of his vehicle.

At character scale, a vehicle must be side by side with its target (that is, occupying the square or squares directly to its side) and moving in the same direction. Attempting a sideswipe costs 1 square of movement.

Table: Jump Speed Modifiers

Vehicle Speed Category	DC Modifier
Alley speed	+10
Street speed	+5
Highway speed	+0
All-out	–5

At chase scale, the vehicle must be in the same square as its target and moving in the same direction. There is no movement cost. If the stunt is successful, the sideswiping vehicle and the target both take damage as if they had collided (see Collisions and Ramming), except that the collision multiplier is ¼ , and the target (or driver of the target vehicle) can make a Reflex save (DC 15) to reduce the damage to both by half. If the target is another vehicle the driver must succeed at a Drive check (DC 15) at the beginning of his next action or lose control of the vehicle. The DC for a sideswipe is 15. It's modified by the relative size and speed of the target.

On a failed check, both vehicles take damage as though the sideswipe attempt was a success. However, the other driver does not need to make a check to retain control.

Table: Sideswipe Difficulty Modifiers

Target Condition	DC Modifier
Each size category larger	–5
Each size category smaller	+5
Each speed category of difference	–2

Collisions and Ramming

A collision occurs when a vehicle strikes another vehicle or a solid object. Generally, when a vehicle collides with a creature or other moving vehicle, the target can attempt a Reflex save (DC 15) to reduce the damage by half.

Table: Collision Direction

Colliding Vehicle's Target	Multiplier
A stationary object	X 1
A moving vehicle, striking head-on or 45° from head-on	X 2
A moving vehicle, striking perpendicular	X 1
A moving vehicle, striking from the rear or 45° from the rear	X ½
A vehicle being sideswiped (see Sideswipe)	X ¼

Table: Collision Damage

Highest Speed	Damage Die Type
Alley speed	d2
Street speed	d4
Highway speed	d8
All-out	d12
Smallest Object or Creature Size	**Number of Dice**
Colossal	20
Gargantuan	16
Huge	12
Large	8
Medium	4
Small	2
Tiny	1
Smaller than Tiny	0

Resolving Collisions

The base damage dealt by a vehicle collision depends on the speed and size of the objects involved. Use the highest speed and the smallest size of the two colliding objects and refer to *Table: Collision Damage*.

After finding the base damage, determine the collision's damage multiplier based on how the colliding vehicle struck the other vehicle or object. (For vehicles moving in reverse, consider the back end to be the vehicle's "front" for determining the collision multiplier.) Consult *Table: Collision Direction* for a multiplier.

Once the damage has been determined, apply it to both vehicles (or objects or creatures) involved in the collision. Both vehicles reduce their speed by two speed categories. If the colliding vehicle moved the minimum number of squares for its new speed category before the collision, it ends its movement immediately. If not, it pushes the other vehicle or object aside, if possible, and continues until it has moved the minimum number of squares for its new speed category.

The driver of the vehicle that caused the collision must immediately make a Drive check (DC 15) or lose control of the vehicle (see Losing Control, below). The driver of the other vehicle must succeed on a Drive check (DC 15) at the beginning of his next action or lose control of his vehicle.

Damage to Vehicle Occupants

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle.

Each of the occupants may make a Reflex save (DC 15) to take half damage.

Losing Control

A collision or a failed stunt can cause a driver to

Table:Vehicle Occupant Damage	
Cover	**Damage**
None	Same as damage taken by vehicle
One-quarter	One-half damage taken by vehicle
One-half	One-quarter damage taken by vehicle
Three-quarters or more	None

lose control of his vehicle. In these cases, the driver must make a Drive check to retain control of the vehicle. If this check is successful, the driver maintains control of the vehicle. If it fails, the vehicle goes into a spin. If it fails by 10 or more, the vehicle rolls. Remember that the check/roll modifier from *Table:Vehicle Speeds and Modifiers* applies to all Drive checks.

An out-of-control vehicle may strike an object or other vehicle. When that happens, a collision occurs (see Collisions and Ramming, above).

Spin: The vehicle skids, spinning wildly.

At character scale, the vehicle moves in its current direction a number of squares equal to the turn number for its speed, and then ends its movement. Once it stops, roll 1d8 and consult *Table:Vehicle Spin* to determine its new facing. Reorient the vehicle accordingly.

At chase scale, the vehicle moves 1 square and ends its movement. Roll to determine its new facing as indicated above.

Roll: The vehicle tumbles, taking damage.

At character scale, the vehicle rolls in a straight line in its current direction for a number of squares equal to the turn number for its speed, and then ends its movement. At the end of the vehicle's roll, reorient the vehicle perpendicular to its original direction of travel (determine left or right randomly).

At chase scale, the vehicle rolls one square before stopping and reorienting.

At either scale, a vehicle takes damage equal to 2d6 x the character scale turn number for its speed (use the turn number from character scale even at chase scale). The vehicle's occupants take damage equal to 2d4 x the character scale turn number for its speed (Reflex save, DC 15, for half damage).

Table:Vehicle Spin	
D8 Roll	**New Facing**
1	No Change
2	Right 45°
3	Right 90°
4	Right 135°
5	180°
6	Left 135°
7	Left 90°
8	Left 45°

Fighting from Vehicles

The following rules provide a further framework for combat involving vehicles.

Vehicle Combat Actions

Actions during vehicle combat are handled the same way as actions during personal combat. In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed normally, in conjunction with another action.

Free Actions: Communicating orders is a free action. Characters can perform as many free actions as the GM permits in a single round.

Move Actions: Changing position within a vehicle is usually a move action, especially if the character has to trade places with another character. If the character's movement is short and unobstructed, the character can do it as the equivalent of a 5' step. Otherwise, it requires a move action.

Attack Actions: Anyone aboard a vehicle can make an attack with a personal weapon, and drivers and gunners can make attacks with any vehicle-mounted weapons controlled from their positions.

Full-Round Actions: Since the driver must use a move action to control the vehicle, he can't take a full-round action unless he starts it in one round and completes it on his next turn (see Start/Complete Full-Round Action).

Attack Options

Firing a vehicle's weapon requires an attack action and uses the driver's or gunner's ranged attack modifier. A driver with 5 or more ranks in the Drive skill gains a +2 synergy bonus when firing vehicle-mounted weapons while driving. Some military vehicles are equipped with fire-control computers. These systems grant equipment bonuses on attack rolls with the vehicle-mounted weapons to which they apply.

Driving Defensively: Just as in melee combat, one can fight defensively while driving a vehicle, which grants a +2 dodge bonus to the vehicle's Defense and applies a –4 penalty on attack rolls made by occupants of the vehicle.

Total Defense: A driver can choose the total defense, action which grants a +4 dodge bonus to Defense but does not allow the driver to attack (gunners or passengers take a –8 penalty on attack rolls). These modifiers last until the driver's next round of actions.

Targeting Occupants

An attack made against a vehicle uses the vehicle's Defense, modified by its speed category. Attackers can choose instead to target specific vehicle occupants. An attack against a vehicle occupant is made like any other attack. Remember, however, that a character in a vehicle gains bonuses to Defense from both the vehicle's speed and any cover it provides. When a character fires from a vehicle, objects or other vehicles in the way can provide cover for

the target.

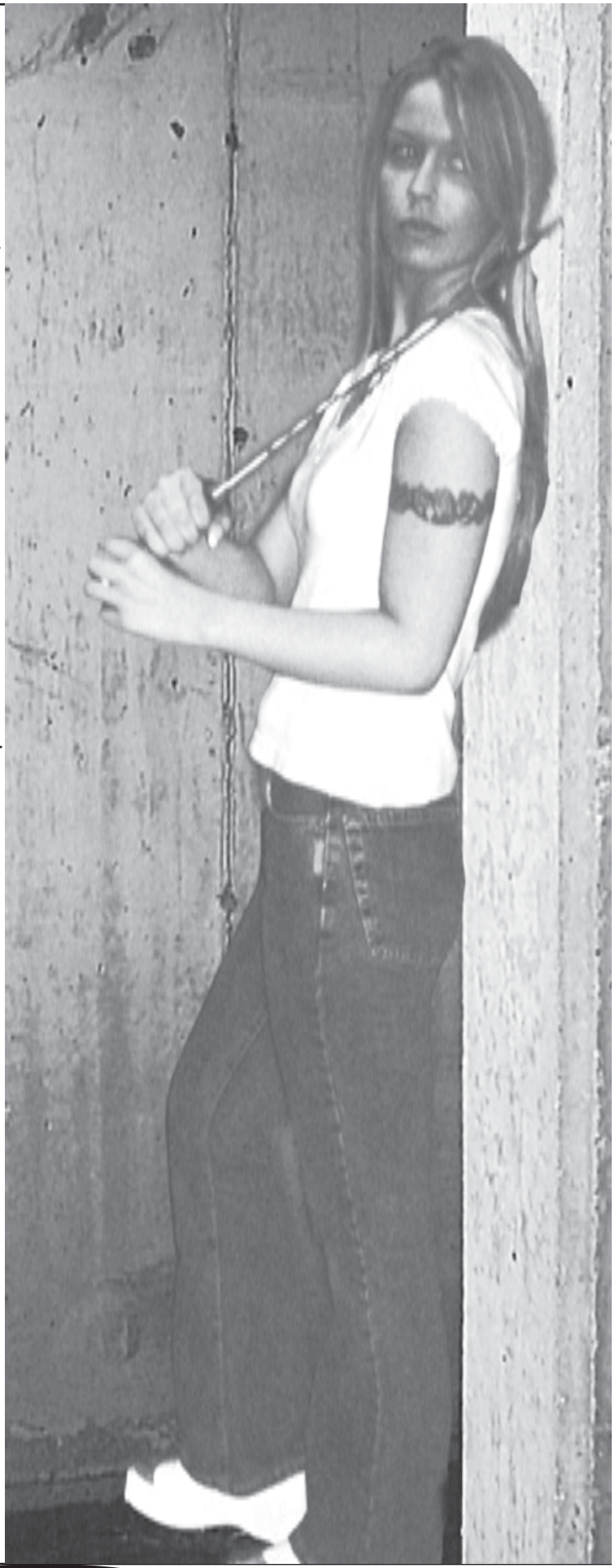
Damaging Vehicles

All vehicles have Hit Points, which are roughly equivalent to a character's Hit Points. Like most inanimate objects, vehicles also have hardness. Whenever a vehicle takes damage, subtract the vehicle's hardness from the damage dealt.

When a vehicle is reduced to 0 Hit Points, it is disabled. Although it might be repairable, it ceases functioning. A vehicle that is disabled while moving drops one speed category each round until it comes to a stop. The driver cannot attempt any maneuvers except a 45° turn.

Unlike characters, vehicles don't "die" when they reach –10 Hit Points. Instead, a vehicle is destroyed when it loses Hit Points equal to twice its full normal total. A destroyed vehicle cannot be repaired.

Repairing Damage: Repairing damage to a vehicle takes a full hour of work, a mechanical tool kit, and a garage or some other suitable facility. (Without the tool kit, a character takes a –4 penalty on his Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 Hit Points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all of the vehicle's Hit Points.



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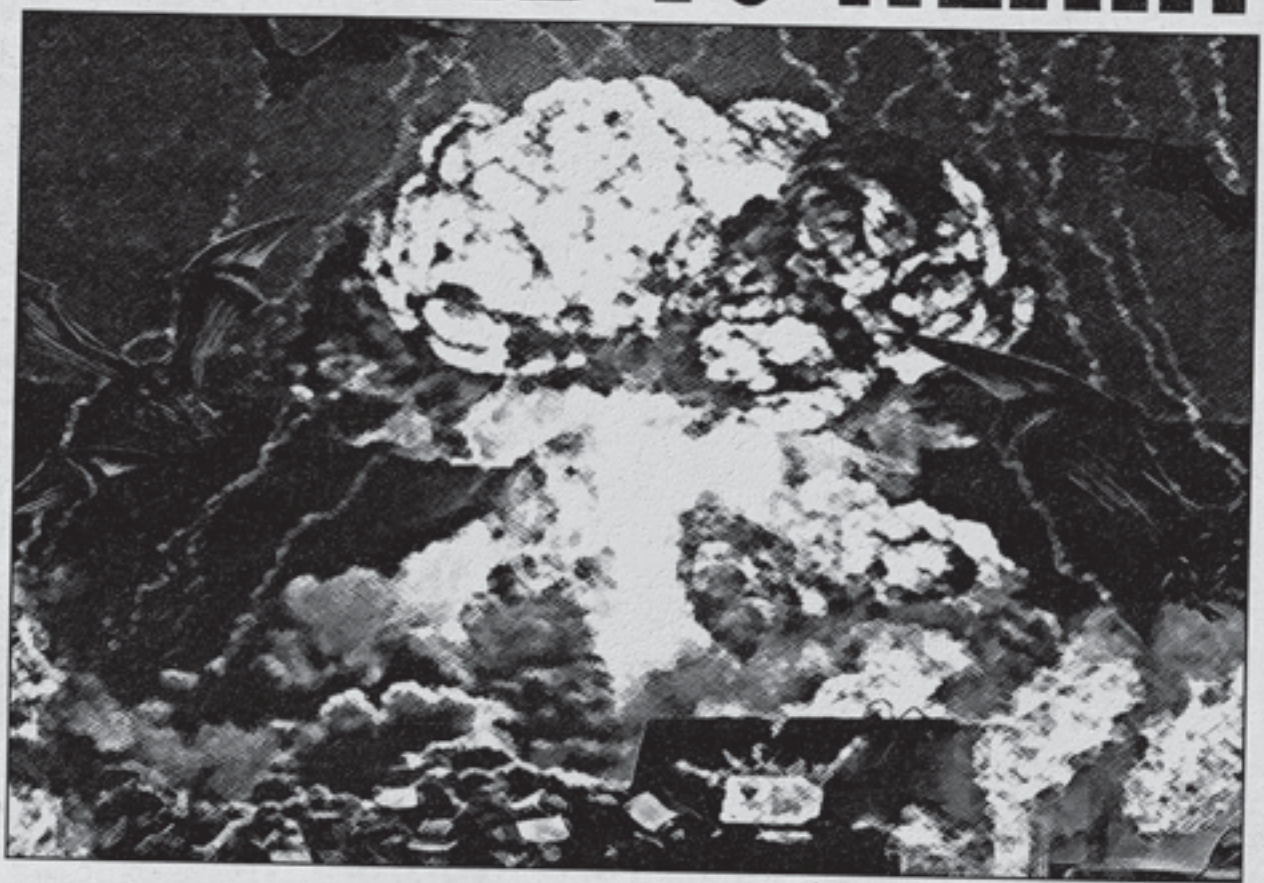

SEE INSIDE FOR DETALS

THE GAMEMASTER

The Gamemaster (or GM) is the player responsible for directing a gaming session. Part narrator, part judge, and part player, it falls to the GM to ensure that all players have an interesting and enjoyable evening. This duty carries several responsibilities.

Rules and Adjudication

The Gamemaster is the final authority regarding the rules of the game. This does require the GM to have some familiarity with the rules and mechanics, and can be quite intimidating to new GMs. Don't let it frighten you. This rulebook (and its associated supplements) is available for you to flip through for reference, as needed. It is good to know as much as you can about the system, and nothing slows down game play like taking five minutes to hunt down an obscure rule in a gigantic gaming book. Still, no one is going to quit your game if you have to look something up once in a while.

The second part of this responsibility is adjudication. Simply put, the GM decides how the rules work in his game. Though we have taken great pains to try and cover as many possibilities as we can, you will undoubtedly come across a situation that is not covered in the rules. It falls to the GM to decide how these situations are handled. Simply try to be fair and consistent when making decisions on the fly. It will help keep the players happy.

There is also a good chance that a GM may disagree with some of the rules in this book. The GM has the power to alter and append these rules for their game in any way they see fit. Just be sure to let players know at the beginning of the game if you intend to change any rules. It's only fair to the players.

Story and Setting

The GM sets the general plot and setting for the game. Utilizing the several aspects of the **Contagion** setting, or inventing their own, the GM creates the world in which the characters live. This includes creating NPCs or Non-Player Characters. NPCs are any character that is controlled by the GM including antagonists, random folk walking down the street, or contacts that the characters know.

It is advisable for the GM to plan out relevant NPCs. The Bystander class works wonderfully for generating NPCs that reflect normal people. Technically, NPCs don't even need stats unless you intend to involve them in combat somehow. When creating NPCs it is important to focus on names, personalities, backgrounds, and relationships with the character.

The story is extremely important. It is important to tell a story that all players will enjoy and be involved in. Often, this involves discussing themes before creating characters, so that everyone knows roughly what to expect. Of course you will want to surprise your characters and include plot twists, but a group of pacifist Clergy will not likely enjoy a combat laden killing spree with vile monsters that can't be reasoned with. Tailor the characters to the story and the story to the characters.

There are innumerable stories possible in the world of **Contagion**. If you want to focus on the daily lives of normal characters in a dark and mysterious world, you can. If you prefer super heroic or supernatural champions of good who throw themselves into the fray for the cause of justice that can work too. You can even play evil characters bent on shoving the world into nihilism and destruction. You set the tone and tempo of your game session. The players have their own way of speeding up or slowing down your plans, but as the GM you are largely responsible for crafting the tale.

Backgrounds

The background of each character is very important to your developing story. These backgrounds can take shape in many different forms.

For example, Anthony is playing a Pagan from the south side of Chicago and is having a hard time coming up with a back-story for his character, Roberta. He tells the storyteller that Roberta is a high school drop out and has found her way into the occult far enough that she is part of the Pagan class now.

The story may seem fine, but there are a lot of holes in Roberta's past that could help you flesh her back-story out and give you some ideas to use as plot devices later on in the story. Roberta's history might be more grounded if we included her romantic relationship for the past three years happens to be a fellow Pagan who has been practicing for the past decade. This small addition to her history tells us that Roberta has a lover that practices cultic magic, and her lover may have taught her the Arts for any number of reasons. Perhaps he wanted an apprentice or maybe Roberta has stolen the knowledge over the past few years for her own devious reasons. The possibilities with a character's history are effectively endless. As the GM you have final say on what is feasible for any player to have in their history.

For example: Brenda wants to create a member of the Clergy who has had somewhat of a checkered past. Her character, Francis, is a thirty-five year old Catholic priest who has been a member of the Clergy for the past five years. Francis is an upstanding member of society and enjoys doing God's work in his day- to- day life. Secretly,

Francis is a member of a church that holds black masses and worships a dark god.

The problem with this type of back-story is that Brenda wants to have both of the advantages of a Clergy character and the connections and power of her black mass church. If Francis is a member of the Clergy, he cannot knowingly associate himself with an evil church: it would be a direct violation of his class. When players are creating histories for their characters, you should remind them that some classes have strict guidelines as to how they operate. In any character's back-story, it should remain the players' choice to create. Don't make it up for them, even if they want you to. In the end they will enjoy a character more if they have control over how it was created.

Getting Started

As your campaign starts, the players need to be drawn in to your storyline. It is important to keep in mind not all players will work together. In fact, some may openly work against each other. No matter whether they work together or not, it is not your job to force the characters to work together, or like each other. The players have their own vision of the story as it plays out, and they have ideas about how the characters would react to the situations you throw at them. The Vagrant drug user who fights evil because it is invading his part of the alley can be very different from a Slayer who poses as a rich businessman during the day. These two characters may seemingly have nothing in common on the surface, but they both have a need to fight evil, albeit for different reasons. As the Gamemaster your job is to find the common ground between the characters and use it to make the story flow smoothly. This also means you have to be on top of what is happening and what you have planned for the night's events. It is not enough to know the character's classes; you should also know, or at least look, at the rest of the sheet. Does the Slayer have a Profession (Dancing) skill? This could give you an idea about how he/she makes the money they need to live on, and give you another interesting plot twist.

The character's equipment should also concern you as well. If the players sit down with you to create the characters they are going to play, when they come to the point they need to purchase equipment, assist them in picking out the right pieces for their specific character. If the players make their characters before they sit down at the game session, go over their equipment with them and make sure they haven't picked up anything they shouldn't have. This also gives you a chance to pick out certain things in a characters inventory that they should have. The Clergy player who buys a rocket launcher isn't paying attention to what kind of class he has chosen. On the other hand, the Slayer who forgets to buy any weapons is going to have a hard time slaying anything. With every character it is important to be fair with any purchases the players want to make. Don't deny them equipment they can afford or at very least seems reasonable.

After making yourself familiar with the character that will be played, you should decide where to start first. In the past, many games sessions have started out in bars, restaurants and similar places. It is highly recommended that you not start your campaign this way. This type of opening can be too old fashioned to get your players' attention. Instead, you could start with one player and introduce your plot to him/her and work the other players in as the story needs. The story can start in any way you choose. *In media res*, a Latin term meaning "in the middle of action," can be a great way to start off a game session. This type of opening can jump-start the players into the game. The most important thing to remember about the opening is to grab your players' attention and never let go, much like a great movie.

As the story progresses make sure to take mental notes about what the players are doing and how their characters react to the situations you present. This can help you in the future by setting up specific situations for those characters. For example, if the Slayer in the party goes guns blazing into every encounter with a member of the walking dead, you can assume that this trend will continue until you show them what can happen if the monster is immune to bullets.

TRICKS OF THE TRADE

If **Contagion** is your first Gamemastering experience, it's important to keep a few of the ground rules in mind when dealing with players and their characters during a game session. These tips and tricks will only help you enjoy your Gamemastering experience.

Do: Keep your players interested

All of the hard work you have done on your game comes down to one very important thing: the players have to be interested. If the players are falling asleep during your scene descriptions then you need to spice it up a bit. Keep the players on their toes and thinking about what their characters are going to do next.

Do: Let the players role-play

The most damaging thing you can do as a Gamemaster is to not allow the players to role-play. It's the reason why they come to play in each session! If the players get involved in a long and drawn out interaction, just let it go

on until it reaches a good breaking point. This is not to say that you should let the players blather on and on, but keep the spotlight on them, as it should be.

Do: Keep your game in a quiet environment

Could you role-play in the middle of a rock concert? Neither can the players. The environment you choose to play in greatly effects the attention your players will give you. Music from a stereo or laptop can be great to get some players into the mood to play, but can be distracting to others. You should remember to use your best judgment in what you let go on in the background of your game sessions.

Do: Remember that the story always comes first

How many times have you heard "But the rules say!!!" It can be aggravating to have the rules of this book and others like it quoted to you verbatim, and it does happen. It's important to keep in mind that the story comes before any of these rules listed. You want to tell a stunning and compelling story that captivates its audience: your players. Never let the rules get in the way of your story, and if they do, just change them. We promise it's ok.

Do: Play to the crowd

Before you ever sit down for a gaming session, it is very important to talk to your players and find out what they would like to see from the game. If you want to run a compelling story about a werewolf trying to learn to master the beast inside himself, and your players only want to kill monsters with very large weapons, then you might have a problem. Find out what they want, and give it to them. It is also important to allow a few minutes after each session to discuss what the players did and didn't enjoy about the evening's events. This will make the game more fun for them, and easier to manage for you. Nothing will spoil a good gaming session like two bored players talking about the local social rumors while you are trying to run a scene. Keep everyone entertained.

Don't: Let players run amok

Some players like to steal the spotlight. They want to be the center of attention, and they want to be the one to "break the module wide open." This can be a good thing, unless it is always the same guy doing it. If you see a player stealing everyone else's thunder, encourage the others to get involved. Bring everyone into the story with interactions. Create opportunities for the wallflower characters to stand in the limelight for a bit.

Don't: Argue about the rules during a session

Simply put, arguing in the middle of a game session wastes everyone's time. If a debate crops up during game, hear the player's complaint. Give him a minute or two to state his case, and then make a decision. Once that decision is made, however, stick to it, and if the player continues to argue, politely ask him to talk with you about the grievance after the game. If they become belligerent, ask them to leave. Talk about it later.

Don't: Tolerate cheating

If you catch a player cheating, you need to deal with it immediately and swiftly. Honest mistakes can be made, but if you find a character that is 50 points over on skills, or that one of your players says he rolled a 20 when he actually rolled a 4, then chance are it was not an honest mistake. Warn the offending player once. If the behavior continues, kick them out of the game. You don't need the hassle.

Don't: Be cheesy

Clichés can be fun. Clichés repeated over and over again get annoying. If every vampire in your game wears a cape and has a bad Romanian accent, your players will probably find it very lame very quickly. Of course, throwing the occasional wannabe Goth, who by some stroke of luck became a vampire and so plays out every bad Hollywood stereotype, can be amusing. Still, if it becomes the norm, your players will get bored quickly.

Don't: Lose your cool

Let's face facts: Gamemastering is stressful. Sometimes players piss you off. Do not hesitate to take a break if you feel your temper flare. A quick breather can help you calm down. It should be foremost in your mind that the purpose of the game is to have fun. If you find yourself getting irritated every game session, perhaps you should not be a Gamemaster.

EXPERIENCE

As the Gamemaster, it is your responsibility to hand out Experience Points. Experience Points are rewards that players receive for accomplishing goals and role-playing. These points are then applied to the character to increase his character level. The rules below govern how experience is given to players, and what it does.

Challenge Rating (CR)

The Challenge Rating represents the intensity of a challenge that a character faces. All Hellspawn have a Challenge Rating listed in their description. Any NPC (or PC for that matter) has a Challenge Rating equal to his character (not class) level. This rating determines the

amount of Experience Points awarded to the characters for defeating an adversary. Defeating an adversary does not always mean beating them up in combat. The party should be eligible for experience for overcoming any opposition, be it killing a werewolf, sneaking past a hostile NPC, or talking a Fleshraker into releasing a kidnapped victim. Any time that a direct conflict occurs with another creature, use that creature's CR to determine the experience award.

Experience awards are divided between evenly all characters present in a given conflict. Characters that are not present for that particular conflict are not included in the experience division.

For Example, Arianna (1st Level Pagan), Johnny (1st level Bystander) and Willmar (1st level Vagrant) are fighting an Otyugh (CR 4). If they defeat the creature, they will receive an award of 60 experience (as their average party level is level 1). As all experience awards are divided equally between the party members, each character would receive 20 experience points.

In the event that the experience award for a given conflict cannot be divided equally among all the players, simply round the number down to the nearest accurate point.

Table: Character Level

Level	Total XP Required to Attain	Level	Total XP Required to Attain
1	0	16	9200
2	100	17	10400
3	250	18	11600
4	500	19	12800
5	800	20	14000
6	1150	21	15250
7	1450	22	16500
8	2000	23	17750
9	2600	24	19000
10	3300	25	20250
11	4100	26	21500
12	4900	27	22750
13	5900	28	24000
14	7000	29	25250
15	8100	30	26500

Individual Awards and Ad Hoc Experience

Some situations allow for characters to gain experience on their own. This allows for characters to advance at the pace that they earn. These include role-playing and skill use.

Role-playing

It is strongly suggested to award good role-playing with Experience Points. The exact amount of experience awarded is up to the Gamemaster, but a good rule of thumb is to award no more than the character's character level x10 points per session to any character. This makes the award worthwhile, but doesn't cause the character to advance too quickly.

Skill Use

You may also wish to award characters for using skills. This allows characters to learn by doing. Often in life, we learn more from our failures than we do from our successes; therefore we use the following system for awarding experience for skill use.

Keep a running tally of the highest skill use DC that a character is assigned during the session. Then award experience according to *Table: Experience from Skill Use*. There is no award for a character attempting a skill that he could not succeed by rolling a natural twenty (20).

Table: Experience from Skill Use

Skill Use DC	Award for Success	Award for Failure	Inventive or Unique use of Skill (GM Discretion)
5-15	Character Level x2 Points	Character Level x5 Points	Character Level x 10 Points
15-25	Character Level x5 Points	Character Level x 10 Points	Character Level x 12 Points
25+	Character Level x 10 Points	Character Level x 12 Points	Character Level x 15 Points

GAINING A LEVEL

Characters gain a character level upon gaining a number of total experience points listed on *Table: Character Level*. Upon gaining a new level, the character may choose the next level in his current class, or may multiclass into another class (see **Chapter 5: Classes**.)

Table: Experience Awards

Average Party Level	CR 1	CR 2	CR 3	CR 4	CR 5	CR 6	CR 7	CR 8	CR 9	CR 10	CR 11	CR 12	CR 13	CR 14	CR 15
Level 1	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170
Level 2	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160
Level 3	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150
Level 4	5	10	20	30	40	50	60	70	80	90	100	110	120	130	140
Level 5	1	5	10	20	30	40	50	60	70	80	90	100	110	120	130
Level 6		1	5	10	20	30	40	50	60	70	80	90	100	120	130
Level 7			1	5	10	20	30	40	50	60	70	80	90	100	110
Level 8				1	5	10	20	30	40	50	60	70	80	90	100
Level 9					1	5	10	20	30	40	50	60	70	80	90
Level 10						1	5	10	20	30	40	50	60	70	80
Level 11							1	5	10	20	30	40	50	60	70
Level 12								1	5	10	20	30	40	50	60
Level 13									1	5	10	20	30	40	50
Level 14										1	5	10	20	30	40
Level 15											1	5	10	20	30

Average Party Level	CR 16	CR 17	CR 18	CR 19	CR 20	CR 21	CR 22	CR 23	CR 24	CR 25	CR 26	CR 27	CR 28	CR 29	CR 30
Level 1	180	190	200	210	220	230	240	250	260	270	280	290	300	310	320
Level 2	170	180	190	200	210	220	230	240	250	260	270	280	290	300	310
Level 3	160	170	180	190	200	210	220	230	240	250	260	270	280	290	300
Level 4	150	160	170	180	190	200	210	220	230	240	250	260	270	280	290
Level 5	140	150	160	170	180	190	200	210	220	230	240	250	260	270	280
Level 6	130	140	150	160	170	180	190	200	210	220	230	240	250	260	270
Level 7	120	130	140	150	160	170	180	190	200	210	220	230	240	250	260
Level 8	110	120	130	140	150	160	170	180	190	200	210	220	230	240	250
Level 9	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240
Level 10	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230
Level 11	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220
Level 12	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210
Level 13	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
Level 14	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190
Level 15	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180
Level 16	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170
Level 17	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160
Level 18	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150
Level 19	5	10	20	30	40	50	60	70	80	90	100	110	120	130	140
Level 20	1	5	10	20	30	40	50	60	70	80	90	100	110	120	130
Level 21		1	5	10	20	30	40	50	60	70	80	90	100	120	130
Level 22			1	5	10	20	30	40	50	60	70	80	90	100	110
Level 23				1	5	10	20	30	40	50	60	70	80	90	100
Level 24					1	5	10	20	30	40	50	60	70	80	90
Level 25						1	5	10	20	30	40	50	60	70	80
Level 26							1	5	10	20	30	40	50	60	70
Level 27								1	5	10	20	30	40	50	60
Level 28									1	5	10	20	30	40	50
Level 29										1	5	10	20	30	40
Level 30											1	5	10	20	30

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